

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60		
AR	AS VAL	Mike	MW			5MW		GEN 4 GRU	merc	30		sleight of hand
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	mag		
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		
AR	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	55		
AR	EM2			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		
AR	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		

Please Read: How to Adjust Value if ever not working!  
Gun Shoots UP--- Increase Vertical Value Y  
Gun Shoots Down--- Decrease Vertical Value Y  
Gun Shoots LEFT--- Increase Horizontal value X  
Gun Shoots Right--- Decrease Horizontal Value X

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!! Thank YOU

### MY OTHER In Game Settings

Dead zone--- 0.05

Low And High Zooms-- 1.00

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	5	7	15	1	-1	8	-1	4	15	13	10	1	2	11	2	10	4
AR	FAL	Bravo	MW	2	6	13	0	0	8	4	7	4	12	-2	12	0	2	0	12	3
AR	M4A1	Charlie	MW	-2	1	11	6	6	0	-1	9	-2	3	10	4	0	8	12	5	1
AR	FR 5.56	Delta	MW	11	8	2	8	-1	8	6	11	4	-1	10	1	0	3	12	14	13
AR	ODEN	Echo	MW	5	11	13	-1	-2	11	3	7	6	0	4	4	-1	13	-2	0	7
AR	M13	Foxtrot	MW	5	13	7	13	1	12	13	0	0	9	12	12	5	7	5	4	13
AR	FN SCAR 17	Golf	MW	12	10	-1	0	-2	-1	11	-1	-1	9	8	11	12	9	3	-2	-2
AR	AK 47 MW	Hotel	MW	4	10	7	6	3	4	3	0	15	5	0	0	-2	15	15	3	11
AR	RAM-7	India	MW	4	7	7	4	8	9	3	15	11	-1	0	6	11	2	3	9	11
AR	GRAU 5.56	Juliett	MW	6	7	8	4	5	11	3	13	4	4	9	13	1	3	7	3	-1
AR	CR-56 AMAX	Kilo	MW	10	0	13	-1	6	3	11	11	8	11	0	12	8	1	9	-1	10
AR	AN-94	Lima	MW	8	13	11	13	10	13	13	-2	-1	1	0	5	0	5	13	13	5
AR	AS VAL	Mike	MW	11	-1	3	10	7	15	4	6	9	10	10	7	0	9	2	7	4
AR	XM4	Alpha	CW	7	8	-1	1	15	13	5	11	11	1	0	13	10	12	-1	3	3
AR	AK 47 CW	Bravo	CW	15	2	3	13	12	12	1	12	0	-2	4	3	15	9	10	9	12
AR	KRIG 6	Charlie	CW	3	9	6	6	0	4	12	-2	-1	10	8	5	12	13	7	0	13
AR	QBZ-83	Delta	CW	11	13	10	2	12	15	10	12	2	9	15	12	2	10	-1	-2	0
AR	FFAR 1	Echo	CW	10	14	6	6	10	11	-1	5	7	11	14	12	14	12	0	-2	3
AR	GROZA	Foxtrot	CW	-1	6	8	4	-2	2	10	-2	7	2	0	12	10	13	2	1	15
AR	FARA 83	Golf	CW	6	13	8	10	-1	7	6	0	14	5	14	9	6	10	10	9	2
AR	C58			8	-2	3	11	5	3	8	3	9	1	7	13	12	11	1	1	3
AR	EM2			12	0	2	5	3	15	8	4	8	13	7	9	10	4	0	13	11
AR	GRAV			1	4	10	15	3	-1	1	0	15	2	4	11	9	7	-2	9	10

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	-1	1	3	2	-1	3	2	-3	3	-2	-3	3	-1	-1	-2	0	-3
AR	FAL	Bravo	MW	-2	-1	0	-3	-2	1	3	1	-3	-2	-1	2	-1	-1	2	-3	2
AR	M4A1	Charlie	MW	1	-1	3	0	0	2	2	-1	0	2	1	-1	-2	1	-3	0	-2
AR	FR 5.56	Delta	MW	1	-3	2	-1	2	0	1	-2	2	0	-3	0	1	-3	2	-3	-2
AR	ODEN	Echo	MW	3	3	-2	2	1	1	2	-3	-2	3	-1	0	2	0	3	2	-3
AR	M13	Foxtrot	MW	-3	3	-3	3	-2	2	1	0	2	-1	0	-1	1	2	-3	1	3
AR	FN SCAR 17	Golf	MW	2	1	-1	0	1	-2	-3	0	-3	-3	-2	-1	-2	-1	-3	2	2
AR	AK 47 MW	Hotel	MW	-1	0	0	-1	-3	3	1	-2	-1	-3	-2	-1	2	-3	-2	3	3
AR	RAM-7	India	MW	-2	1	1	-2	1	3	-1	3	2	-3	-1	1	-2	3	2	0	2
AR	GRAU 5.56	Juliett	MW	2	-1	1	-2	-2	0	-1	-1	3	3	2	2	-1	-1	-1	-3	3
AR	CR-56 AMAX	Kilo	MW	-2	-2	3	2	-2	0	-2	-3	3	-1	-2	-2	3	2	0	-1	-1
AR	AN-94	Lima	MW	-1	3	3	0	0	-3	3	-3	0	1	0	2	1	3	-3	2	-2
AR	AS VAL	Mike	MW	-2	-2	-1	-3	3	-3	-2	3	0	3	2	0	-2	0	1	1	2
AR	XM4	Alpha	CW	-1	3	1	-1	2	0	1	-2	-3	-3	1	2	2	-3	-2	1	-1

AR	AK 47 CW	Bravo	CW	-3	1	3	-1	-1	0	1	0	-1	1	-3	-2	-2	-1	-3	0	0	
AR	KRIG 6	Charlie	CW	1	2	-2	-3	-3	2	1	3	-1	-1	-3	3	-2	-3	0	1	1	
AR	QBZ-83	Delta	CW	1	1	1	2	2	-3	0	3	2	0	-3	3	1	-3	0	1	-1	
AR	FFAR 1	Echo	CW	2	0	-3	3	-3	-1	-3	-1	-3	-3	2	1	3	2	0	-1	-2	
AR	GROZA	Foxtrot	CW	-1	-1	-2	-1	1	1	3	2	-3	2	-1	-2	2	3	-3	-1	-3	
AR	FARA 83	Golf	CW	3	-3	0	3	-3	3	0	-3	0	0	-2	-2	0	-2	2	-3	0	
AR	C58			2	-2	3	3	2	-3	2	0	1	-1	1	-2	-2	0	1	2	2	
	EM2			-2	-2	2	2	-2	2	3	-1	3	-3	-1	-3	0	1	1	1	0	
	GRAV			-3	-1	-2	2	0	0	-3	1	-1	-2	1	-2	-1	3	-3	1	3	

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60		
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30		sleight of hand
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	mag		
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		
AR	CS8			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	55		
AR	EM2			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		
AR	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		

Please Read: How to Adjust Value if ever not working!  
 Gun Shoots UP--- Increase Vertical Value Y  
 Gun Shoots Down--- Decrease Vertical Value Y  
 Gun Shoots LEFT--- Increase Horizontal value X  
 Gun Shoots Right--- Decrease Horizontal Value X

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## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	12	3	11	12	14	15	14	9	0	-2	2	5	7	6	-1	1	10
AR	FAL	Bravo	MW	4	2	15	1	2	1	14	12	-2	10	11	12	10	8	4	3	12
AR	M4A1	Charlie	MW	7	3	-1	7	4	1	15	0	15	15	7	3	-1	7	12	-2	15
AR	FR 5.56	Delta	MW	9	3	0	7	5	11	4	12	7	-1	13	15	0	13	5	2	11
AR	ODEN	Echo	MW	7	7	15	13	7	9	0	8	4	8	11	-1	6	-1	7	1	3
AR	M13	Foxtrot	MW	3	0	12	7	1	1	7	12	9	2	10	7	2	14	-2	15	0
AR	FN SCAR 17	Golf	MW	13	5	6	2	1	0	5	13	6	-2	0	9	3	11	13	4	5
AR	AK 47 MW	Hotel	MW	10	14	4	6	3	8	14	5	8	13	9	4	0	7	11	12	12
AR	RAM-7	India	MW	12	1	11	15	15	14	2	4	11	3	13	7	0	1	12	15	5
AR	GRAU 5.56	Juliett	MW	14	9	-2	9	0	8	5	-1	7	11	12	2	2	10	11	9	6
AR	CR-56 AMAX	Kilo	MW	9	-1	3	3	9	6	5	7	14	11	2	6	1	4	2	3	14
AR	AN-94	Lima	MW	4	10	6	9	10	10	2	15	-1	11	4	7	14	13	0	15	10
AR	AS VAL	Mike	MW	9	10	8	10	11	7	3	14	5	6	3	2	-2	4	1	0	13
AR	XM4	Alpha	CW	4	10	14	3	6	2	15	12	10	8	5	2	2	-2	11	2	12
AR	AK 47 CW	Bravo	CW	4	5	-2	14	8	14	0	-1	0	-1	4	10	11	-1	9	8	3
AR	KRIG 6	Charlie	CW	2	-2	0	14	-1	14	1	0	10	10	0	11	1	7	-1	6	8
AR	QBZ-83	Delta	CW	2	7	5	14	6	15	3	8	0	2	11	6	1	2	10	14	4
AR	FFAR 1	Echo	CW	4	10	2	9	13	-1	6	3	6	10	9	10	0	4	9	14	15
AR	GROZA	Foxtrot	CW	6	14	-1	13	14	15	-1	10	11	2	1	6	10	5	6	14	2
AR	FARA 83	Golf	CW	1	13	7	-1	14	7	1	9	5	15	15	5	-1	3	9	5	10
AR	CS8			1	3	12	3	13	3	5	4	8	11	-1	13	2	1	6	10	13
AR	EM2			13	2	4	13	7	6	8	-2	10	-1	-2	14	11	6	6	-1	-1
AR	GRAV			2	5	8	-1	7	11	9	0	8	13	0	14	0	4	14	0	7

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	-3	-1	0	3	-3		1	1	-3	0	-3	2	1	2	-1	1	-1
AR	FAL	Bravo	MW	1	1	-3	-2	-1	-2	0	1	0	2	3	0	1	1	3	3	2
AR	M4A1	Charlie	MW	0	1	-3	-3	0	-3	1	-3	0	3	0	0	0	-3	2	1	0
AR	FR 5.56	Delta	MW	2	-2	0	3	2	0	-2	0	1	3	3	-1	-3	1	2	-1	-3
AR	ODEN	Echo	MW	1	0	3	2	0	-1	1	-2	2	0	-2	3	2	-3	-2	0	0
AR	M13	Foxtrot	MW	1	1	2	1	-2	3	1	-1	2	-2	1	3	0	2	0	2	3
AR	FN SCAR 17	Golf	MW	3	1	1	3	3	3	1	-2	-2	1	1	3	1	-3	-1	2	-3
AR	AK 47 MW	Hotel	MW	0	3	3	3	-1	1	1	2	2	0	-1	2	-1	-3	0	-2	0
AR	RAM-7	India	MW	0	3	2	1	0	-3	2	3	-1	3	2	-1	-1	3	-3	1	3
AR	GRAU 5.56	Juliett	MW	1	3	0	3	-2	1	2	-2	1	3	0	1	3	-2	-1	-3	3
AR	CR-56 AMAX	Kilo	MW	0	-1	1	1	-1	2	-2	-2	3	-3	-2	0	1	2	0	-1	0
AR	AN-94	Lima	MW	0	3	3	-2	0	2	-1	-2	-1	-3	0	3	-3	0	-1	1	0
AR	AS VAL	Mike	MW	1	2	3	0	-3	1	1	-2	0	-1	-1	3	-3	-2	1	2	-3
AR	XM4	Alpha	CW	1	-1	-3	1	3	-2	3	0	-2	0	3	-1	-2	-3	1	-3	0
AR	AK 47 CW	Bravo	CW	3	2	3	-1	3	-3	1	2	2	0	-2	2	-2	1	2	2	3
AR	KRIG 6	Charlie	CW	1	-3	0	2	2	-1	-3	3	1	0	1	0	0	-1	1	1	-1
AR	QBZ-83	Delta	CW	-2	-3	3	3	-1	3	-1	-2	-2	-1	-2	-2	2	2	-2	3	3

AR	FFAR 1	Echo	CW	1	-2	-3	0	0	2	-1	0	1	3	2	0	-1	2	-2	3	-3	
AR	GROZA	Foxtrot	CW	2	-1	-1	-2	-1	-2	-2	-2	-2	0	-2	0	-3	-3	1	-2	3	
AR	FARA S3	Golf	CW	-2	3	-2	1	-2	0	3	3	1	-3	1	1	1	3	-3	3	-3	
AR	CS8			0	0	1	0	1	1	0	2	-2	-2	-2	1	0	1	2	3	-1	
	EM2			3	3	2	-1	-2	-1	2	-1	3	1	-2	3	-1	-1	-1	3	3	
	GRAV			-1	-1	-3	1	1	1	2	-3	-2	-2	-2	-1	3	3	1	3	0	

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60		
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30		sleight of hand
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	mag		
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		
AR	CS8			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	55		
AR	EM2			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		
AR	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		

Please Read: How to Adjust Value if ever not working!  
 Gun Shoots UP--- Increase Vertical Value Y  
 Gun Shoots Down--- Decrease Vertical Value Y  
 Gun Shoots LEFT--- Increase Horizontal value X  
 Gun Shoots Right--- Decrease Horizontal Value X

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!! Thank You

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	10	2	11	14	1	14	12	2	14	1	6	4	9	-2	5	-2	2
AR	FAL	Bravo	MW	-1	13	11	1	-2	2	14	6	6	12	5	8	-2	13	6	-1	
AR	M4A1	Charlie	MW	13	14	4	7	14	2	11	10	0	-2	10	-2	4	2	8	4	9
AR	FR 5.56	Delta	MW	2	10	13	7	13	11	10	15	6	10	11	5	3	7	6	2	13
AR	ODEN	Echo	MW	15	4	3	3	11	6	3	13	-2	11	6	4	12	5	-2	-2	10
AR	M13	Foxtrot	MW	9	-2	6	2	7	1	9	9	1	-2	4	2	7	-2	14	9	6
AR	FN SCAR 17	Golf	MW	1	1	10	7	10	1	11	9	15	14	-2	4	11	10	14	11	-1
AR	AK 47 MW	Hotel	MW	8	5	4	5	9	-1	15	4	11	14	9	12	6	0	10	9	13
AR	RAM-7	India	MW	2	10	0	3	11	7	14	0	5	2	-1	0	12	9	12	-2	9
AR	GRAU 5.56	Juliett	MW	14	8	0	9	15	3	9	-1	1	10	11	8	12	-2	-2	5	9
AR	CR-56 AMAX	Kilo	MW	0	2	1	-1	1	-1	1	5	8	8	3	15	5	15	14	6	15
AR	AN-94	Lima	MW	3	-1	13	8	0	3	11	3	12	7	-1	-1	12	15	8	12	15
AR	AS VAL	Mike	MW	3	6	12	7	1	14	14	3	5	12	-2	14	10	2	3	12	11
AR	XM4	Alpha	CW	0	-2	11	4	8	9	9	12	7	15	3	-2	6	-1	8	12	13
AR	AK 47 CW	Bravo	CW	5	3	11	-1	9	-2	15	7	4	9	13	4	8	2	12	14	13
AR	KRIG 6	Charlie	CW	2	8	12	9	9	6	1	12	0	-2	1	15	7	6	0	1	8
AR	QBZ-83	Delta	CW	2	15	13	-2	1	12	11	8	12	11	9	11	0	10	0	14	0
AR	FFAR 1	Echo	CW	8	2	2	10	2	2	10	11	13	7	2	15	15	8	8	1	6
AR	GROZA	Foxtrot	CW	10	3	1	14	12	10	7	3	4	4	14	6	7	3	0	3	
AR	FARA 83	Golf	CW	11	4	3	8	1	12	7	1	14	10	7	10	14	-2	0	3	2
AR	CS8			14	3	-2	8	12	15	6	2	7	3	13	3	6	11	15	3	15
AR	EM2			2	3	6	15	7	14	13	15	11	8	8	10	15	9	12	1	13
AR	GRAV			5	10	-1	8	15	2	10	10	14	1	0	8	3	11	6	-1	4

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	0	-1	-3	-3	0	-3	0	-2	-3	1	3	-2	3	-3	2	-3	3
AR	FAL	Bravo	MW	1	3	-1	1	3	0	-1	-2	3	-2	1	2	0	0	2	1	2
AR	M4A1	Charlie	MW	-2	-3	-2	-3	-2	1	2	-2	-2	2	0	3	3	3	-2	-3	-3
AR	FR 5.56	Delta	MW	3	-1	2	-2	-3	1	0	-2	1	-1	3	2	-1	3	3	1	1
AR	ODEN	Echo	MW	-1	3	-1	3	-3	-1	-3	-3	-2	1	-2	3	2	-3	3	-1	1
AR	M13	Foxtrot	MW	-2	-3	-1	2	-1	-1	3	-2	-1	2	-2	-3	1	-2	-2	2	1
AR	FN SCAR 17	Golf	MW	-2	-3	3	2	-3	-1	-1	3	1	-1	3	3	1	3	-3	1	2
AR	AK 47 MW	Hotel	MW	0	1	-1	1	0	2	-1	-3	1	-2	-1	0	-2	2	1	-1	-2
AR	RAM-7	India	MW	1	0	3	-1	-1	2	1	3	1	-3	2	2	0	0	0	-3	1
AR	GRAU 5.56	Juliett	MW	-1	-2	-2	2	1	0	-2	-3	-3	-2	1	-2	3	3	2	0	3
AR	CR-56 AMAX	Kilo	MW	2	0	-2	2	3	-3	-1	-1	-1	-1	-1	-3	0	-1	1	2	-3
AR	AN-94	Lima	MW	1	1	-3	0	3	-1	3	3	2	-3	3	1	1	-1	-3	1	0
AR	AS VAL	Mike	MW	0	-2	1	2	0	-2	-1	-2	2	1	-1	2	1	1	-1	1	1
AR	XM4	Alpha	CW	3	0	-3	-3	-2	1	1	0	3	-3	0	-3	2	-1	-3	0	-3
AR	AK 47 CW	Bravo	CW	3	-3	0	1	-1	2	1	0	-2	0	0	3	2	2	-3	-2	-3
AR	KRIG 6	Charlie	CW	-3	2	-3	-1	-3	-2	1	3	-3	-2	1	-3	3	-2	0	3	3
AR	QBZ-83	Delta	CW	1	1	-2	2	1	0	-1	-2	1	-2	-3	-2	-2	-2	3	1	

AR	FFAR 1	Echo	CW	-2	-2	3	-2	0	3	0	3	-2	-3	-1	-3	2	-2	1	-2	3
AR	GROZA	Foxtrot	CW	-2	3	-2	3	-2	0	-3	3	-2	3	1	1	0	2	-2	0	0
AR	FARA S3	Golf	CW	1	2	2	1	2	-3	1	0	2	3	-1	2	0	1	2	1	-2
AR	CS8			3	2	-1	1	3	1	2	2	2	1	0	-2	1	3	-2	2	-3
	EM2			0	3	-1	3	3	-2	1	1	-2	2	-1	3	-3	-2	-2	-3	1
	GRAV			3	-3	-3	-2	-2	0	-2	0	3	2	2	0	-3	2	-3	-1	-1

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60		
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30		sleight of hand
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	mag		
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		
AR	CS8			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	55		
AR	EM2			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		
AR	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		

Please Read: How to Adjust Value if ever not working!  
 Gun Shoots UP--- Increase Vertical Value Y  
 Gun Shoots Down--- Decrease Vertical Value Y  
 Gun Shoots LEFT--- Increase Horizontal value X  
 Gun Shoots Right--- Decrease Horizontal Value X

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!! Thank You

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	1	0	-9	-10	2	-12	2	1	0	-11	-7	-12	2	-12	-2	-2	2
AR	FAL	Bravo	MW	-5	-6	-12	2	-6	-5	-9	-1	-10	-3	-11	-1	-1	-10	-8	-1	-8
AR	M4A1	Charlie	MW	2	-2	-7	-8	-8	0	-8	-4	-10	-11	-12	1	-11	-10	-1	-1	-11
AR	FR 5.56	Delta	MW	-2	-11	-3	-8	-11	-1	-10	-11	-6	-4	-9	-10	-3	-11	-2	-10	-11
AR	ODEN	Echo	MW	-7	1	-8	-12	-11	-1	2	-6	-8	2	-12	2	-7	-5	-2	-8	1
AR	M13	Foxtrot	MW	-2	-12	-4	-4	1	1	-10	-9	-6	2	-11	1	-7	-1	-5	-3	-12
AR	FN SCAR 17	Golf	MW	-12	-6	-3	-6	2	0	-10	-8	-4	1	2	-12	-8	-5	1	-6	-11
AR	AK 47 MW	Hotel	MW	-5	-3	-5	-1	-10	-1	1	-11	1	-1	-11	-9	-8	-5	-3	0	-3
AR	RAM-7	India	MW	-6	0	-11	-5	-2	-1	2	2	0	-3	0	-1	-5	-3	-12	-12	-5
AR	GRAU 5.56	Juliett	MW	-5	-7	-7	-11	-5	-12	-2	-2	-9	0	-12	-4	-8	-2	-7	2	
AR	CR-56 AMAX	Kilo	MW	-4	-5	-12	-11	-10	-10	-5	-1	-2	-3	2	-9	-1	-11	-9	-1	
AR	AN-94	Lima	MW	1	-1	-11	-2	-7	-12	-7	-10	1	-6	0	-8	-2	-2	-7	-5	-5
AR	AS VAL	Mike	MW	-2	-7	-7	-4	-10	-2	-7	0	-1	-9	-8	0	-8	-3	-8	-1	-11
AR	XM4	Alpha	CW	-3	-7	-3	-9	-7	1	-3	-10	-10	2	-8	-2	-1	-3	-12	-2	-1
AR	AK 47 CW	Bravo	CW	0	-9	-4	0	-6	-11	-1	-6	-3	-12	1	-11	-7	-4	-1	-11	-2
AR	KRIG 6	Charlie	CW	1	-12	2	-5	-7	-6	-2	-12	-2	-6	-11	-9	0	-11	-12	-9	-4
AR	QBZ-83	Delta	CW	-7	-8	-9	-8	-9	-11	-5	-10	-2	-3	-10	0	-5	-12	-4	-4	2
AR	FFAR 1	Echo	CW	-4	-9	2	-1	2	-3	2	-7	-4	-5	-9	-10	-12	-5	-10	-4	-1
AR	GROZA	Foxtrot	CW	-5	-11	1	2	-5	-10	-8	-2	-8	-10	-11	-1	-9	-9	-10	-3	-10
AR	FARA 83	Golf	CW	-2	-9	-2	-10	-8	-12	-6	-10	-5	-1	-12	-11	-9	0	-2	1	-3
AR	CS8			-2	2	0	-3	-4	2	-2	-8	-2	0	-6	-7	-11	-4	-1	-4	-9
AR	EM2			1	1	0	-5	-9	-4	-2	-4	-8	-2	-5	-6	-3	-7	2	-2	-8
AR	GRAV			-5	-11	-1	-6	-4	-3	-3	2	-9	-9	0	-9	-11	-4	0	-7	-12

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	-1	3	1	5	-5	3	-4	-4	-2	5	-1	3	-5	-4	0	2	-5
AR	FAL	Bravo	MW	-4	4	1	-4	0	-2	-1	-5	-4	-2	-3	4	-4	-1	-5	5	-4
AR	M4A1	Charlie	MW	-2	4	4	4	5	2	2	-4	4	3	3	4	-3	0	1	3	-2
AR	FR 5.56	Delta	MW	-2	-3	0	-5	1	0	4	-1	-5	-3	-5	0	-2	3	0	5	2
AR	ODEN	Echo	MW	5	-2	2	3	2	-4	0	-1	0	2	-2	4	0	3	0	3	-5
AR	M13	Foxtrot	MW	-1	0	1	2	-3	-4	-4	-4	-1	2	0	-3	3	3	-1	-5	3
AR	FN SCAR 17	Golf	MW	-5	-1	3	4	-2	-5	-3	-3	2	-5	-4	4	1	0	-4	1	0
AR	AK 47 MW	Hotel	MW	0	-2	1	0	1	1	-2	4	-3	-5	3	3	2	2	2	-5	3
AR	RAM-7	India	MW	-5	4	-3	2	-2	1	-4	0	-3	-4	1	2	4	0	0	2	2
AR	GRAU 5.56	Juliett	MW	5	3	-1	3	-5	1	-2	3	-3	-2	-2	-5	-5	5	0	-4	-2
AR	CR-56 AMAX	Kilo	MW	-3	-1	1	3	5	-3	-4	0	3	-5	5	3	-4	4	-2	0	0
AR	AN-94	Lima	MW	-4	3	-1	5	4	-4	-1	-4	5	-3	3	3	-4	-1	4	-5	5
AR	AS VAL	Mike	MW	0	-1	5	-5	-2	-1	-3	1	-3	-3	5	-1	-4	-1	4	4	-3
AR	XM4	Alpha	CW	4	-4	-1	4	-5	-1	3	5	-1	-5	-5	5	-3	5	-5	0	3
AR	AK 47 CW	Bravo	CW	4	-2	5	5	0	-3	-5	0	1	-3	1	-1	-4	-2	-1	0	0
AR	KRIG 6	Charlie	CW	2	-5	5	-4	-1	-1	-4	3	5	-5	3	5	-3	3	-1	-2	-2
AR	QBZ-83	Delta	CW	-3	-5	1	-3	-5	-1	0	-4	0	0	-1	-2	-4	4	-3	1	0

AR	FFAR 1	Echo	CW	-2	-2	-3	-5	-5	4	-5	3	5	2	3	-2	1	0	5	2	4
AR	GROZA	Foxtrot	CW	2	5	-3	-2	3	5	1	0	-4	5	-3	-2	-2	1	-4	0	-3
AR	FARA S3	Golf	CW	-5	3	2	4	-4	4	5	1	2	-2	-2	0	-3	2	1	1	0
AR	CS8			2	-2	0	-4	2	-2	-3	5	0	3	-2	5	0	-3	1	5	-3
	EM2			2	-1	-3	-4	-2	-5	-3	4	0	2	4	3	-5	5	4	-5	3
	GRAV			-2	-2	2	3	3	-4	-2	0	3	-3	5	-2	3	3	-5	1	5



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archangel	TAC LASER			cammando	60		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60		
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30		sleight of hand
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	mag		
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		
AR	CS8			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	55		
AR	EM2			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		
AR	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		

Please Read: How to Adjust Value if ever not working!  
Gun Shoots UP--- Increase Vertical Value Y  
Gun Shoots Down--- Decrease Vertical Value Y  
Gun Shoots LEFT--- Increase Horizontal value X  
Gun Shoots Right--- Decrease Horizontal Value X

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!! Thank You

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	-9	0	-2	-3	-3	-11	-11	-7	-7	-7	-1	-2	-10	-7	-12	1	-12
AR	FAL	Bravo	MW	-7	-6	0	2	-1	-12	-1	-6	-8	-6	-12	-9	-4	-10	-8	0	
AR	M4A1	Charlie	MW	-10	-9	-1	-5	-2	-8	-10	-5	-5	-4	-12	-12	-6	-5	-3	1	
AR	FR 5.56	Delta	MW	1	-6	0	-6	-9	-4	-8	-5	-2	2	-6	0	-10	-5	-8	-1	-3
AR	ODEN	Echo	MW	-8	-3	-2	-5	-7	-1	-5	-2	-1	1	1	-1	-3	-5	1	-7	2
AR	M13	Foxtrot	MW	-11	-1	-3	-12	-2	1	-2	1	-8	1	-3	-2	-12	-6	2	-4	-12
AR	FN SCAR 17	Golf	MW	1	0	-12	-8	0	-12	-2	-6	-11	-12	-8	-8	0	-11	-12	-4	2
AR	AK 47 MW	Hotel	MW	0	0	-1	-11	-8	-2	-7	2	-10	-10	-2	-7	-1	0	-10	-5	-8
AR	RAM-7	India	MW	-9	-11	-1	-9	0	-11	-7	-3	-3	-5	-7	-8	0	-10	1	-1	-1
AR	GRAU 5.56	Juliett	MW	-5	-11	-4	-9	-11	-9	2	-8	2	-2	-6	-2	-12	-12	-9	-7	
AR	CR-56 AMAX	Kilo	MW	2	-11	-8	-2	-7	-9	-3	-9	-7	-2	-11	-9	-12	-6	1	-3	-11
AR	AN-94	Lima	MW	1	-11	-9	-2	-3	-4	-11	-11	2	-1	-8	-4	-4	2	-4	-12	0
AR	AS VAL	Mike	MW	-6	-7	-1	-4	-12	-5	-1	-11	-6	-3	-9	-11	1	-5	-8	-6	-3
AR	XM4	Alpha	CW	-8	-8	-12	-12	-12	-3	-6	0	-2	-3	-10	2	-6	-1	-7	-9	-11
AR	AK 47 CW	Bravo	CW	2	-12	2	-1	-3	-6	-8	-9	-10	-9	-5	-10	2	1	0	-3	-12
AR	KRIG 6	Charlie	CW	-2	-3	-4	1	-10	1	-6	-10	2	-7	-3	-6	-4	-10	-12	-7	-5
AR	QBZ-83	Delta	CW	2	-10	-12	-7	2	-8	-7	-8	-12	-5	2	1	-6	-1	-3	-5	-6
AR	FFAR 1	Echo	CW	-8	0	-10	-6	-6	-2	-5	-5	-10	-6	-12	-3	-7	-4	-8	-6	0
AR	GROZA	Foxtrot	CW	-8	2	0	-5	-2	-5	-4	-10	0	-1	-9	-2	-7	-9	-3	-9	
AR	FARA 83	Golf	CW	-5	-6	-7	-3	-3	0	1	-9	-7	-8	1	-2	-12	-3	-10	1	-10
AR	CS8			-7	-8	-11	-8	0	-10	-7	-5	-1	-12	-3	-2	-11	2	-8	-1	-5
AR	EM2			-8	-6	-5	-7	-11	2	1	2	-5	1	-12	-4	-8	0	-2	-9	-3
AR	GRAV			-11	-6	-5	-7	-10	0	-1	-8	-6	-9	-9	1	-10	1	2	-4	-2

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	0	-3	5	0	3	1	1	2	0	-1	4	3	-2	3	4	-4	0
AR	FAL	Bravo	MW	-4	4	1	5	4	3	5	3	-5	5	3	-5	3	-3	1	-2	1
AR	M4A1	Charlie	MW	1	-5	0	-5	-2	-1	4	4	-3	-1	-3	4	5	-5	3	1	-5
AR	FR 5.56	Delta	MW	-2	-3	-3	5	5	-3	3	0	-2	-4	-5	-4	5	0	4	4	-1
AR	ODEN	Echo	MW	-1	-1	-2	5	-3	-2	-1	3	2	-3	4	-3	-2	4	0	4	-2
AR	M13	Foxtrot	MW	4	-4	0	-3	2	-1	2	-1	0	-5	0	4	4	-2	0	4	4
AR	FN SCAR 17	Golf	MW	1	1	-2	-1	2	-3	-2	-5	-1	-4	1	3	-2	5	4	-2	2
AR	AK 47 MW	Hotel	MW	5	3	5	-2	-3	-2	-5	0	-5	-3	-2	-1	-2	1	-2	-3	4
AR	RAM-7	India	MW	-5	4	4	-2	1	0	1	-4	-1	-3	4	0	4	-3	2	1	-3
AR	GRAU 5.56	Juliett	MW	-4	4	2	2	5	-1	-2	0	4	2	2	5	4	-5	2	-4	-2
AR	CR-56 AMAX	Kilo	MW	-4	-5	3	-3	-2	4	0	4	-3	-5	-1	5	-4	-2	3	-1	3
AR	AN-94	Lima	MW	-3	-1	-4	-4	4	-4	-2	3	5	-2	5	5	-4	-5	-2	-1	-4
AR	AS VAL	Mike	MW	-3	3	-5	4	-5	-5	-2	4	-3	-3	4	5	3	5	4	2	
AR	XM4	Alpha	CW	-2	-1	-2	-3	0	4	-1	-4	4	-3	1	1	2	-3	2	-4	-4
AR	AK 47 CW	Bravo	CW	2	-5	4	-1	3	0	-4	2	0	-1	3	5	-2	4	2	0	-3
AR	KRIG 6	Charlie	CW	0	-5	1	-5	-2	-1	-4	1	4	2	2	4	-5	3	3	2	1
AR	QBZ-83	Delta	CW	2	5	3	-3	-2	-3	4	-5	2	-4	2	-5	-5	5	-3	-3	-1

AR	FFAR 1	Echo	CW	1	-5	4	-4	-2	2	-3	4	4	-4	-3	5	-3	4	4	-2	1
AR	GROZA	Foxtrot	CW	-3	-1	1	1	3	-4	-2	5	4	-5	1	-2	1	-2	5	-5	-4
AR	FARA S3	Golf	CW	-3	-1	-2	3	2	0	-5	-1	5	-3	2	-1	-2	1	0	1	0
AR	C58			-1	-2	-3	1	4	2	1	0	2	5	-3	3	2	-4	5	-1	-4
	EM2			-5	-2	-1	-4	4	-5	-3	0	-4	0	4	2	-4	5	1	-1	-1
	GRAV			-1	4	-1	0	2	-1	-3	4	-4	-4	4	4	2	-5	4	-5	5

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60		
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30		sleight of hand
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	mag		
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	60		
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		
AR	CS8			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	55		
AR	EM2			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		
AR	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spetsnaz speed	50		

Please Read: How to Adjust Value if ever not working!  
 Gun Shoots UP--- Increase Vertical Value Y  
 Gun Shoots Down--- Decrease Vertical Value Y  
 Gun Shoots LEFT--- Increase Horizontal value X  
 Gun Shoots Right--- Decrease Horizontal Value X

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!! Thank You

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	-8	-2	-5	-8	-2	-2	-12	-5	-3	-7	-5	-2	-10	-7	-5	2	-7
AR	FAL	Bravo	MW	-9	1	-1	-9	-10	-7	-6	2	0	0	-2	-1	-5	-8	-6	-8	-9
AR	M4A1	Charlie	MW	-11	1	-11	2	-4	-12	-9	-5	2	-3	1	-2	-4	-7	-5	-3	2
AR	FR 5.56	Delta	MW	1	-12	2	-4	-3	-2	-10	-6	-11	-1	2	-3	-2	-11	-6	-7	2
AR	ODEN	Echo	MW	-11	-6	-1	-6	-4	-7	2	-9	0	2	-2	-1	-8	-7	-10	-3	0
AR	M13	Foxtrot	MW	-2	-7	-3	-2	-6	-7	-11	2	-7	-7	0	0	-10	-3	-5	1	-8
AR	FN SCAR 17	Golf	MW	0	-10	-8	-2	-3	-9	1	-10	2	0	-10	-7	-12	0	-4	-2	-5
AR	AK 47 MW	Hotel	MW	-6	-9	0	-1	-12	-8	-5	-7	-9	-10	-11	-7	-8	-2	-1	2	-5
AR	RAM-7	India	MW	-6	-11	0	-10	-3	-6	-9	-12	-1	-11	-10	-9	-6	-12	-3	-8	-9
AR	GRAU 5.56	Juliett	MW	2	0	-11	-5	-10	-8	-1	0	2	-6	-10	0	1	-7	2	-3	-7
AR	CR-56 AMAX	Kilo	MW	-9	-8	-8	-4	-5	-3	2	2	-7	-9	0	1	-10	-10	-11	-6	
AR	AN-94	Lima	MW	1	-3	0	-11	0	-5	-1	-12	-3	0	0	-3	-10	-1	-4	-2	-7
AR	AS VAL	Mike	MW	-11	-9	-7	-11	1	-8	-11	-9	-4	-7	-3	-3	0	-6	-8	-3	-10
AR	XM4	Alpha	CW	-7	-12	-5	-12	-5	-6	-11	0	-5	-9	-6	-11	-8	-2	-7	-11	0
AR	AK 47 CW	Bravo	CW	-7	0	-6	-5	-11	0	-4	-4	0	-4	-7	-12	-12	1	-1	-10	-11
AR	KRIG 6	Charlie	CW	-4	-9	-7	0	-7	-1	-1	-9	-10	-3	-7	-4	-12	-3	-2	-6	-9
AR	QBZ-83	Delta	CW	-12	-3	-11	-1	-9	-5	-2	-3	-7	-12	-3	0	-2	-8	-5	-4	-2
AR	FFAR 1	Echo	CW	-9	0	-2	2	-8	-9	-10	-12	-1	-5	-7	-3	1	2	-11	-5	-12
AR	GROZA	Foxtrot	CW	-2	-3	-6	2	1	2	-3	0	-11	-5	-12	-1	-7	-3	-9	-2	-3
AR	FARA 83	Golf	CW	-4	0	1	-8	-11	0	-10	-7	-6	-6	-4	-9	-10	0	-6	-8	0
AR	CS8			-10	-8	-1	-6	-4	-8	-1	-1	-3	-4	-2	0	-4	-12	0	-4	
AR	EM2			-6	-1	-2	-12	-2	-5	-10	1	-6	-12	-11	1	-7	-4	-7	-9	-10
AR	GRAV			-12	-9	2	-11	-5	-7	2	-6	-8	-8	-6	-9	-10	-2	-11	-9	-6

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
AR	KILO 141	Alpha	MW	-2	5	1	2	5	0	4	-1	-1	-3	3	-1	3	-3	-5	4	1
AR	FAL	Bravo	MW	-1	2	-2	2	-2	2	-4	-3	1	1	0	2	4	-5	0	-5	1
AR	M4A1	Charlie	MW	0	3	4	-2	-1	-4	2	0	0	-1	-1	1	1	-4	4	-3	0
AR	FR 5.56	Delta	MW	-4	3	-5	-3	2	0	2	-4	4	1	-3	-2	0	-5	4	1	-5
AR	ODEN	Echo	MW	-2	-4	-2	0	-4	3	3	-4	-4	-1	2	0	-4	-2	3	-2	4
AR	M13	Foxtrot	MW	-5	-3	-4	-1	5	-5	-3	-2	-3	3	3	-2	5	-5	1	-1	-1
AR	FN SCAR 17	Golf	MW	4	2	2	-3	4	0	3	-5	-2	-1	-5	0	-1	-2	0	-5	-3
AR	AK 47 MW	Hotel	MW	5	-1	-2	-3	-4	3	-3	-3	-1	-1	-5	3	-5	2	4	-4	-2
AR	RAM-7	India	MW	2	3	-4	-4	-5	-3	0	1	3	1	4	-2	-3	-3	-1	3	-5
AR	GRAU 5.56	Juliett	MW	5	0	-5	-5	4	0	-5	5	-5	0	-4	-3	5	5	-2	-1	-5
AR	CR-56 AMAX	Kilo	MW	-5	-5	2	4	0	3	3	0	-5	5	1	0	-4	2	-1	3	-2
AR	AN-94	Lima	MW	-3	0	0	1	4	3	-4	-5	2	3	3	5	0	3	-5	2	-5
AR	AS VAL	Mike	MW	2	-2	0	-4	0	-1	-1	1	-3	-2	-1	-2	3	-2	3	4	-2
AR	XM4	Alpha	CW	-1	-4	-3	4	-2	-5	2	-4	5	5	-2	-3	-1	5	3	0	4
AR	AK 47 CW	Bravo	CW	3	-1	-5	0	-1	3	-3	-2	-4	5	-1	4	-4	-3	-2	3	
AR	KRIG 6	Charlie	CW	2	-4	-3	-1	-4	2	-2	-3	4	-4	3	0	0	5	-3	-3	3
AR	QBZ-83	Delta	CW	-2	-4	4	2	0	-4	-1	3	-3	2	1	-3	3	2	0	3	-2

AR	FFAR 1	Echo	CW	-4	-1	0	0	-3	2	-1	1	3	5	-2	4	-4	-5	-3	5	5	
AR	GROZA	Foxtrot	CW	-3	-3	1	3	2	-3	-4	-3	-3	-2	-4	1	0	-1	3	1	-2	
AR	FARA S3	Golf	CW	4	0	4	4	5	-2	-3	2	5	-5	0	2	4	0	0	-2	-2	
AR	C58			-3	-3	-1	2	3	-1	3	3	-3	0	1	-5	-3	-5	-4	5	-3	
	EM2			4	-5	-1	5	-5	-3	-4	-1	1	0	-3	2	-3	-5	-1	3	0	5
	GRAV			0	5	3	4	2	2	-2	4	5	0	-3	0	2	5	2	-1	-3	

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vlk/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clallpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CK-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	Field agent/Spetsnaz	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	Field agent/Spetsnaz	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	Field agent/Spetsnaz			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	Field agent/Spetsnaz	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	Field agent/Spetsnaz	Biggest MAG/55		
SMGs	OTS9		CW	Sound Supp	Task Force			Raider	Field agent/ Spetsnaz	40 mag		
	Tec9				Full Auto Repeat Task Force				Field agent/ Spetsnaz	48 mag	Raider stock	

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!! Thank YOU

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	10	5	7	7	1	-1	10	11	4	1	2	0	11	9	1	11	5
SMG	P90	Bravo	MW	12	1	13	-2	-1	-1	13	12	6	3	2	13	0				0
SMG	MP5 MW	Charlie	MW	8	-1	-1	10	9	14	9	15	9	4	12	1	6	12	-1	7	14
SMG	UZI	Delta	MW	4	-1	4	-1	12	1	3	0	-1	7	14	9	8	2	13	15	5
SMG	PP19 BIZON	Echo	MW	3	11	6	0	-2	15	10	0	9	10	5	6	-1	1	3	-1	-1
SMG	MP7	Foxtrot	MW	15	-2	4	7	6	4	15	9	4	2	9	9	3	3	2	5	1
SMG	STRIKER 45	Golf	MW	11	13	13	8	5	-2	3	14	1	6	9	15	13	1	8	-2	0
SMG	FENNEC	Hotel	MW	14	10	7	3	0	-2	15	7	3	11	1	5	15	3	5	1	-2
SMG	ISO	India	MW	1	11	9	3	10	2	12	3	9	4	4	9	2	9	6	4	13
SMG	MP5 CW	Alpha	CW	9	8	5	14	12	3	14	5	1	4	10	4	7	4	-2	10	15
SMG	MILANO 821	Bravo	CW	5	4	13	14	5	2	15	4	14	6	-1	-2	15	3	12	7	14
SMG	AK74u	Charlie	CW	4	2	5	14	7	8	-2	5	10	15	3	2	5	9	8	8	6
SMG	KSP 45	Delta	CW	-2	10	3	6	1	9	12	3	7	9	7	9	2	-2	11	-1	1
SMG	BULLFROG	Echo	CW	2	10	13	1	15	0	11	8	7	13	14	12	-2	0	11	6	8
SMG	MAC 10	Foxtrot	CW	14	6	-2	8	10	11	6	4	1	12	3	11	5	5	13	8	15
SMG	LC10	Golf	CW	-2	13	3	5	11	3	14	12	12	9	7	1	1	12	10	0	4
SMG	PPSH-41	Hotel	CW	1	5	4	2	11	6	5	3	7	9	9	9	7	8	7	3	3
SMGs	OTS9		CW	7	15	1	12	5	8	11	15	5	6	1	0	-1	7	6	0	-1
	Tec9			2	5	8	11	6	6	5	11	3	13	7	10	15	8	7	-2	11

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	1	-4	2	-5	-2	-5	-1	4	2	-3	-1	-5	-1	5	-3	-2	-2
SMG	P90	Bravo	MW	5	2	0	-1	2	-4	-4	-2	-5	-3	1	3	5	2	-3	-4	0
SMG	MP5 MW	Charlie	MW	-3	5	-1	-3	0	0	-4	1	1	-5	-3	-2	1	5	0	2	4
SMG	UZI	Delta	MW	3	-4	0	-3	0	-4	-2	-1	-1	2	1	2	5	4	0	3	-1
SMG	PP19 BIZON	Echo	MW	5	-5	-2	3	3	-2	0	-2	5	4	4	1	-4	0	-4	-4	3
SMG	MP7	Foxtrot	MW	4	-5	0	3	2	-1	-4	0	-3	-5	5	-4	2	2	-1	4	-5
SMG	STRIKER 45	Golf	MW	-1	4	4	3	-2	2	1	-2	-3	5	5	2	3	5	-3	-1	2
SMG	FENNEC	Hotel	MW	1	1	-1	-3	-4	0	-4	0	-1	-4	-4	5	-5	5	3	2	1
SMG	ISO	India	MW	-5	3	-2	-1	1	2	0	-2	-2	3	2	-1	-4	-4	5	-1	-1
SMG	MP5 CW	Alpha	CW	3	-5	5	2	3	3	3	4	-1	2	5	0	5	0	4	-5	2
SMG	MILANO 821	Bravo	CW	-2	2	1	-5	1	5	-2	-5	-5	-4	-2	3	-5	1	-5	4	-5
SMG	AK74u	Charlie	CW	2	-1	-1	-5	-4	0	4	4	4	1	5	-1	5	-4	0	4	4
SMG	KSP 45	Delta	CW	-3	-1	0	5	3	4	-4	2	2	-1	4	-4	3	3	0	5	0
SMG	BULLFROG	Echo	CW	-3	-2	-1	-1	3	-5	-4	1	-3	3	1	4	-2	-4	-1	1	-2
SMG	MAC 10	Foxtrot	CW	5	4	0	1	-3	-2	-5	-2	3	1	5	-4	-2	-1	4	2	3
SMG	LC10	Golf	CW	-4	3	2	5	-1	1	-5	1	-3	-3	1	-3	-3	-3	-5	5	2
SMG	PPSH-41	Hotel	CW	5	4	2	-1	2	-1	-1	-1	-3	-4	0	3	2	5	-3	-5	-5
SMGs	OTS9		CW	4	-2	-2	-3	5	5	1	-3	0	1	1	4	4	-5	4	-5	-3
	TEC 9																			

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vlk/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clallpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CK-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	Field agent/Spetsnaz	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	Field agent/Spetsnaz	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	Field agent/Spetsnaz			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	Field agent/Spetsnaz	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	Field agent/Spetsnaz	Biggest MAG/55		
SMGs	OTS9		CW	Sound Supp	Task Force			Raider	Field agent/Spetsnaz	40 mag		
	Tec9				Full Auto Repeat Task Force				Field agent/ Spetsnaz	48 mag	Raider stock	

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	13	9	12	10	6	14	15	2	9	12	3	12	1	7	4	1	8
SMG	P90	Bravo	MW	14	15	4	3	5	5	15	3	6	15	12	3	11	13	7	-2	6
SMG	MP5 MW	Charlie	MW	-2	9	13	5	4	15	12	2	6	14	13	9	0	-1	12	6	13
SMG	UZI	Delta	MW	2	9	-2	3	0	12	11	11	4	4	11	4	0	8	8	1	7
SMG	PP19 BIZON	Echo	MW	7	-2	5	15	0	12	-2	13	13	5	2	11	1	3	4	14	8
SMG	MP7	Foxtrot	MW	13	11	1	7	5	4	3	1	14	7	13	6	2	11	2	8	1
SMG	STRIKER 45	Golf	MW	13	4	5	13	-2	15	11	2	5	8	1	7	2	9	2	0	9
SMG	FENNEC	Hotel	MW	5	0	8	10	6	9	14	-1	7	12	13	5	2	4	14	10	
SMG	ISO	India	MW	1	8	14	11	6	10	0	15	4	14	8	2	3	-1	12	8	0
SMG	MP5 CW	Alpha	CW	10	3	15	6	3	13	5	15	11	15	-2	6	11	12	-1	5	11
SMG	MILANO 821	Bravo	CW	-1	3	15	11	9	12	4	12	14	1	3	4	15	14	-2	15	5
SMG	AK74u	Charlie	CW	11	2	0	3	5	-1	1	-1	8	7	5	12	4	0	6	7	3
SMG	KSP 45	Delta	CW	-2	3	13	10	-1	-2	15	15	10	2	3	3	5	15	4	8	3
SMG	BULLFROG	Echo	CW	-1	13	15	5	-1	3	4	-1	6	2	14	10	6	-2	3	12	2
SMG	MAC 10	Foxtrot	CW	11	7	4	0	8	2	-1	10	5	1	11	10	2	6	2	2	0
SMG	LC10	Golf	CW	13	3	15	7	3	-2	11	11	13	4	12	15	5	-1	5	8	15
SMG	PPSH-41	Hotel	CW	-2	11	1	10	0	10	2	6	7	15	-1	11	8	11	-1	-1	9
SMGs	OTS9		CW	12	13	3	15	14	12	7	12	7	-1	9	-1	8	7	9	9	4
	TEC 9			14	5	-1	9	10	-2	13	7	14	9	7	12	12	1	12	7	-1

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	-5	1	-1	-3	4	-4	-1	5	5	-5	-1	-3	4	0	-3	4	4
SMG	P90	Bravo	MW	5	-5	-4	-3	3	2	-1	-5	2	1	0	-2	-5	4	-1	-2	0
SMG	MP5 MW	Charlie	MW	-2	0	-2	0	-2	-2	-1	-4	-2	0	4	-4	2	1	-2	-4	5
SMG	UZI	Delta	MW	2	3	1	3	1	-2	3	-1	-1	5	-2	-2	-5	-1	-5	-5	-4
SMG	PP19 BIZON	Echo	MW	1	1	2	2	-4	-3	-2	-5	-5	-4	-1	3	-3	-1	1	-1	1
SMG	MP7	Foxtrot	MW	5	5	-5	4	0	0	-2	0	-5	3	-2	4	2	-3	-4	-3	-3
SMG	STRIKER 45	Golf	MW	1	-4	0	1	-5	0	1	-4	-3	4	-3	3	-3	4	-1	3	-1
SMG	FENNEC	Hotel	MW	2	1	-4	4	2	-3	1	2	-3	-4	-5	-1	-3	-2	-5	-4	-1
SMG	ISO	India	MW	2	1	2	5	2	2	5	0	-3	1	3	-1	-2	-5	-5	3	-3
SMG	MP5 CW	Alpha	CW	-4	4	-3	3	-5	1	-4	2	-3	-5	-4	-2	-1	5	-2	0	3
SMG	MILANO 821	Bravo	CW	-4	-3	-4	0	5	-1	1	0	1	2	0	-1	2	4	-5	5	-3
SMG	AK74u	Charlie	CW	-4	2	1	-5	-3	-5	-3	-2	3	-5	-1	2	3	0	-3	-3	3
SMG	KSP 45	Delta	CW	1	5	-5	1	0	-4	2	-2	2	-3	-4	3	-3	3	2	1	2
SMG	BULLFROG	Echo	CW	0	-5	3	3	-2	-4	-2	-2	3	-5	-4	2	1	2	0	-1	4
SMG	MAC 10	Foxtrot	CW	-5	-2	-5	4	3	4	-4	2	-3	-5	2	3	0	3	5	-3	5
SMG	LC10	Golf	CW	5	-2	-2	1	-2	-4	1	3	-2	4	0	-2	-2	5	1	-2	-3
SMG	PPSH-41	Hotel	CW	-1	-2	2	2	2	-4	5	-1	-4	0	-2	3	-1	2	4	5	1
SMGs	OTS9		CW	-5	4	-1	-4	4	1	3	-2	3	-2	3	-3	-1	3	5	5	2

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!! Thank YOU

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vlk/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clallpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CK-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	Field agent/Spetsnaz	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	Field agent/Spetsnaz	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	Field agent/Spetsnaz			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	Field agent/Spetsnaz	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	Field agent/Spetsnaz	Biggest MAG/55		
SMGs	OTS9		CW	Sound Supp	Task Force			Raider	Field agent/Spetsnaz	40 mag		
	Tec9				Full Auto Repeat Task Force				Field agent/ Spetsnaz	48 mag	Raider stock	

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	11	1	1	9	-2	-2	-1	15	1	8	3	8	6	15	15	2	0
SMG	P90	Bravo	MW	6	7	11	1	0	-1	10	6	15	14	1	15	2	12	8	8	-1
SMG	MP5 MW	Charlie	MW	14	0	-1	5	10	12	4	-1	5	14	4	0	2	6	3	3	6
SMG	UZI	Delta	MW	10	8	13	13	8	0	13	15	11	1	9	-1	7	14	9	-1	5
SMG	PP19 BIZON	Echo	MW	11	-2	9	3	15	11	14	0	4	15	12	-2	1	7	6	14	0
SMG	MP7	Foxtrot	MW	1	10	-2	13	12	6	-2	6	15	6	14	8	12	8	10	-2	2
SMG	STRIKER 45	Golf	MW	3	7	2	5	0	12	15	8	1	13	11	12	5	7	10	7	7
SMG	FENNEC	Hotel	MW	8	-2	15	13	12	6	-2	-1	11	2	7	3	9	2	15	9	8
SMG	ISO	India	MW	-1	15	15	3	0	13	12	3	4	2	7	14	10	8	3	13	10
SMG	MP5 CW	Alpha	CW	13	7	-2	7	3	12	1	3	3	1	15	14	13	4	10	9	8
SMG	MILANO 821	Bravo	CW	8	-2	13	-1	15	7	6	-2	14	3	9	-1	8	10	4	14	7
SMG	AK74u	Charlie	CW	-2	10	4	12	5	8	2	0	14	12	-1	14	9	4	15	15	2
SMG	KSP 45	Delta	CW	8	-2	5	3	12	3	13	10	14	2	13	0	8	6	0	11	14
SMG	BULLFROG	Echo	CW	15	9	-2	7	5	13	3	14	3	4	4	1	14	6	5	2	5
SMG	MAC 10	Foxtrot	CW	4	15	12	14	11	15	14	15	7	15	7	3	9	14	4	10	15
SMG	LC10	Golf	CW	11	2	0	10	5	1	11	11	12	6	0	1	13	8	12	-1	6
SMG	PPSH-41	Hotel	CW	11	11	5	12	6	6	7	5	14	6	8	12	13	0	7	0	9
SMGs	OTS9		CW	8	11	12	12	4	8	2	14	9	14	12	14	0	8	7	9	2
	TEC 9			5	-2	5	12	5	4	7	-2	14	11	8	7	15	12	12	14	4

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	1	-4	4	-2	2	-1	5	-5	4	3	0	3	-2	-1	5	-4	0
SMG	P90	Bravo	MW	-1	-4	2	0	-3	4	4	3	5	-2	-5	-4	0	0	-1	-2	5
SMG	MP5 MW	Charlie	MW	2	0	2	2	0	0	-1	-3	-4	-3	3	-3	3	-5	-3	-3	-3
SMG	UZI	Delta	MW	2	-5	-4	3	0	3	-4	-1	0	5	3	-3	-1	3	5	1	5
SMG	PP19 BIZON	Echo	MW	-2	0	2	-2	1	5	3	0	-3	4	-5	2	-1	2	1	-3	3
SMG	MP7	Foxtrot	MW	3	1	-5	3	1	3	-3	1	-3	4	1	-4	2	5	-5	4	3
SMG	STRIKER 45	Golf	MW	-5	3	-2	-4	3	-1	0	-2	4	2	2	-3	2	-2	-1	2	1
SMG	FENNEC	Hotel	MW	4	0	-4	3	-1	0	5	-5	-5	0	-2	2	0	-1	1	-1	0
SMG	ISO	India	MW	-5	-4	5	0	2	-4	4	2	-4	4	5	-5	3	4	2	1	-2
SMG	MP5 CW	Alpha	CW	-4	2	-2	0	5	2	-1	-3	1	4	4	2	2	3	-2	-4	-5
SMG	MILANO 821	Bravo	CW	5	2	0	2	-3	-4	0	2	-4	0	-5	3	-4	4	-1	4	3
SMG	AK74u	Charlie	CW	-1	-2	-1	2	0	3	-4	4	-3	3	-5	2	3	4	-5	-2	2
SMG	KSP 45	Delta	CW	5	2	0	-5	-1	1	-1	1	5	0	-3	-1	0	-2	0	-5	-2
SMG	BULLFROG	Echo	CW	-2	-4	3	-4	-1	1	-2	-5	-5	3	0	-2	-1	-3	3	2	-2
SMG	MAC 10	Foxtrot	CW	-3	2	-1	-1	4	3	-1	-5	-5	1	5	1	0	-1	3	4	3
SMG	LC10	Golf	CW	1	-3	5	-1	5	0	0	0	4	-3	-2	3	-2	-4	-3	0	-2
SMG	PPSH-41	Hotel	CW	4	-5	2	-2	-5	-5	0	3	2	-3	-3	5	-4	-4	-2	5	4
SMGs	OTS9		CW	5	4	-2	4	3	2	-3	2	0	-4	-4	-5	3	-3	3	-5	4
	TEC 9																			

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!! Thank YOU

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vlk/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clallpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CK-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	Field agent/Spetsnaz	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	Field agent/Spetsnaz	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	Field agent/Spetsnaz			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	Field agent/Spetsnaz	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	Field agent/Spetsnaz	Biggest MAG/55		
SMGs	OTS9		CW	Sound Supp	Task Force			Raider	Field agent/Spetsnaz	40 mag		
	Tec9				Full Auto Repeat Task Force				Field agent/ Spetsnaz	48 mag	Raider stock	

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!!! Thank YOU

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	1	-2	-7	-1	-4	-4	-2	-5	-6	-6	-8	2	-7	-6	0	-12	-8
SMG	P90	Bravo	MW	-2	-4	-9	-4	-1	-1	-8	-10	-2	-10	2	-9	-3	-2	-11	-10	-12
SMG	MP5 MW	Charlie	MW	-10	-6	-11	-8	2	-8	1	-9	-5	-7	-3	-2	-9	-7	-7	-12	0
SMG	UZI	Delta	MW	-4	-4	-3	-1	1	-12	2	-4	2	-8	-1	-5	-12	-5	-9	-3	2
SMG	PP19 BIZON	Echo	MW	-11	-12	-2	-6	-4	0	-3	-11	-8	-11	-4	-12	0	-7	-4	-8	-3
SMG	MP7	Foxtrot	MW	-6	-12	1	-2	1	-4	-8	2	-12	2	-6	-10	-5	-2	-1	-4	-4
SMG	STRIKER 45	Golf	MW	-10	-2	-11	-1	-3	-2	-5	-11	-3	-1	-2	0	-11	-6	-11	2	-2
SMG	FENNEC	Hotel	MW	-8	-10	-5	-11	-1	0	-11	0	-1	-8	1	-3	0	-8	-3	-8	
SMG	ISO	India	MW	-7	-10	-7	-6	-6	-4	-5	-1	-9	-11	-7	-4	-11	-3	-2	-5	-10
SMG	MP5 CW	Alpha	CW	-1	-2	-2	-9	-6	-8	-11	-9	-6	-12	-4	-7	2	-4	-2	-1	-6
SMG	MILANO 821	Bravo	CW	-10	-5	-3	-8	-8	0	-3	-10	-9	2	-3	-3	-4	-5	-7	-8	-7
SMG	AK74u	Charlie	CW	-7	2	-10	-5	1	-1	-12	-7	-4	-5	-1	1	2	-1	-6	-1	-4
SMG	KSP 45	Delta	CW	-5	-5	-2	-10	-7	-1	-4	-2	-7	-8	1	-7	-11	-8	1	-11	-3
SMG	BULLFROG	Echo	CW	-3	-4	0	-1	-9	-3	1	-9	-11	-1	-1	-6	-12	1	-3	-11	-12
SMG	MAC 10	Foxtrot	CW	-10	-7	-6	-1	-3	1	-2	2	-10	-11	-1	2	-7	-4	0	-9	-7
SMG	LC10	Golf	CW	-8	-9	-2	-11	-4	0	-5	-4	-10	2	0	-5	-9	-7	-5	-8	-9
SMG	PPSH-41	Hotel	CW	-3	-7	-12	-9	0	-11	-9	1	-7	-9	-2	2	-9	2	-3	0	2
SMGs	OTS9		CW	-6	-2	-10	-10	-8	-12	-3	-5	-10	1	1	1	1	-5	-6	-5	-7
	TEC 9			-2	-12	-8	-9	-6	-7	-11	-11	-10	-11	-12	0	-7	-3	-8	2	-3

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	4	-4	-2	-5	3	1	5	2	4	-3	2	3	0	-1	1	2	2
SMG	P90	Bravo	MW	3	3	1	5	-2	-1	1	-5	5	2	5	5	-3	5	2	4	4
SMG	MP5 MW	Charlie	MW	0	5	-3	-2	0	-1	-3	-3	0	4	-5	-4	2	-1	-2	2	4
SMG	UZI	Delta	MW	1	3	-1	4	-2	3	-1	3	-4	3	4	-3	3	-5	-3	3	-2
SMG	PP19 BIZON	Echo	MW	0	-4	-3	4	4	-3	-4	-5	5	-1	-3	0	2	4	-2	-5	3
SMG	MP7	Foxtrot	MW	4	-4	0	4	-1	-2	-3	-1	5	-2	1	0	4	2	-2	-1	1
SMG	STRIKER 45	Golf	MW	4	2	1	-4	5	-4	-4	2	5	-5	-2	-2	1	5	-5	3	-4
SMG	FENNEC	Hotel	MW	-1	-3	1	-3	-4	5	3	1	-2	-5	5	3	-4	-2	2	0	2
SMG	ISO	India	MW	-2	3	1	2	0	-3	-4	-2	-1	3	-4	-4	5	4	-4	-5	
SMG	MP5 CW	Alpha	CW	0	-5	-3	-2	2	3	-4	2	-2	-1	4	5	-2	0	3	-1	2
SMG	MILANO 821	Bravo	CW	-4	-3	3	4	1	-5	2	-1	5	-1	-1	-2	1	5	-1	0	-1
SMG	AK74u	Charlie	CW	3	4	5	0	0	3	-4	-1	1	2	-4	-3	-3	-4	4	0	2
SMG	KSP 45	Delta	CW	-2	0	2	-5	4	2	2	4	2	2	-4	-3	-4	1	5	-1	4
SMG	BULLFROG	Echo	CW	-3	1	1	-3	-4	2	2	0	0	-2	-1	3	-3	-5	1	2	2
SMG	MAC 10	Foxtrot	CW	-1	1	-3	-3	-1	1	3	1	-3	5	-4	5	5	-1	1	3	2
SMG	LC10	Golf	CW	5	0	2	-4	-3	-4	1	-1	4	4	4	-3	-4	-3	4	1	2
SMG	PPSH-41	Hotel	CW	2	-1	2	-2	3	-1	5	-4	-2	1	1	3	3	1	-2	5	0
SMGs	OTS9		CW	-2	5	-1	-4	0	4	-4	4	-4	0	0	-3	-5	5	-4	1	0
	TEC 9																			



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vlk/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CK-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	Field agent/Spetsnaz	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	Field agent/Spetsnaz	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	Field agent/Spetsnaz			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	Field agent/Spetsnaz	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	Field agent/Spetsnaz	Biggest MAG/55		
SMGs	OTS9		CW	Sound Supp	Task Force			Raider	Field agent/Spetsnaz	40 mag		
	Tec9				Full Auto Repeat Task Force				Field agent/ Spetsnaz	48 mag	Raider stock	

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!!! Thank YOU

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	-8	-5	-2	-12	-11	-12	-8	-1	-7	1	-3	-6	-10	-3	-6	-5	-6
SMG	P90	Bravo	MW	-11	0	2	-5	-6	-6	1	-7	2	-5	-9	-10	-5	-5	-9	-12	-2
SMG	MP5 MW	Charlie	MW	-12	-5	2	-5	2	-7	-7	-1	-4	-8	-11	0	-1	-4	-11	0	-7
SMG	UZI	Delta	MW	2	0	-2	1	2	0	-9	-3	-1	-5	-9	2	0	-3	-2	-6	-8
SMG	PP19 BIZON	Echo	MW	-5	-10	-8	-1	-5	-4	-10	1	1	-8	0	-10	-1	-3	2	0	-5
SMG	MP7	Foxtrot	MW	-4	1	-5	-3	-8	-9	-10	-2	-12	-10	-2	2	-9	-2	-6	-5	-5
SMG	STRIKER 45	Golf	MW	-3	-9	-8	-12	-3	-11	-12	-9	-8	-2	-4	1	-11	-11	-10	-2	-2
SMG	FENNEC	Hotel	MW	-10	-6	2	-5	-11	1	0	-7	-2	-6	-11	-3	-12	2	-12	-9	-9
SMG	ISO	India	MW	1	-3	-7	-9	0	-1	-12	-3	0	1	-2	-7	-3	-1	-12	2	-10
SMG	MP5 CW	Alpha	CW	1	0	-10	-9	2	-7	-3	-6	-5	-2	-12	-1	-9	-2	-7	-9	-9
SMG	MILANO 821	Bravo	CW	-7	-3	-4	-5	-3	-7	-3	-2	-10	-9	-2	-12	-11	-8	-5	0	-5
SMG	AK74u	Charlie	CW	-7	-12	-10	-3	-9	-5	-8	-11	-1	-7	2	-5	-6	0	-4	-1	2
SMG	KSP 45	Delta	CW	2	2	-10	-5	-5	-10	-10	-12	-9	-9	2	-8	-1	-11	-8	2	-6
SMG	BULLFROG	Echo	CW	-9	2	-6	-9	-12	-6	-3	-7	-2	-12	-2	2	-9	-2	1	0	-10
SMG	MAC 10	Foxtrot	CW	-4	-4	-10	-4	2	-8	-6	-8	-1	1	1	-6	-5	-2	1	-2	2
SMG	LC10	Golf	CW	-3	2	-3	-11	-12	-1	-1	-1	0	1	-12	-12	1	-10	-4	-10	-10
SMG	PPSH-41	Hotel	CW	-1	-2	1	-12	-8	-10	-6	-5	-3	-1	-6	-1	-1	-3	-12	-9	-1
SMGs	OTS9		CW	-1	-4	-11	1	1	-2	-2	0	1	-1	-9	-12	-11	-11	-1	-9	-12
	TEC 9			-4	1	-1	-10	-6	-3	0	-12	-4	-6	-6	-11	-7	-3	-4	-6	-3

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	-1	3	-3	-5	1	-4	2	4	3	3	-4	-4	3	1	2	1	4
SMG	P90	Bravo	MW	1	-5	2	2	3	-5	0	2	5	-3	-3	-4	-1	-1	-2	-1	-4
SMG	MP5 MW	Charlie	MW	4	1	5	0	-4	3	-2	5	-2	1	-1	4	4	3	-3	2	-3
SMG	UZI	Delta	MW	-1	0	-4	-4	5	3	1	-3	4	0	3	1	5	2	4	-1	3
SMG	PP19 BIZON	Echo	MW	2	4	-5	-4	2	-3	4	4	2	3	0	5	1	-3	-2	-3	-3
SMG	MP7	Foxtrot	MW	2	0	-5	-3	-3	-4	-3	5	2	2	4	-5	-4	-3	2	3	-1
SMG	STRIKER 45	Golf	MW	1	5	2	3	4	-3	2	0	3	-1	4	3	-1	-3	3	4	3
SMG	FENNEC	Hotel	MW	-5	-1	-1	4	0	5	-1	0	4	-4	5	3	-3	2	-3	3	-5
SMG	ISO	India	MW	-1	3	1	-5	1	-2	-4	5	-2	3	1	-5	-3	4	5	0	4
SMG	MP5 CW	Alpha	CW	-3	-3	1	1	1	-2	5	-1	-3	5	1	3	-1	2	3	5	4
SMG	MILANO 821	Bravo	CW	-1	-1	-4	-3	3	0	1	-4	-3	-5	-1	3	1	4	1	0	0
SMG	AK74u	Charlie	CW	0	-4	4	0	3	-2	5	0	5	-5	1	-4	0	4	5	-2	-3
SMG	KSP 45	Delta	CW	-5	4	1	2	2	-4	-3	3	5	-5	1	-4	3	3	4	5	5
SMG	BULLFROG	Echo	CW	-4	0	2	-5	-2	-3	0	2	-5	-5	-1	-3	0	-5	-2	0	5
SMG	MAC 10	Foxtrot	CW	3	-1	0	0	3	-2	4	5	4	4	-5	2	3	-3	-3	3	-5
SMG	LC10	Golf	CW	-3	1	4	3	-3	-4	2	-1	5	-2	-3	-4	-4	-3	2	4	3
SMG	PPSH-41	Hotel	CW	-5	-5	4	4	2	0	2	-1	0	-1	4	-2	-2	0	-1	0	2
SMGs	OTS9		CW	2	-4	0	-3	0	-2	1	5	2	-3	-4	1	4	-4	-5	5	4
	TEC 9																			

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vlk/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CK-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	Field agent/Spetsnaz	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	Field agent/Spetsnaz	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	Field agent/Spetsnaz			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	Field agent/Spetsnaz	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	Field agent/Spetsnaz	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	Field agent/Spetsnaz	Biggest MAG/55		
SMGs	OTS9		CW	Sound Supp	Task Force			Raider	Field agent/Spetsnaz	40 mag		
	Tec9				Full Auto Repeat Task Force				Field agent/ Spetsnaz	48 mag	Raider stock	

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!!! Thank YOU

## Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	-2	1	-4	0	-11	1	-9	-4	-5	1	-10	0	0	-2	2	0	-9
SMG	P90	Bravo	MW	-4	-9	1	-5	-1	-2	-8	-11	-5	0	-8	-10	-8	-5	-12	-2	-7
SMG	MP5 MW	Charlie	MW	-2	-10	-7	-3	-2	1	-5	-2	-9	-5	-7	-10	-2	-12	-4	1	0
SMG	UZI	Delta	MW	-2	0	-12	-10	-3	-8	-1	-12	-12	0	-5	-10	-10	-7	1	-5	-10
SMG	PP19 BIZON	Echo	MW	1	-1	-7	-10	-3	0	-7	-1	-12	-5	-10	-10	-1	-8	-9	-10	0
SMG	MP7	Foxtrot	MW	1	0	-12	-12	-1	1	-12	-6	0	-7	-8	1	-7	0	-1	-10	-9
SMG	STRIKER 45	Golf	MW	-4	-6	0	-11	-4	-11	0	-3	-3	-2	-10	-6	0	-1	2	-7	-4
SMG	FENNEC	Hotel	MW	2	-10	-4	-8	-9	-4	-9	-2	-2	-6	-9	0	-6	0	-12	-6	-8
SMG	ISO	India	MW	-5	-3	-7	-6	-10	-4	-4	-4	-4	-11	-8	0	-8	-8	0	-9	-7
SMG	MP5 CW	Alpha	CW	-5	-12	-7	-12	-12	-6	-3	0	-4	-9	-6	0	2	-9	-5	2	2
SMG	MILANO 821	Bravo	CW	1	-10	-6	-3	-7	1	-1	-6	1	-11	-12	1	-5	-3	-9	-1	-6
SMG	AK74u	Charlie	CW	2	-1	1	-2	-5	-8	2	-5	2	-7	-9	-5	-8	-1	-9	-10	0
SMG	KSP 45	Delta	CW	-2	-4	-4	-11	-4	-1	-11	-5	-5	-6	-1	-9	-5	-2	-4	0	-9
SMG	BULLFROG	Echo	CW	0	-3	-8	-1	-10	-6	-10	-5	-12	-4	-6	-10	-3	-5	-12	-7	-11
SMG	MAC 10	Foxtrot	CW	-2	2	0	-9	-5	-2	-3	-2	-2	-2	-4	-7	-12	-8	-8	-12	-7
SMG	LC10	Golf	CW	-4	-11	-9	-6	-7	-5	-3	-8	2	-1	-11	-9	-10	-3	-7	0	-9
SMG	PPSH-41	Hotel	CW	-9	-2	-10	-11	-10	1	-12	2	-10	-2	1	-11	-9	2	-12	-4	0
SMGs	OTS9		CW	2	-2	-5	-1	-2	-5	-6	-6	-6	-9	-3	-8	-1	2	-6	-12	-8
	TEC 9			0	1	0	0	-9	-7	1	-4	-2	2	-7	-5	-9	-9	-6	-8	-11

## Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	-1	0	1	1	-2	-3	1	1	0	-4	3	3	4	2	2	4	5
SMG	P90	Bravo	MW	0	-3	1	-2	5	-2	-1	-3	4	1	-1	-5	-2	0	4	-2	-2
SMG	MP5 MW	Charlie	MW	-4	4	1	-4	2	1	-2	4	2	0	1	-3	-4	-2	1	-5	-5
SMG	UZI	Delta	MW	3	3	-2	0	-4	-1	2	5	3	0	5	3	-1	3	3	-4	2
SMG	PP19 BIZON	Echo	MW	-3	-1	1	-2	-2	-5	1	4	-2	2	4	-5	-1	-1	-3	-2	-2
SMG	MP7	Foxtrot	MW	0	4	-5	0	-2	1	4	5	3	5	-3	-2	5	-5	-2	-3	3
SMG	STRIKER 45	Golf	MW	-2	-1	-3	-1	3	3	5	4	-5	0	1	-2	4	0	2	0	-4
SMG	FENNEC	Hotel	MW	-5	1	5	-2	3	1	5	-1	3	-5	4	-3	0	2	1	-1	-4
SMG	ISO	India	MW	-1	0	-3	2	5	1	-5	-1	-3	2	1	5	-4	5	-5	-2	0
SMG	MP5 CW	Alpha	CW	4	3	-4	-1	0	3	1	5	-3	-2	-3	-5	-1	-4	5	-2	4
SMG	MILANO 821	Bravo	CW	-1	0	-4	0	1	-5	3	0	4	0	1	-3	-3	1	0	-3	5
SMG	AK74u	Charlie	CW	0	1	-1	-4	4	-1	0	4	-5	0	1	-4	-2	0	4	5	1
SMG	KSP 45	Delta	CW	-2	-3	5	-4	1	2	3	2	2	-2	0	-5	2	1	-1	-1	-4
SMG	BULLFROG	Echo	CW	4	-4	-4	-1	-3	-1	1	-5	-1	-1	-1	2	-3	-2	0	4	-2
SMG	MAC 10	Foxtrot	CW	-5	-2	1	2	-5	0	1	0	4	-2	1	-3	-4	1	2	-3	3
SMG	LC10	Golf	CW	-3	5	5	-3	3	1	-4	2	-3	0	-4	2	-1	-4	5	4	-2
SMG	PPSH-41	Hotel	CW	0	-2	-5	3	2	-5	-1	4	2	-1	2	3	-4	1	0	2	3
SMGs	OTS9		CW	4	4	2	-1	3	1	-5	4	5	-1	1	3	-2	2	4	4	-4
	TEC 9																			

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summit		VLK		Commando	60 mags		
STONER	Agency	Task Force		3X		Field agent	120 mags		
PKM	Mono	Extended	Tac Laser	VLK		Snatch grip			
RPD	Gru Supp	Task force		3X		Field agent	120 mag		
FINN	Mono	Longshot Ac	Tac laser	VLK		Commando			
SA 87	Mono		Tac laser	VLK		Ranger	60mags		
MG34	Mono	Brute	Tac laser	VLK		Commando			
HOLGER	Mono		Tac laser	VLK		Commando		Stripped	
M60	Agency	Task force		3X		Field agent	120 mags		
M91	Mono	M91 Heavy	Tac laser	VLK		Commando			
MG82	Agency	Task Force		3x		Field Agent		Serpent Wrap	

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Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!! Thank YOU

## Vertical Value- Y

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	0	7	11	1	2	4	15	2	4	14	-1	3	11	13	2	11	14
STONER	15	15	13	11	6	12	5	9	12	7	11	12	11	14	8	-1	11
PKM	1	1	15	8	1	9	14	4	11	5	0	9	7	5	2	10	1
RPD	-1	0	3	4	14	0	11	-1	10	1	12	-2	14	4	4	-2	10
FINN	12	8	-1	9	7	14	12	13	4	2	12	6	12	6	13	8	-1
SA 87	7	4	7	14	5	15	10	8	2	11	-2	-2	4	3	8	14	2
MG34	-1	2	7	-1	5	1	8	9	7	4	3	12	-2	9	7	1	15
HOLGER	0	1	10	2	6	7	2	9	4	13	12	10	1	5	9	6	14
M60	7	10	5	10	9	10	6	12	7	4	10	4	5	7	-1	4	10
M91	8	9	9	-2	2	14	5	-2	-1	3	4	11	5	1	4	4	0
MG 82	0	5	12	15	-1	15	8	0	2	3	10	2	7	3	4	12	7

## Horizontal Value- X

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	-3	-1	0	4	2	-3	2	5	-1	2	3	0	1	4	-2	-3	-1
STONER	-5	-4	-2	3	1	0	2	-5	0	-4	5	-3	-3	-3	4	0	0
PKM	-4	1	1	3	-2	5	5	0	-3	-1	5	-3	2	-3	-5	2	3
RPD	0	1	5	4	4	1	2	1	-5	-3	2	3	1	-1	-5	5	-4
FINN	1	0	0	2	1	-4	-1	-4	-3	0	4	4	-1	2	-3	-1	-1
SA 87	-1	-5	2	3	-4	0	1	-4	1	3	3	2	-2	-4	-4	2	3
MG34	-4	-5	-3	4	-4	-4	-5	2	-2	-3	-5	1	-4	-3	-2	0	-5
HOLGER	0	2	3	-2	-5	-1	4	0	1	-3	2	-4	4	-4	-3	-5	-4
M60	-5	-1	-4	-1	-3	0	-2	-2	5	4	5	-5	-2	4	-2	-5	5
M91	-1	-2	5	1	-4	0	5	4	5	4	3	1	4	-2	-1	5	0
MG 82	-5	-1	-5	-3	-2	-5	0	0	4	4	-1	3	1	-4	3	1	-2

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summ		VLK		Commando	60 mags		
STONER	Agency	Task Force		3X		Field agent	120 mags		
PKM	Mono	Extended	Tac Laser	VLK		Snatch grip			
RPD	Gru Supp	Task force		3X		Field agent	120 mag		
FINN	Mono	Longshot Ac	Tac laser	VLK		Commando			
SA 87	Mono		Tac laser	VLK		Ranger	60mags		
MG34	Mono	Brute	Tac laser	VLK		Commando			
HOLGER	Mono		Tac laser	VLK		Commando		Stripped	
M60	Agency	Task force		3X		Field agent	120 mags		
M91	Mono	M91 Heavy	Tac laser	VLK		Commando			
MG82	Agency	Task Force		3x		Field Agent		Serpent Wrap	

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

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## Vertical Value- Y

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	12	3	4		-2	-1	8	6	2	7	4	2	13	6	6	9	10
STONER	2	4	7	10	14	1	2	8	3	15	7	3	10	2	8	10	
PKM	10	9	3	15	-1	12	8	3	5	3	0	12	10	14	6	5	1
RPD	-2	6	-2	9	-2	4	0	5	8	9	7	6	0	10	3	8	
FINN	13	5	10	2	-1	13	1	12	6	0	1	6	7	-1	8	14	1
SA 87	8	-2	9	3	0	5	6	8	4	11	-1	13	15	5	1	-2	
MG34	6	13	-1	12	4	2	3	14	8	15	5	8	6	5	-2	-1	
HOLGER	0	3	4	10	5	7	0	10	15	4	7	12	-1	9	8	14	
M60	2	5	1	5	12	15	0	9	12	3	5	9	12	8	9	11	
M91	-2	-1	8	13	3	10	6	11	-1	4	2	2	4	8	10	11	
MG 82	3	13	12	-2	-2	8	0	15	-2	3	14	11	1	10	5	-1	

## Horizontal Value- X

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	-5	-2	-5	-5	3	3	-2	-2	-1	-3	-5	-3	4	4	4	3	1
STONER	-4	-4	-1	2	-3	-2	4	3	3	-1	-2	1	-4	5	0	5	-3
PKM	-2	1	3	-3	-3	-1	-5	4	2	4	-2	-1	2	-5	4	2	-4
RPD	0	3	-1	3	2	2	-4	1	-5	-2	-3	-5	0	-3	0	5	2
FINN	-4	-3	-1	-5	-1	-1	-3	5	2	0	5	-1	3	-3	-4	3	-5
SA 87	-2	4	1	2	-5	4	1	4	-2	1	-3	0	-1	2	2	-5	3
MG34	-3	-1	0	2	2	-1	-5	-5	3	3	-5	1	5	-3	-5	-1	-1
HOLGER	-3	-5	4	-5	-1	1	2	0	5	3	-4	-4	-5	-3	5	-4	-4
M60	-4	1	5	1	-2	5	-1	4	-2	5	-4	1	-5	-3	-4	5	-2
M91	4	5	4	3	-2	1	3	5	-1	3	2	3	-5	0	0	-3	3
MG 82	-1	1	3	3	2	1	2	-5	3	-4	1	-4	-5	4	-2	4	0

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summ		VLK		Commando	60 mags		
STONER	Agency	Task Force		3X		Field agent	120 mags		
PKM	Mono	Extended	Tac Laser	VLK		Snatch grip			
RPD	Gru Supp	Task force		3X		Field agent	120 mag		
FINN	Mono	Longshot Ac	Tac laser	VLK		Commando			
SA 87	Mono		Tac laser	VLK		Ranger	60mags		
MG34	Mono	Brute	Tac laser	VLK		Commando			
HOLGER	Mono		Tac laser	VLK		Commando		Stripped	
M60	Agency	Task force		3X		Field agent	120 mags		
M91	Mono	M91 Heavy	Tac laser	VLK		Commando			
MG82	Agency	Task Force		3x		Field Agent		Serpent Wrap	

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Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

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## Vertical Value- Y

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	8	-2	-1	9	1	9	4	2	13	0	12	14	-2	7	14	10	12
STONER	4	1	14	3	13	8	14	9	2	-2	-2	9	7	0	10	6	9
PKM	11	3	14	8	14	6	0	15	14	-1	1	13	6	1	2	0	3
RPD	15	2	-1	1	0	8	0	15	10	6	4	15	3	10	6	8	9
FINN	9	11	13	1	1	5	11	7	0	3	2	7	8	14	2	3	7
SA 87	0	5	12	-1	10	-1	-2	3	10	4	0	11	10	2	14	11	5
MG34	10	10	14	8	4	15	12	3	7	9	4	1	15	7	3	11	9
HOLGER	4	12	3	0	6	2	-2	-2	11	4	14	4	0	8	14	-1	0
M60	10	-1	-2	7	4	1	12	3	7	14	1	9	9	13	11	13	-2
M91	4	3	11	0	0	-1	3	11	8	10	12	13	2	8	9	6	11
MG 82	10	-1	-2	2	15	3	10	12	14	-1	-2	3	4	4	12	1	9

## Horizontal Value- X

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	1	0	3	-2	1	-5	-5	3	0	-5	1	-2	0	1	-1	-4	0
STONER	-2	-2	-1	-2	3	2	-4	-5	-5	3	1	4	-3	-5	-3	2	-5
PKM	3	3	0	5	-2	4	-4	1	-4	-4	-2	5	-5	-1	-4	0	0
RPD	-3	-4	5	-2	0	0	-1	-1	4	-4	0	5	5	2	-4	3	1
FINN	3	-4	-2	-1	-3	3	-1	-2	-2	-5	1	0	-2	3	5	-1	1
SA 87	-4	5	4	3	4	0	0	3	-3	-5	2	-4	-5	2	-5	4	-2
MG34	5	1	-3	-2	1	4	-1	-3	-2	4	5	-2	-3	5	2	-1	5
HOLGER	1	-4	2	2	-5	3	4	-3	5	-1	-5	-1	1	4	5	2	0
M60	0	0	2	-1	-5	-2	0	-2	2	-4	3	-1	4	1	3	-5	-5
M91	1	-5	-2	-2	-3	2	-4	2	1	-2	3	-4	0	-2	-1	2	4
MG 82	-2	4	-5	-1	1	-3	-3	-1	-1	-5	-2	2	-3	-4	1	1	4

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summ		VLK		Commando	60 mags		
STONER	Agency	Task Force		3X		Field agent	120 mags		
PKM	Mono	Extended	Tac Laser	VLK		Snatch grip			
RPD	Gru Supp	Task force		3X		Field agent	120 mag		
FINN	Mono	Longshot Ac	Tac laser	VLK		Commando			
SA 87	Mono		Tac laser	VLK		Ranger	60mags		
MG34	Mono	Brute	Tac laser	VLK		Commando			
HOLGER	Mono		Tac laser	VLK		Commando		Stripped	
M60	Agency	Task force		3X		Field agent	120 mags		
M91	Mono	M91 Heavy	Tac laser	VLK		Commando			
MG82	Agency	Task Force		3x		Field Agent		Serpent Wrap	

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Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

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## Vertical Value- Y

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	-7	1	0	1	-1	-12	-6	0	1	-1	-8	-9	-2	-8	-10	0	-10
STONER	-2	-8	-12	-3	-3	-8	-9	-4	-7	-11	-7	-12	-10	-4	-6	0	-7
PKM	-10	-9	-8	-9	-3	-2	0	-2	1	-5	-2	2	-4	0	-11	-1	-5
RPD	-6	-4	-6	-8	-8	-2	-6	-1	2	-2	2	0	-12	2	-5	-2	-4
FINN	0	-8	-9	-5	1	2	-3	-12	-9	-2	-6	1	-9	-12	-5	-6	-8
SA 87	-3	-12	-2	-10	-5	1	1	0	0	-9	-8	-9	-8	0	2	-10	
MG34	1	-3	1	-8	-1	-9	-8	-9	-11	-1	-3	2	0	-2	-5	2	-5
HOLGER	-6	-8	-5	1	-1	-12	-6	-4	-6	-4	-10	-10	-7	-6	-4	-1	-3
M60	-12	-5	-5	-6	-8	-4	1	-2	2	-11	-10	-3	-4	1	-12	-5	-8
M91	-2	-12	-6	1	-11	-5	-6	-4	-8	1	-3	-11	-4	-11	-3	0	-12
MG 82	-9	-4	1	0	-1	2	-12	-9	-3	-6	1	-6	-11	0	-8	-6	-7

## Horizontal Value- X

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	-1	0	-2	-1	3	0	0	3	4	4	3	0	-5	-3	4	0	0
STONER	4	-2	5	0	2	3	-5	-3	1	1	1	-5	-5	3	0	-2	1
PKM	-5	5	3	1	-1	0	3	-5	3	-4	0	-4	-2	-3	-5	-2	3
RPD	-1	-3	0	2	5	1	5	1	0	4	-1	3	-1	-3	-2	-2	1
FINN	3	-2	4	3	-5	-5	5	0	4	3	1	-5	-1	-3	-2	-1	-5
SA 87	-5	-1	-3	4	3	-3	-2	-1	-5	3	2	-2	2	-1	-2	-4	1
MG34	-5	-2	1	3	-2	4	-3	-2	4	-2	1	-3	-1	1	4	4	0
HOLGER	4	-2	3	1	2	5	-1	3	-5	3	-3	-2	0	5	-5	1	-5
M60	3	4	-2	-4	0	-1	-2	5	2	4	-4	-2	0	3	0	3	3
M91	1	4	1	1	2	1	1	3	-5	1	-4	3	-4	5	-4	-5	
MG 82	-3	5	5	-5	2	5	-2	2	3	-4	5	4	1	1	-5	5	0

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summ		VLK		Commando	60 mags		
STONER	Agency	Task Force		3X		Field agent	120 mags		
PKM	Mono	Extended	Tac Laser	VLK		Snatch grip			
RPD	Gru Supp	Task force		3X		Field agent	120 mag		
FINN	Mono	Longshot Ac	Tac laser	VLK		Commando			
SA 87	Mono		Tac laser	VLK		Ranger	60mags		
MG34	Mono	Brute	Tac laser	VLK		Commando			
HOLGER	Mono		Tac laser	VLK		Commando		Stripped	
M60	Agency	Task force		3X		Field agent	120 mags		
M91	Mono	M91 Heavy	Tac laser	VLK		Commando			
MG82	Agency	Task Force		3x		Field Agent		Serpent Wrap	

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Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

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## Vertical Value- Y

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	-4	2	-2	-2	2	-9	-3	-4	-4	-9	-12	-1	-6	-9	-3	-5	-1
STONER	-12	0	-7	2	-1	-7	1	-7	-4	-1	-12	-10	-8	-1	-9	-9	-11
PKM	-5	2	-1	-10	-6	-9	-5	-11	-8	-8	-3	-7	1	-10	-11	-1	-11
RPD	-10	-3	1	-2	-9	-2	-1	-6	-10	-2	-4	-6	-5	-5	-4	-8	-4
FINN	-4	0	-12	-4	-1	0	-12	-10	-4	-8	-5	-3	1	-1	-2	-10	0
SA 87	-6	-11	-8	-6	-7	-3	-12	-11	-4	1	-8	-2	-8	-9	-8	-6	-1
MG34	-2	-1	-7	-6	-4	-8	-9	-5	1	-9	-1	-7	-10	0	-10	-6	-6
HOLGER	2	-6	-1	-10	-9	-1	-7	-12	-4	-5	1	-8	-6	-1	-1	-6	0
M60	1	-1	-12	-12	-1	-2	-5	-3	-2	-6	-2	-9	-5	-6	-3	-1	0
M91	-2	-1	-5	0	-8	0	-2	-4	-8	-10	-5	-7	-7	2	2	-4	-12
MG 82	0	-1	-10	-10	-3	-3	1	-2	-2	-11	1	-7	-6	0	1	-8	-5

## Horizontal Value- X

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	-4	-4	5	1	-3	3	-5	5	2	3	-5	-1	2	1	2	4	0
STONER	-4	-3	4	5	-2	-1	1	3	5	0	2	3	-5	-3	-2	4	5
PKM	2	1	5	-4	-1	-3	-2	2	5	-5	-2	-2	-3	-4	-4	5	-1
RPD	-1	-2	-2	-1	2	-1	-1	0	1	3	-1	5	-2	3	4	-3	0
FINN	0	3	4	0	-5	1	5	-1	0	-1	5	-1	1	-5	2	-3	-3
SA 87	5	2	0	-4	1	4	-5	3	2	5	-2	-5	0	3	-5	-3	-3
MG34	-4	-3	-2	3	0	4	-4	5	-4	1	2	1	-5	-2	5	-5	-3
HOLGER	0	1	-3	-2	-5	1	-2	3	1	-3	5	1	-3	-4	3	-1	2
M60	-5	-4	-1	2	1	2	-5	-5	-2	-5	-5	4	-3	-4	-2	3	1
M91	-5	1	1	3	2	3	-1	-1	1	0	2	0	-3	5	0	5	5
MG 82	-1	0	4	-5	3	0	2	2	4	2	-1	-4	1	1	-1	2	2

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summ		VLK		Commando	60 mags		
STONER	Agency	Task Force		3X		Field agent	120 mags		
PKM	Mono	Extended	Tac Laser	VLK		Snatch grip			
RPD	Gru Supp	Task force		3X		Field agent	120 mag		
FINN	Mono	Longshot Ac	Tac laser	VLK		Commando			
SA 87	Mono		Tac laser	VLK		Ranger	60mags		
MG34	Mono	Brute	Tac laser	VLK		Commando			
HOLGER	Mono		Tac laser	VLK		Commando		Stripped	
M60	Agency	Task force		3X		Field agent	120 mags		
M91	Mono	M91 Heave	Tac laser	VLK		Commando			
MG82	Agency	Task Force		3x		Field Agent		Serpent Wrap	

Please Read: How to Adjust Value if ever not working!

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

This Gamepack is Hard to configure so Please Know not all Values will work for everyone U might still have to adjust a bit!! Thank YOU

## Vertical Value- Y

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	1	-6	-7	-7	0	-1	-4	0	1	-9	-7	-5	-1	-6	-7	-4	-12
STONER	-12	-3	-8	-7	2	-8	2	-1	-12	-2	-6	-10	-12	-9	1	-2	-8
PKM	-2	2	-5	-5	1	-3	0	-2	-9	-1	-8	-4	0	2	-3	-4	-8
RPD	-4	-8	-8	-12	2	-12	-6	-5	-4	-11	-12	0	-1	-7	-1	-4	-10
FINN	-9	-11	-7	-5	-4	-8	-9	-1	-3	-12	-7	-5	-8	-3	-12	-6	-9
SA 87	0	0	-9	-6	0	-2	-8	-8	-12	-11	0	2	-3	-6	-4	-11	-2
MG34	-12	2	-8	-9	-4	-8	-9	-2	-12	-3	-1	-8	-5	2	0	-5	-6
HOLGER	-10	1	-6	-6	-9	-1	-9	-11	-6	-1	-7	-12	0	-5	-8	0	-5
M60	-6	2	-3	-6	-8	-8	-4	-12	-1	1	2	2	-11	-6	-3	-2	0
M91	-3	-7	-7	-6	-9	-7	-3	-5	-11	-5	2	-5	-5	0	2	-8	-8
MG 82	-5	-6	-1	1	-8	-11	-5	-7	0	-1	-10	2	0	-1	-2	-6	-11

## Horizontal Value- X

	5,5	6,6	7,7	8,8	9,9	10,10	11,11	12,12	13,13	14,14	15,15	16,16	17,17	18,18	19,19	20,20	4,4
BRUEN	1	0	4	-3	1	-5	-2	5	2	-3	-1	5	4	4	4	5	2
STONER	1	1	-4	-4	-2	2	5	-1	-2	-3	4	3	1	4	1	0	-2
PKM	4	0	2	-5	-1	0	0	0	0	-2	2	-5	-1	-5	3	-5	-3
RPD	-2	1	-4	0	3	4	-2	-4	0	2	1	3	-4	-3	5	1	0
FINN	-4	-3	-5	-5	5	-3	-1	-2	4	3	2	-3	0	-5	0	0	-1
SA 87	-4	5	-2	0	5	-5	-2	3	2	1	5	4	-3	-3	1	2	-3
MG34	-4	-2	-4	-1	-1	-3	-5	3	3	4	-2	5	-4	1	-4	-3	2
HOLGER	2	1	-3	5	-3	-1	0	-4	3	-3	0	4	5	-4	5	-5	5
M60	1	0	-3	5	-2	-3	-1	-2	-1	5	-5	1	-5	4	-3	-5	-2
M91	1	-1	-4	-4	-2	0	1	-4	2	-1	0	1	1	3	1	1	0
MG 82	5	-5	-4	2	4	-3	2	2	0	1	4	-1	0	-1	2	-3	4