

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			5MW		GEN 4 GRU	merc	30		sleight of hand
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60		
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60		
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60		
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60		
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	mag		
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	60		
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	50		
	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	55		
	EM2			Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spetsnaz speed	50		
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV	3X			Field Agent/ Spetsnaz speed	50		

## 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	15	35	35	16	21	15	32	23	21	30	25	19	22	38	28	18	36
AR	FAL	Bravo	MW	26	40	23	18	28	35	28	27	18	19	24	17	26	26	15	18	28
AR	M4A1	Charlie	MW	16	30	36	30	31	31	28	28	35	25	38	29	25	22	24	25	23
AR	FR 5.56	Delta	MW	21	30	26	22	20	31	22	39	21	21	36	39	16	34	23	16	26
AR	ODEN	Echo	MW	22	36	26	21	23	24	29	20	38	28	23	20	38	20	23	16	17
AR	M13	Foxtrot	MW	16	24	24	15	25	20	16	15	32	15	32	21	36	20	23	34	25
AR	FN SCAR 17	Golf	MW	24	23	31	19	36	17	26	34	15	25	18	23	18	23	31	27	25
AR	AK 47 MW	Hotel	MW	35	25	20	19	16	39	17	40	18	21	29	25	28	26	21	25	19
AR	RAM-7	India	MW	15	28	34	29	36	19	40	37	34	38	39	31	21	39	17	24	31
AR	GRAU 5.56	Juliett	MW	16	22	40	17	20	20	16	34	15	21	32	33	18	26	21	30	32
AR	CR-56 AMAX	Kilo	MW	37	21	16	38	30	29	25	31	22	28	19	37	33	29	38	22	19
AR	AN-94	Lima	MW	19	38	16	31	24	30	37	17	27	33	24	22	19	33	22	32	40
AR	AS VAL	Mike	MW	40	28	21	38	26	24	26	40	28	15	27	19	29	29	36	38	28
AR	XM4	Alpha	CW	24	18	33	17	15	26	19	39	16	32	23	26	33	39	19	28	32
AR	AK 47 CW	Bravo	CW	20	32	23	39	23	16	38	21	29	17	17	39	28	24	40	33	29
AR	KRIG 6	Charlie	CW	29	20	21	29	21	16	33	33	31	39	29	23	26	33	38	36	39
AR	QBZ-83	Delta	CW	16	21	40	15	23	34	18	37	30	30	30	24	15	35	22	33	38
AR	FFAR 1	Echo	CW	36	25	31	22	40	17	31	16	39	34	28	34	17	22	26	20	37
AR	GROZA	Foxtrot	CW	36	40	27	33	19	28	30	24	26	30	34	26	37	24	24	20	28
AR	FARA 83	Golf	CW	20	18	30	37	39	29	36	22	38	21	22	40	17	36	19	26	37
AR	C58			39	27	35	15	24	36	37	22	26	34	21	25	23	39	24	17	29
	EM2			36	27	18	10	8	-1	13	17	-4	6	14	22	7	20	2	9	17
	GRAV			-2	21	-4	25	15	21	24	2	27	11	25	26	6	8	-5	12	-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	9	-3	11	-6	-6	11	10	4	-1	10	-5	0	9	7	3	9	6
AR	FAL	Bravo	MW	-5	-2	-6	-6	1	-6	5	-1	8	-6	4	1	-2	11	-4	8	0
AR	M4A1	Charlie	MW	11	-2	4	2	-2	8	11	4	-6	0	0	-3	5	-2	-3	0	11
AR	FR 5.56	Delta	MW	10	-4	9	-6	-1	4	10	0	4	10	8	11	-2	5	-3	3	11
AR	ODEN	Echo	MW	0	1	0	5	5	0	6	9	9	7	-5	-3	9	4	11	4	3
AR	M13	Foxtrot	MW	1	10	-6	4	-6	9	11	2	8	3	-3	-4	-5	4	-4	1	5
AR	FN SCAR 17	Golf	MW	10	5	-2	6	6	2	-6	9	10	7	6	2	11	-1	-1	-2	-3
AR	AK 47 MW	Hotel	MW	6	-6	11	9	0	-6	10	8	-6	6	6	11	-5	-2	7	3	6
AR	RAM-7	India	MW	8	-3	-2	-6	-2	-1	9	7	10	6	-2	6	4	2	0	7	4
AR	GRAU 5.56	Juliett	MW	-1	11	1	-1	0	7	-4	2	3	5	-6	-1	10	-2	-6	2	1
AR	CR-56 AMAX	Kilo	MW	1	4	10	-3	-4	5	-3	5	-4	7	1	11	-6	-6	-6	-6	-1

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

## MY OTHER In Game Settings

Dead zone--- 0.05

Low Adn High Zooms-- 1.00

AR	AN-94	Lima	MW	-1	1	-6	11	-1	7	8	7	-6	-4	-2	9	-6	-5	-6	4	-1	
AR	AS VAL	Mike	MW	-3	3	-5	-2	-3	8	1	2	10	7	9	2	1	8	0	3	5	
AR	XM4	Alpha	CW	-1	-6	-6	2	5	10	-3	-6	-5	3	-6	-5	9	8	-2	-1	-2	
AR	AK 47 CW	Bravo	CW	5	0	6	-6	-1	3	2	-5	4	4	7	3	9	4	9	4	11	
AR	KRIG 6	Charlie	CW	-3	5	-3	5	-6	6	6	-3	0	11	3	10	-1	5	7	-1	2	
AR	QBZ-83	Delta	CW	0	-4	-5	-3	1	-3	2	8	-2	10	4	4	-6	-4	3	1	-6	
AR	FFAR 1	Echo	CW	-6	4	5	4	3	-5	2	-4	-1	-6	0	-6	3	10	0	-5	-4	
AR	GROZA	Foxtrot	CW	4	6	-4	2	-1	11	-1	3	-2	3	5	-4	1	-4	-5	9	-3	
AR	FARA 83	Golf	CW	10	7	3	10	7	1	9	-3	-2	7	11	-5	1	-3	-3	9	0	
AR	C58			3	-5	5	1	3	7	10	11	11	-4	9	6	6	4	-3	1	2	
	EM2			11	0	-1	9	11	-3	5	9	9	1	10	6	1	11	-2	-2	-2	
	GRAV			11	9	7	-3	11	-3	1	8	4	11	4	11	-5	7	-4	5	0	

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk	Please Read: How to Adjust Value if ever not working!																
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60			Gun Shoots UP--- Increase Vertical Value Y																
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30			Gun Shoots Down--- Decrease Vertical Value Y																
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60			Gun Shoots LEFT--- Increase Horizontal value X																
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60			Gun Shoots Right--- Decrease Horizontal Value X																
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	3X			Field Agent/ Spe	60																			
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	60																			
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	60																			
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	60																			
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	mag																			
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	60																			
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	50																			
	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	55																			
	EM2			Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	50																			
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV	3X			Field Agent/ Spe	50																			
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	20	21	37	39	37	38	22	24	26	15	30	29	29	36	17	35	34									
AR	FAL	Bravo	MW	20	38	28	16	36	18	19	39	32	37	16	35	21	35	40	38	26									
AR	M4A1	Charlie	MW	34	16	22	17	17	20	23	37	28	29	30	27	35	39	21	27	16									
AR	FR 5.56	Delta	MW	28	37	20	23	26	19	28	15	16	29	36	23	31	37	34	19	31									
AR	ODEN	Echo	MW	18	36	40	28	35	38	17	19	38	23	26	21	37	15	27	15	37									
AR	M13	Foxtrot	MW	15	35	40	27	16	33	34	39	19	35	23	30	15	23	26	39	19									
AR	FN SCAR 17	Golf	MW	18	40	34	33	23	27	25	35	23	28	37	32	26	19	26	26	37									
AR	AK 47 MW	Hotel	MW	36	36	22	38	37	26	32	33	40	27	33	15	15	28	22	37	22									
AR	RAM-7	India	MW	35	20	32	30	27	38	20	32	34	31	40	28	40	38	33	17	18									
AR	GRAU 5.56	Juliett	MW	33	17	39	33	17	29	22	30	36	27	39	34	39	26	21	19	21									
AR	CR-56 AMAX	Kilo	MW	30	18	22	18	26	35	26	21	35	22	37	37	31	15	33	38	38									
AR	AN-94	Lima	MW	31	23	33	36	21	19	20	22	28	20	36	23	17	37	39	39	36									
AR	AS VAL	Mike	MW	18	18	37	31	39	23	35	32	40	16	37	22	37	24	18	30	36									
AR	XM4	Alpha	CW	30	33	16	20	26	15	21	23	38	39	15	32	17	21	17	15	24									
AR	AK 47 CW	Bravo	CW	19	17	21	39	30	15	18	17	37	24	40	32	28	35	31	22	20									
AR	KRIG 6	Charlie	CW	32	21	26	28	18	35	17	39	32	36	15	18	22	35	28	40	28									
AR	QBZ-83	Delta	CW	36	34	29	25	32	29	28	18	40	37	16	27	29	17	24	35	18									
AR	FFAR 1	Echo	CW	22	37	15	19	30	15	26	21	19	28	34	39	39	36	23	21	40									
AR	GROZA	Foxtrot	CW	21	22	38	37	39	31	17	33	34	39	28	18	19	27	38	38	32									
AR	FARA 83	Golf	CW	24	36	21	35	38	38	21	33	22	36	21	36	16	32	34	33	28									
AR	C58			40	26	28	15	25	39	19	28	39	38	34	25	21	31	23	24	34									
	EM2			18	26	25	8	11	17	7	18	26	22	30	29	6	8	5	27	-5									
	GRAV			3	3	11	20	23	19	7	29	5	-5	30	25	16	11	30	19	-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	9	1	8	8	2	2	10	11	3	3	6	8	1	-2	5	-1	4									
AR	FAL	Bravo	MW	0	6	10	5	0	-6	-4	-2	10	10	9	7	0	10	1	-2	-3									
AR	M4A1	Charlie	MW	8	0	3	4	0	-6	4	-2	-2	-6	2	2	-3	2	2	-5	-1									
AR	FR 5.56	Delta	MW	11	8	1	0	-5	-3	9	5	3	5	-3	-6	11	0	5	-6	7									
AR	ODEN	Echo	MW	-2	0	2	0	0	4	-6	9	11	0	-6	7	-1	6	-6	-3	-5									
AR	M13	Foxtrot	MW	9	-2	8	-4	11	2	8	8	10	-1	11	8	0	6	-1	6	7									
AR	FN SCAR 17	Golf	MW	0	4	10	-5	-1	7	-4	10	8	5	3	2	5	-1	-1	-3	-3									
AR	AK 47 MW	Hotel	MW	-2	2	-4	3	-5	0	-4	5	6	2	11	1	4	-3	-4	11	-6									
AR	RAM-7	India	MW	4	-6	-2	-3	10	7	5	3	0	-1	-4	0	2	11	9	-2	1									
AR	GRAU 5.56	Juliett	MW	5	4	-1	0	-2	-5	11	5	-1	5	6	11	3	-4	-5	7	7									
AR	CR-56 AMAX	Kilo	MW	-3	9	3	1	1	-6	6	-1	-6	-4	7	-5	0	8	9	0	1									

AR	AN-94	Lima	MW	3	4	8	9	10	5	0	4	0	-4	2	2	0	1	-4	3	0
AR	A5 VAL	Mike	MW	-4	-5	-5	9	2	4	4	-4	-2	5	10	-5	11	-2	0	-4	-2
AR	XM4	Alpha	CW	-1	4	11	4	-1	-3	7	-1	-5	-2	3	0	-1	6	0	4	-4
AR	AK 47 CW	Bravo	CW	-3	-5	2	11	11	-6	4	-4	-1	0	0	-2	0	3	3	1	10
AR	KRIG 6	Charlie	CW	-2	10	8	-3	0	3	-3	-6	3	6	-1	-3	-3	9	-5	1	1
AR	QBZ-83	Delta	CW	-6	4	-1	9	6	-5	0	11	1	-2	-3	6	5	5	-1	-4	1
AR	FFAR 1	Echo	CW	5	-4	-1	0	0	3	-6	3	-4	0	9	9	8	2	-3	10	5
AR	GROZA	Foxtrot	CW	4	-5	11	-6	0	6	-1	8	5	-6	-3	3	-6	2	-4	10	-6
AR	FARA 83	Golf	CW	10	-6	2	10	9	-4	9	-5	-6	-4	10	5	3	-3	1	5	2
AR	C58			-5	-3	2	6	1	1	-5	-6	2	2	2	11	8	10	-1	-1	0
	EM2			11	9	-3	-5	-2	8	-2	10	11	5	5	-3	5	-4	3	8	1
	GRAV			2	7	0	7	3	9	2	-6	0	-5	7	3	1	3	1	-1	10

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk	Please Read: How to Adjust Value if ever not working!																
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60			Gun Shoots UP--- Increase Vertical Value Y																
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30			Gun Shoots Down--- Decrease Vertical Value Y																
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60			Gun Shoots LEFT--- Increase Horizontal value X																
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60			Gun Shoots Right--- Decrease Horizontal Value X																
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		3X		Field Agent/ Spe	60																			
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	60																			
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	60																			
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	60																			
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	mag																			
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	60																			
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	50																			
	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	55																			
	EM2			Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spe	50																			
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spe	50																			
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	21	16	27	30	15	19	40	34	36	22	26	32	23	32	19	35	29									
AR	FAL	Bravo	MW	15	18	27	19	29	20	32	24	26	19	18	19	26	32	22	37	40									
AR	M4A1	Charlie	MW	38	23	15	38	26	28	15	28	36	23	22	23	37	26	27	38	20									
AR	FR 5.56	Delta	MW	15	22	40	26	23	39	33	23	36	20	40	24	28	30	15	19	34									
AR	ODEN	Echo	MW	38	20	18	20	28	25	15	38	33	27	35	18	24	33	30	21	40									
AR	M13	Foxtrot	MW	19	23	21	37	36	27	28	18	29	27	16	34	29	19	33	38	24									
AR	FN SCAR 17	Golf	MW	35	27	29	39	20	29	33	35	20	17	22	39	27	37	17	31	17									
AR	AK 47 MW	Hotel	MW	22	20	28	25	25	30	37	32	30	27	22	26	36	38	18	32	35									
AR	RAM-7	India	MW	19	38	15	23	35	15	31	38	19	40	32	15	22	37	15	35	26									
AR	GRAU 5.56	Juliett	MW	16	17	38	38	31	18	15	31	35	36	27	33	18	32	28	32	35									
AR	CR-56 AMAX	Kilo	MW	24	22	16	36	23	40	29	18	21	33	39	23	38	20	34	21	37									
AR	AN-94	Lima	MW	18	27	19	36	37	23	36	26	33	18	29	17	39	36	28	38	27									
AR	AS VAL	Mike	MW	20	15	25	37	37	32	25	20	20	28	28	29	31	34	30	37	24									
AR	XM4	Alpha	CW	35	23	20	28	16	29	40	16	37	31	21	33	37	38	34	26	19									
AR	AK 47 CW	Bravo	CW	17	15	26	34	32	19	21	36	24	38	25	18	23	28	19	40	27									
AR	KRIG 6	Charlie	CW	30	17	21	15	35	32	36	17	15	25	23	40	27	34	21	23	28									
AR	QBZ-83	Delta	CW	17	17	34	18	28	30	21	33	15	26	18	39	28	34	28	25	30									
AR	FFAR 1	Echo	CW	33	27	23	37	28	37	24	20	40	30	33	37	37	34	34	29	38									
AR	GROZA	Foxtrot	CW	20	16	18	28	26	39	36	38	24	28	39	37	27	20	36	18	32									
AR	FARA 83	Golf	CW	40	35	16	18	26	34	25	23	32	23	21	24	26	32	38	30	28									
AR	C58			37	25	15	18	22	15	39	37	18	37	40	38	33	25	35	27	20									
	EM2			15	10	21	30	17	3	3	8	18	14	16	20	24	7	24	13	16									
	GRAV			4	22	6	26	7	24	26	4	4	10	27	28	12	3	4	20	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	-5	3	-5	7	0	-3	-2	5	0	-4	3	-4	3	3	-1	6	-5									
AR	FAL	Bravo	MW	-6	6	11	0	6	10	2	2	5	6	10	3	-1	-3	8	4	9									
AR	M4A1	Charlie	MW	-1	4	-4	9	7	2	4	2	9	6	-6	4	9	-1	5	8	6									
AR	FR 5.56	Delta	MW	-6	7	11	0	7	3	5	-5	-6	7	-4	-2	-4	-4	4	5	10									
AR	ODEN	Echo	MW	-5	11	6	-3	7	9	-5	-4	8	11	6	11	-6	-1	11	2	6									
AR	M13	Foxtrot	MW	3	6	1	11	11	-1	0	7	-4	-4	4	8	10	11	6	10	6									
AR	FN SCAR 17	Golf	MW	3	0	5	6	0	5	-1	10	0	-6	8	-1	0	-4	-1	7	0									
AR	AK 47 MW	Hotel	MW	-2	-3	7	-1	-3	5	1	-5	-2	6	10	4	-5	4	6	6	7									
AR	RAM-7	India	MW	2	0	8	-3	5	4	7	-3	-2	8	0	-5	3	10	10	8	11									
AR	GRAU 5.56	Juliett	MW	6	0	5	-3	9	7	-5	-4	-2	7	7	-5	1	-6	5	-1	-2									
AR	CR-56 AMAX	Kilo	MW	-4	4	-6	11	-2	6	7	7	10	-2	8	-1	-4	-5	9	11	6									

AR	AN-94	Lima	MW	1	-6	8	10	-6	8	-5	8	-1	1	4	0	8	3	1	7	11
AR	A5 VAL	Mike	MW	2	4	9	-5	2	-5	9	-1	8	11	-3	-4	-5	1	-2	3	3
AR	XM4	Alpha	CW	5	-3	11	11	5	-5	-5	-4	4	7	9	1	4	5	3	7	8
AR	AK 47 CW	Bravo	CW	-5	-1	6	10	-2	3	1	-5	-4	3	11	0	6	-5	-2	5	3
AR	KRIG 6	Charlie	CW	-4	-1	-6	10	-3	1	6	6	4	2	1	-5	-2	1	0	1	-1
AR	QBZ-83	Delta	CW	5	5	4	9	1	4	-4	-4	8	11	7	8	-4	7	5	4	-1
AR	FFAR 1	Echo	CW	5	-5	1	10	10	-6	8	8	8	1	3	4	8	7	-1	-6	-3
AR	GROZA	Foxtrot	CW	1	-6	6	-5	2	2	-1	6	7	-3	3	11	6	0	7	-5	3
AR	FARA 83	Golf	CW	-2	10	10	-4	-5	5	1	4	-4	10	6	6	1	6	11	0	-4
AR	C58			-5	6	-1	-1	3	10	2	5	1	11	11	3	-3	1	-5	0	-2
	EM2			-1	8	-1	2	-2	-6	5	-3	0	-4	-2	4	-1	11	-1	-1	-5
	GRAV			5	4	1	5	-6	10	11	9	-4	4	11	11	2	5	11	8	7

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk	Please Read: How to Adjust Value if ever not working!									
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		commando	60				Gun Shoots UP--- Increase Vertical Value Y								
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30				Gun Shoots Down--- Decrease Vertical Value Y								
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60				Gun Shoots LEFT--- Increase Horizontal value X								
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60				Gun Shoots Right--- Decrease Horizontal Value X								
AR	ODEN	Echo	MW	Colossus	810mm		VLK		commando	30												
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		commando	60												
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		commando	30												
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	commando	40												
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		commando	50												
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			commando	60												
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		commando	45												
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		commando	60												
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30												
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	60												
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	60												
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	60												
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	60												
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	mag												
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	60												
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	50												
	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	55												
	EM2			Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	50												
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV	3X			Field Agent/ Spe	50												
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	38	34	17	38	33	34	21	18	40	30	16	33	18	39	29	39	34		
AR	FAL	Bravo	MW	40	27	40	30	35	35	32	27	34	24	39	26	17	37	22	16	26		
AR	M4A1	Charlie	MW	37	15	40	16	16	30	18	21	25	27	18	21	27	33	31	37	37		
AR	FR 5.56	Delta	MW	35	19	35	24	17	26	37	16	40	33	24	29	17	34	26	36	15		
AR	ODEN	Echo	MW	30	32	36	39	31	39	22	22	33	23	16	34	35	28	34	19	34		
AR	M13	Foxtrot	MW	34	23	26	29	18	17	18	15	40	17	18	31	40	32	35	18	19		
AR	FN SCAR 17	Golf	MW	32	33	40	39	16	25	27	29	24	35	26	25	38	21	22	21	22		
AR	AK 47 MW	Hotel	MW	37	22	27	31	22	36	22	27	29	34	21	28	30	37	40	34	36		
AR	RAM-7	India	MW	20	18	35	25	34	32	37	39	23	28	22	19	35	17	27	37	15		
AR	GRAU 5.56	Juliett	MW	35	15	39	29	15	29	27	28	36	15	25	27	31	32	15	35	20		
AR	CR-56 AMAX	Kilo	MW	15	34	16	27	17	28	31	22	27	25	25	36	20	24	37	37	31		
AR	AN-94	Lima	MW	19	38	22	36	24	28	39	40	39	31	26	25	19	33	35	35	23		
AR	AS VAL	Mike	MW	32	22	25	19	16	21	39	17	32	33	16	35	20	29	29	28	31		
AR	XM4	Alpha	CW	39	36	38	16	38	30	17	15	27	39	30	20	18	21	22	25	35		
AR	AK 47 CW	Bravo	CW	29	21	23	18	16	24	36	15	15	32	16	20	37	36	30	33	20		
AR	KRIG 6	Charlie	CW	34	17	31	24	32	20	19	22	30	33	17	23	17	17	32	36	22		
AR	QBZ-83	Delta	CW	37	21	32	19	15	28	26	15	30	33	19	28	24	30	17	35	21		
AR	FFAR 1	Echo	CW	36	24	26	17	18	32	35	30	17	30	34	23	35	24	36	32	19		
AR	GROZA	Foxtrot	CW	33	20	39	40	32	35	23	15	33	35	30	39	34	34	21	20	15		
AR	FARA 83	Golf	CW	34	20	25	15	33	34	24	27	19	40	38	40	18	37	23	33	28		
AR	C58			19	37	27	34	17	33	37	34	30	17	32	31	36	37	34	39	34		
	EM2			20	-1	16	5	0	18	-2	21	0	-4	15	27	17	29	18	17	12		
	GRAV			13	4	7	6	15	12	8	21	6	29	4	0	21	15	14	26	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	7	11	-2	11	10	9	-4	10	1	2	9	-3	7	-4	-2	-1	4		
AR	FAL	Bravo	MW	-1	9	2	8	1	6	11	10	8	-3	1	0	8	-3	-3	-5	-5		
AR	M4A1	Charlie	MW	10	2	-6	-6	4	9	1	5	-5	8	8	9	3	6	0	10	-6		
AR	FR 5.56	Delta	MW	9	0	5	2	1	-1	5	4	9	-4	2	-5	2	9	-6	6	8		
AR	ODEN	Echo	MW	-1	-4	9	2	4	-4	3	6	5	-5	6	-4	-1	9	-4	3	-6		
AR	M13	Foxtrot	MW	9	11	-5	-6	3	6	1	6	7	-4	-4	4	4	5	-1	-1	-3		
AR	FN SCAR 17	Golf	MW	9	0	-6	-3	11	2	-3	-6	-3	7	1	10	1	0	-5	1	7		
AR	AK 47 MW	Hotel	MW	-3	-3	2	-4	-6	5	0	6	10	-5	9	3	9	-4	9	5	-3		
AR	RAM-7	India	MW	5	7	0	-1	2	11	3	-1	-6	11	-6	6	4	11	-5	-3	-2		
AR	GRAU 5.56	Juliett	MW	0	-4	11	-2	7	-5	-3	11	0	5	8	-3	3	6	-5	5	2		
AR	CR-56 AMAX	Kilo	MW	5	6	4	1	10	10	7	-3	3	-6	3	5	10	-5	5	8	7		

AR	AN-94	Lima	MW	10	8	0	11	-2	-3	-1	-2	6	7	-6	-4	11	0	6	9	9
AR	A5 VAL	Mike	MW	6	2	3	-6	-6	-4	8	-6	-2	-3	9	4	9	9	5	4	-2
AR	XM4	Alpha	CW	-1	1	0	10	9	4	7	-1	5	7	0	-3	9	5	-3	5	4
AR	AK 47 CW	Bravo	CW	1	7	4	1	2	1	9	-6	2	8	-4	-2	-6	-2	1	-4	-4
AR	KRIG 6	Charlie	CW	3	-6	7	4	11	7	4	9	-5	2	9	-4	-4	-4	-6	11	10
AR	QBZ-83	Delta	CW	-5	-1	4	-5	6	-4	6	4	5	-3	-2	4	-3	2	3	2	2
AR	FFAR 1	Echo	CW	7	8	-5	4	-1	-1	5	-3	11	6	2	-6	11	-4	-5	-4	-2
AR	GROZA	Foxtrot	CW	-2	5	8	0	5	-3	6	-1	-1	9	10	5	7	3	-4	10	2
AR	FARA 83	Golf	CW	-6	-2	0	-4	6	-3	4	8	3	-5	-4	-3	1	5	3	-4	11
AR	C58			2	5	11	-3	-2	-4	-5	3	5	10	-4	8	1	0	10	-6	-6
	EM2			3	5	-3	-6	2	8	3	11	-6	-5	-5	11	-1	7	-3	1	3
	GRAV			4	11	8	4	5	11	2	8	3	11	6	-5	-6	7	9	-4	10



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk	Please Read: How to Adjust Value if ever not working!																
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60			Gun Shoots UP--- Increase Vertical Value Y																
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30			Gun Shoots Down--- Decrease Vertical Value Y																
AR	M4A1	Charlie	MW	Monolithic	M16 Barrei	TAC LASER			cammando	60			Gun Shoots LEFT--- Increase Horizontal value X																
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60			Gun Shoots Right--- Decrease Horizontal Value X																
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		3X		Field Agent/ Spet	60																			
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																			
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																			
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																			
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	mag																			
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																			
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	50																			
	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	55																			
	EM2			Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	50																			
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spet	50																			
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	19	40	23	21	28	40	18	34	19	34	28	36	17	35	28	31	34									
AR	FAL	Bravo	MW	22	29	39	34	29	21	32	22	37	40	22	16	33	34	28	16	37									
AR	M4A1	Charlie	MW	22	30	17	36	33	17	21	23	24	28	39	33	29	22	27	33	37									
AR	FR 5.56	Delta	MW	15	33	28	38	20	32	34	15	18	34	31	20	18	22	35	25	39									
AR	ODEN	Echo	MW	15	27	28	25	40	20	38	27	21	20	20	36	25	25	27	24	33									
AR	M13	Foxtrot	MW	33	26	27	40	29	17	16	24	24	26	17	38	23	15	37	25	32									
AR	FN SCAR 17	Golf	MW	35	34	36	38	20	20	34	34	16	15	33	23	17	26	33	33	33									
AR	AK 47 MW	Hotel	MW	28	38	37	39	18	37	15	29	18	30	38	17	40	33	33	37	37									
AR	RAM-7	India	MW	32	27	35	37	25	28	38	30	28	16	24	22	18	21	36	27	34									
AR	GRAU 5.56	Juliett	MW	25	23	17	39	36	18	33	25	15	30	17	35	28	23	26	33	33									
AR	CR-56 AMAX	Kilo	MW	23	37	29	37	33	37	28	18	27	21	21	17	40	21	36	15	18									
AR	AN-94	Lima	MW	18	40	18	35	20	22	19	31	36	30	38	38	15	35	36	32	37									
AR	AS VAL	Mike	MW	16	31	24	30	38	37	29	15	39	33	34	15	22	24	23	27	19									
AR	XM4	Alpha	CW	38	24	36	22	37	20	31	31	34	28	20	24	19	15	38	25	38									
AR	AK 47 CW	Bravo	CW	16	29	24	40	36	30	37	26	35	27	38	26	39	37	25	16	33									
AR	KRIG 6	Charlie	CW	21	35	20	21	32	20	22	33	22	38	27	17	27	34	29	38	25									
AR	QBZ-83	Delta	CW	38	25	23	34	36	16	15	25	26	23	22	19	37	27	15	34	30									
AR	FFAR 1	Echo	CW	30	19	28	34	22	40	36	26	30	31	33	36	18	27	33	35	21									
AR	GROZA	Foxtrot	CW	21	27	40	35	22	27	20	21	39	15	20	25	15	38	37	38	32									
AR	FARA 83	Golf	CW	23	34	34	38	19	27	28	34	30	23	16	17	21	39	20	26	32									
AR	C58			18	38	36	16	35	30	19	32	24	17	25	28	21	40	38	15	16									
	EM2			20	27	10	-1	12	13	-3	26	4	-1	8	1	-2	7	3	20	13									
	GRAV			18	11	-3	6	30	2	27	13	26	4	18	21	0	18	30	9	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									
AR	KILO 141	Alpha	MW	8	10	6	-6	5	-4	4	-2	8	-4	3	-1	-1	-3	-2	0	-4									
AR	FAL	Bravo	MW	11	-1	0	7	-2	2	-4	4	5	10	4	8	2	7	1	0	-3									
AR	M4A1	Charlie	MW	-3	4	10	11	-1	-2	11	-6	9	11	5	-2	-2	5	2	-5	10									
AR	FR 5.56	Delta	MW	7	-6	8	5	2	-6	9	5	-6	-6	2	9	-4	-6	6	0	8									
AR	ODEN	Echo	MW	-5	8	6	3	5	10	11	-5	3	-6	0	1	10	4	-5	8	8									
AR	M13	Foxtrot	MW	0	11	4	8	11	-4	7	-6	6	10	2	10	10	10	10	-1	0									
AR	FN SCAR 17	Golf	MW	-1	-4	-5	0	7	-5	11	8	4	9	0	2	5	11	9	3	-2									
AR	AK 47 MW	Hotel	MW	-2	2	2	-4	1	-6	8	1	8	-3	8	0	-3	4	6	0	2									
AR	RAM-7	India	MW	-6	-4	-5	2	10	2	-4	4	-5	2	8	-5	-1	3	7	7	-6									
AR	GRAU 5.56	Juliett	MW	9	10	-3	5	7	3	10	8	-5	4	0	11	11	5	-4	4	-5									
AR	CR-56 AMAX	Kilo	MW	7	7	10	10	-4	7	6	-1	10	10	0	-4	2	-3	0	8	1									

AR	AN-94	Lima	MW	-6	-5	1	-6	-1	0	-6	-5	0	6	-3	5	-5	6	10	-2	-6	
AR	A5 VAL	Mike	MW	7	-6	7	-6	5	7	3	8	2	0	5	-3	5	0	0	7	3	
AR	XM4	Alpha	CW	8	-5	2	2	4	7	3	-3	-6	-3	11	11	8	-1	0	11	11	
AR	AK 47 CW	Bravo	CW	10	9	-6	4	3	0	4	2	-6	8	8	-6	1	10	10	-2	4	
AR	KRIG 6	Charlie	CW	-3	5	8	2	8	5	4	7	8	-1	-3	2	-5	-5	11	5	-6	
AR	QBZ-83	Delta	CW	7	8	4	2	9	7	0	11	1	-2	0	1	10	8	9	-1	-3	
AR	FFAR 1	Echo	CW	0	3	-5	3	6	4	6	8	7	9	9	4	-1	7	2	-1	6	
AR	GROZA	Foxtrot	CW	-2	3	0	-3	-5	7	4	-4	-5	6	5	-4	11	-2	-4	-2	-5	
AR	FARA 83	Golf	CW	10	-3	6	5	5	5	-2	10	-4	-1	-6	1	7	3	-2	-2	4	
AR	C58			-2	-2	-1	-4	3	0	4	10	3	3	0	-2	2	-4	5	5	11	
	EM2			3	7	-5	9	-5	-4	8	8	7	-6	9	9	2	10	10	6	-1	
	GRAV			2	4	7	3	5	10	-3	9	-1	2	1	-3	-1	0	-3	3	2	

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk	Please Read: How to Adjust Value if ever not working!																
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		commando	60			Gun Shoots UP--- Increase Vertical Value Y																
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30			Gun Shoots Down--- Decrease Vertical Value Y																
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60			Gun Shoots LEFT--- Increase Horizontal value X																
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60			Gun Shoots Right--- Decrease Horizontal Value X																
AR	ODEN	Echo	MW	Colossus	810mm		VLK		commando	30																			
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		commando	60																			
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		commando	30																			
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	commando	40																			
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		commando	50																			
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			commando	60																			
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		commando	45																			
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		commando	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		3X		Field Agent/ Spet	60																			
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																			
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																			
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																			
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	mag																			
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	60																			
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	50																			
	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	55																			
	EM2			Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spet	50																			
	GRAV			Agency/GRU	Task Force/Spetsnaz RPK/15 CMV		3X		Field Agent/ Spet	50																			
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	25	22	20	19	38	33	22	17	38	27	20	38	28	20	39	20	28									
AR	FAL	Bravo	MW	18	16	39	34	35	15	39	25	40	16	21	28	35	27	33	36	24									
AR	M4A1	Charlie	MW	18	17	16	31	32	21	19	30	20	18	22	34	19	24	40	16	40									
AR	FR 5.56	Delta	MW	22	17	39	30	34	17	31	24	15	40	21	16	20	20	16	17	38									
AR	ODEN	Echo	MW	34	32	31	27	30	26	29	29	17	31	15	15	16	36	17	19	36									
AR	M13	Foxtrot	MW	22	15	19	27	26	35	32	39	30	26	22	15	21	21	17	21	20									
AR	FN SCAR 17	Golf	MW	32	21	32	35	23	32	24	25	21	35	33	31	28	19	30	28	20									
AR	AK 47 MW	Hotel	MW	30	20	39	22	32	36	28	15	38	31	32	26	26	17	19	18	19									
AR	RAM-7	India	MW	30	20	26	29	18	37	16	40	38	34	40	17	22	31	39	30	20									
AR	GRAU 5.56	Juliett	MW	27	16	30	32	33	15	21	27	29	28	28	16	16	24	34	27	38									
AR	CR-56 AMAX	Kilo	MW	28	25	18	33	36	32	38	39	32	36	34	31	17	33	28	19	34									
AR	AN-94	Lima	MW	36	40	27	25	29	17	28	28	18	34	30	19	18	17	28	23	19									
AR	AS VAL	Mike	MW	40	27	32	21	25	25	36	34	33	33	19	37	19	23	22	26	24									
AR	XM4	Alpha	CW	25	31	23	25	39	32	35	39	31	29	18	39	24	32	29	35	27									
AR	AK 47 CW	Bravo	CW	15	31	28	32	38	34	37	30	39	30	31	32	38	36	33	35	18									
AR	KRIG 6	Charlie	CW	20	29	17	24	27	38	31	33	16	21	39	36	15	29	15	28	17									
AR	QBZ-83	Delta	CW	40	39	20	31	39	31	20	18	31	31	22	36	40	28	22	24	26									
AR	FFAR 1	Echo	CW	29	27	23	23	22	15	22	34	31	27	22	33	40	28	32	24	21									
AR	GROZA	Foxtrot	CW	31	26	33	34	25	17	29	36	22	35	31	30	31	21	38	37	30									
AR	FARA 83	Golf	CW	34	20	33	28	32	18	17	37	20	15	39	21	25	37	25	20	25									
AR	C58			19	24	17	35	40	30	34	24	22	15	37	28	27	21	27	27	36									
	EM2			32	28	28	25	-5	3	19	5	30	18	0	24	12	-3	1	21	29									
	GRAV			14	0	24	5	20	5	9	6	10	4	22	11	4	5	18	10	-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									
AR	KILO 141	Alpha	MW	-1	-2	-4	0	5	0	4	7	10	11	8	-6	1	11	-1	-3	6									
AR	FAL	Bravo	MW	3	11	1	3	8	9	-4	-5	1	-2	6	-2	9	2	-6	2	-3									
AR	M4A1	Charlie	MW	1	8	2	1	1	-3	-4	3	-4	1	-2	-2	7	2	-2	-4	-6									
AR	FR 5.56	Delta	MW	5	8	4	6	-2	5	10	1	4	-2	6	5	8	-3	-2	0	7									
AR	ODEN	Echo	MW	-3	6	-2	-3	11	0	9	0	-5	3	-6	1	-1	3	5	-6	6									
AR	M13	Foxtrot	MW	-6	3	-1	4	1	-3	8	6	2	-2	3	8	3	7	-1	-4	3									
AR	FN SCAR 17	Golf	MW	-2	-6	-6	6	-2	0	5	4	5	4	0	-1	6	3	-3	-3	7									
AR	AK 47 MW	Hotel	MW	1	1	-2	8	6	-4	0	4	11	-2	0	4	-2	2	7	0	0									
AR	RAM-7	India	MW	11	5	-6	-5	2	3	4	4	9	5	7	8	9	4	6	-5	8									
AR	GRAU 5.56	Juliett	MW	-2	10	6	-4	8	-2	10	-4	-6	7	-4	1	11	-4	11	1	11									
AR	CR-56 AMAX	Kilo	MW	5	-3	-2	-3	7	-2	1	-5	7	8	11	-5	1	11	9	-6	10									

AR	AN-94	Lima	MW	9	6	6	1	7	9	-2	-1	0	11	-1	0	7	-4	-5	7	-6
AR	A5 VAL	Mike	MW	8	6	10	-6	6	9	4	-1	-3	4	-6	-2	-1	-3	0	-4	-4
AR	XM4	Alpha	CW	7	6	9	-2	-5	9	11	6	3	9	10	-1	-3	3	3	-6	10
AR	AK 47 CW	Bravo	CW	1	7	-3	-5	9	2	4	1	2	8	-2	0	8	9	8	2	-5
AR	KRIG 6	Charlie	CW	11	9	0	7	1	6	4	9	-2	2	-2	7	-6	6	2	3	-4
AR	QBZ-83	Delta	CW	-6	8	5	4	11	8	5	-3	-5	10	-5	4	-3	4	4	8	3
AR	FFAR 1	Echo	CW	-2	11	-2	5	-3	-3	-6	-3	2	-4	-2	-3	3	1	-3	-6	7
AR	GROZA	Foxtrot	CW	-6	-5	-4	0	-6	7	-3	11	4	-2	6	3	-2	7	11	9	-1
AR	FARA 83	Golf	CW	11	11	3	5	4	6	2	0	9	-4	6	1	-6	-3	-3	0	-1
AR	C58			-6	3	2	7	9	2	11	7	10	10	9	0	-4	4	-3	0	4
	EM2			2	9	-4	-3	-3	6	2	7	1	-1	2	-1	11	-4	1	10	10
	GRAV			-6	-6	-3	8	-6	4	8	-2	3	4	9	-2	-5	0	-3	1	-5

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/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	CX-9	Juliett	MW	#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	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		
CX9					CX-38a	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
Tec9				Full Auto Repeat	Task Force				Field agent/ Spet	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	-2	15	2	30	27	29	29	5	4	25	24	21	30	0	25	24	2
SMG	P90	Bravo	MW	4	14	17	23	17	8	15	27	2	22	18	9	12	1	14	17	0
SMG	MP5 MW	Charlie	MW	9	-3	-4	25	-4	15	30	1	3	13	-4	29	25	26	12	17	5
SMG	UZI	Delta	MW	11	24	1	17	16	-1	20	17	10	-4	7	17	0	-5	-3	-4	-1
SMG	PP19 BIZON	Echo	MW	14	6	25	9	13	16	30	16	16	28	10	29	-4	14	18	1	1
SMG	MP7	Foxtrot	MW	-5	3	28	26	24	7	10	12	0	20	27	30	22	2	25	-2	19
SMG	STRIKER 45	Golf	MW	18	16	6	13	18	11	16	3	25	2	12	9	-4	0	30	18	18
SMG	FENNEC	Hotel	MW	4	-5	0	14	-1	23	15	18	-3	-2	16	28	12	12	26	21	28
SMG	ISO	India	MW	3	-4	29	8	14	-4	20	4	13	22	30	18	25	13	28	17	17
SMG	MP5 CW	Alpha	CW	-4	1	8	6	15	22	-4	3	9	19	-2	9	12	25	-2	18	1
SMG	MILANO 821	Bravo	CW	10	12	25	-3	16	28	-3	28	9	6	20	-4	15	12	0	29	20
SMG	AK74u	Charlie	CW	26	19	29	5	-1	25	15	4	2	16	26	0	17	14	18	7	29
SMG	KSP 45	Delta	CW	15	1	26	-5	17	23	28	-1	1	2	26	25	9	5	30	12	9
SMG	BULLFROG	Echo	CW	-5	8	28	2	-4	20	-4	11	27	-2	11	-2	-3	8	11	4	18
SMG	MAC 10	Foxtrot	CW	5	11	29	11	27	4	19	15	24	-4	0	18	-1	14	25	-1	13
SMG	LC10	Golf	CW	27	3	27	17	12	-1	-2	25	4	20	10	-1	16	11	12	12	19
SMG	PPSH-41	Hotel	CW	1	13	23	29	16	11	24	22	27	-2	20	15	20	25	22	1	24
CX9 OTS9 TEC 9			CW	7	18	2	9	23	24	1	19	4	23	13	4	17	0	-5	7	30
			CW	19	22	25	-5	10	23	6	4	10	26	-5	10	-5	20	13	3	14
				5	28	13	20	-4	9	5	-2	29	13	22	24	-2	12	-1	1	20

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	3	-4	-6	1	9	-1	-5	-3	6	-1	2	8	-5	6	6	-5	9
SMG	P90	Bravo	MW	6	7	-3	-5	2	-1	5	7	-5	9	9	-5	2	0	5	8	0
SMG	MP5 MW	Charlie	MW	-5	7	8	-3	-5	5	3	3	5	4	7	3	-6	5	6	9	2
SMG	UZI	Delta	MW	-4	9	9	-2	5	5	0	1	-4	-4	1	-2	0	-3	0	4	-1
SMG	PP19 BIZON	Echo	MW	0	0	1	-5	-1	-6	-2	7	9	-2	4	5	4	4	6	-5	-3
SMG	MP7	Foxtrot	MW	-4	-4	9	-1	-5	-4	7	5	8	3	4	-2	2	4	5	-6	2
SMG	STRIKER 45	Golf	MW	3	2	8	7	-2	3	7	9	1	9	-3	-2	4	-4	-1	-3	0
SMG	FENNEC	Hotel	MW	6	7	6	2	7	6	0	8	-4	-2	-1	1	-2	-1	-2	-2	-3
SMG	ISO	India	MW	-5	-1	3	-2	-2	1	-4	-1	-4	-6	3	-1	-6	2	-2	-5	0
SMG	MP5 CW	Alpha	CW	6	7	-1	5	1	8	9	9	-4	6	6	1	-1	3	3	4	0
SMG	MILANO 821	Bravo	CW	-6	7	-4	-4	6	3	6	7	-6	2	-2	-6	8	3	8	-1	6
SMG	AK74u	Charlie	CW	-1	3	6	-5	8	6	9	5	-6	-1	5	1	2	-5	1	9	6
SMG	KSP 45	Delta	CW	-1	1	-3	0	7	5	4	4	-6	-1	3	-3	4	7	-2	-6	7
SMG	BULLFROG	Echo	CW	6	8	-2	7	0	2	8	-4	-6	-5	-4	4	8	-3	4	-6	1
SMG	MAC 10	Foxtrot	CW	0	-1	1	-3	9	-3	9	-1	9	7	1	9	-5	9	-2	4	4
SMG	LC10	Golf	CW	3	-4	8	5	1	-1	2	7	-6	6	4	-6	2	-6	-3	-6	-1
SMG	PPSH-41	Hotel	CW	3	6	-2	7	-3	1	3	7	-1	8	-3	-3	-3	2	-1	6	9

CX9		CW	-1	4	6	3	-1	2	-1	9	5	7	7	5	9	-1	-5	9	-2		
OTS9		CW	0	-5	7	5	-5	6	4	1	3	-6	5	-1	-2	4	4	-2	-1		
TEC 9			-3	-1	6	-6	8	0	-4	1	-1	2	2	4	-1	7	-6	5	-4		

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/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 Clalipsible	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	CX-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	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		

CX9				CX-38a	Tac laser				Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
TEC9				Full Auto Repeat	Task Force				Field agent/ Spet	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	18	21	-2	-4	14	19	7	27	21	14	16	28	16	16	7	9	16
SMG	P90	Bravo	MW	5	9	9	23	2	23	-1	-2	28	2	27	2	19	25	14	4	7
SMG	MP5 MW	Charlie	MW	4	21	-2	30	14	26	26	-5	2	7	7	27	25	29	16	2	7
SMG	UZI	Delta	MW	14	5	14	15	15	1	21	24	27	25	-5	25	13	22	3	10	29
SMG	PP19 BIZON	Echo	MW	6	6	26	4	26	12	26	6	-2	2	2	29	4	14	7	3	5
SMG	MP7	Foxtrot	MW	30	12	5	5	-5	19	1	-2	-5	18	-4	-5	-5	17	10	12	26
SMG	STRIKER 45	Golf	MW	23	0	13	18	3	22	25	19	8	8	-4	2	9	-4	10	14	-5
SMG	FENNEC	Hotel	MW	28	-5	23	5	0	-2	20	27	-1	29	-2	13	26	5	27	3	-4
SMG	ISO	India	MW	30	23	15	30	28	19	1	5	30	12	2	7	28	11	9	15	-1
SMG	MP5 CW	Alpha	CW	0	0	-5	21	6	29	10	2	8	24	4	28	27	11	22	15	16
SMG	MILANO 821	Bravo	CW	30	25	-2	15	6	25	9	29	17	18	1	3	19	22	16	-2	26
SMG	AK74u	Charlie	CW	-3	-3	-1	10	27	1	25	25	10	28	22	30	8	27	30	16	11
SMG	KSP 45	Delta	CW	-5	13	29	2	30	26	14	-1	20	17	13	8	28	27	11	1	25
SMG	BULLFROG	Echo	CW	25	5	14	19	6	-5	20	7	-4	22	0	30	21	29	-5	0	20
SMG	MAC 10	Foxtrot	CW	21	16	25	0	5	-2	21	18	20	18	21	25	19	-5	6	18	29
SMG	LC10	Golf	CW	30	7	9	12	6	14	24	8	22	30	25	13	9	7	-1	28	20
SMG	PPSH-41	Hotel	CW	17	8	29	15	19	19	8	2	20	23	6	2	25	19	19	6	29
CX9 OTS9 TEC 9			CW	-1	9	-2	7	19	6	-3	29	9	7	14	29	23	0	4	-2	26
			CW	-5	17	19	25	12	3	26	-1	15	9	5	-5	-1	11	23	30	8
				10	11	21	11	26	25	-4	21	15	16	26	26	-2	-5	18	7	-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	-4	8	1	1	-6	-2	-5	5	5	3	8	3	5	-1	-4	-4	9
SMG	P90	Bravo	MW	2	-4	-6	9	-5	7	0	-3	9	6	2	-1	-4	-1	5	-4	1
SMG	MP5 MW	Charlie	MW	9	-1	0	5	3	7	0	-5	3	7	0	-1	-1	0	8	-5	6
SMG	UZI	Delta	MW	-5	2	8	-6	-3	6	5	6	7	6	8	7	9	1	0	-3	4
SMG	PP19 BIZON	Echo	MW	-6	-5	5	9	0	-1	1	6	0	-2	-6	-4	6	5	-1	-4	0
SMG	MP7	Foxtrot	MW	1	3	-1	-3	4	-2	-1	-4	-3	-6	-1	-5	-2	-4	-4	-3	-1
SMG	STRIKER 45	Golf	MW	-1	-2	4	-5	4	2	7	4	7	4	-6	0	-4	8	5	-5	-2
SMG	FENNEC	Hotel	MW	7	-5	8	4	-3	2	-6	-1	0	-6	2	-3	7	4	2	6	9
SMG	ISO	India	MW	-4	-6	-1	6	-6	6	1	2	2	2	-6	4	1	-2	9	-5	-1
SMG	MP5 CW	Alpha	CW	-6	-2	0	3	-3	2	5	0	-2	7	8	-6	4	-3	-2	0	-2
SMG	MILANO 821	Bravo	CW	5	1	3	6	5	-6	9	0	8	8	1	-6	2	7	-4	1	3
SMG	AK74u	Charlie	CW	-4	-3	-3	9	6	-1	4	5	-5	-6	7	0	-3	-5	-6	8	-1
SMG	KSP 45	Delta	CW	1	3	5	7	2	7	-6	3	-2	5	-6	9	-1	-4	7	8	0
SMG	BULLFROG	Echo	CW	4	1	4	-1	-3	0	0	-5	-2	8	0	3	8	2	5	5	1
SMG	MAC 10	Foxtrot	CW	-2	5	-5	-5	5	7	1	5	0	5	6	9	-2	-2	0	-1	6
SMG	LC10	Golf	CW	9	-5	-2	-5	-6	-2	-3	6	-3	2	2	3	2	-4	6	3	0
SMG	PPSH-41	Hotel	CW	-2	0	-2	0	0	-5	1	-4	-6	7	-3	3	-4	6	-1	-4	-3
	CX9		CW	-6	2	-6	6	-5	9	-6	9	7	-5	1	1	3	-3	7	1	4

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

OTS9		CW	-2	2	2	9	-6	-1	-2	5	0	1	9	2	1	0	6	6	-5		
TEC9			5	7	-2	6	-3	6	5	0	-6	1	-4	1	-1	7	2	-1	-2		



GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/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	CX-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	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		

CX9				CX-38a	Tac laser				Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
TEC9				Full Auto Repeat	Task Force				Field agent/ Spet	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	26	13	20	0	-5	20	21	13	2	-3	-2	13	15	15	4	0	-3
SMG	P90	Bravo	MW	25	11	7	-4	11	28	27	-5	1	17	18	20	5	-5	23	15	25
SMG	MP5 MW	Charlie	MW	30	21	20	0	-5	7	26	26	1	5	17	1	13	-5	15	19	1
SMG	UZI	Delta	MW	27	-4	23	25	13	3	24	30	2	23	-1	-3	-3	30	-3	7	-4
SMG	PP19 BIZON	Echo	MW	19	11	25	14	21	21	20	0	27	-3	13	13	14	-4	25	11	-1
SMG	MP7	Foxtrot	MW	1	10	25	6	24	27	6	17	21	22	6	13	1	12	21	10	10
SMG	STRIKER 45	Golf	MW	12	23	13	1	7	14	26	23	19	16	16	-4	0	25	15	26	5
SMG	FENNEC	Hotel	MW	3	30	13	-4	20	-4	6	29	-3	12	-2	24	29	-1	9	15	6
SMG	ISO	India	MW	-1	29	4	14	24	8	14	29	29	10	-1	-4	4	9	12	9	3
SMG	MP5 CW	Alpha	CW	18	29	11	7	10	30	10	3	8	29	6	4	15	-1	20	15	13
SMG	MILANO 821	Bravo	CW	8	8	7	-5	3	0	20	10	9	17	1	13	12	-4	22	2	18
SMG	AK74u	Charlie	CW	11	18	-5	22	16	-1	26	23	2	9	14	-1	-4	25	0	15	28
SMG	KSP 45	Delta	CW	23	1	24	18	6	-3	16	8	7	4	27	11	15	13	21	16	23
SMG	BULLFROG	Echo	CW	5	8	-1	13	26	23	10	29	3	23	15	14	28	21	-3	10	11
SMG	MAC 10	Foxtrot	CW	1	-4	13	28	1	28	18	9	12	14	7	9	28	2	24	16	3
SMG	LC10	Golf	CW	4	24	18	-3	28	19	3	0	-2	-2	22	15	1	5	30	11	26
SMG	PPSH-41	Hotel	CW	15	3	28	30	29	-4	14	8	28	14	-5	-2	17	16	1	-2	27
CX9				12	24	1	5	-4	13	-4	21	21	7	22	6	23	-5	28	10	-4
OTS9				17	3	8	-5	4	14	8	-5	12	19	24	8	17	-3	15	-4	29
TEC 9				3	-4	30	15	18	29	19	19	17	16	12	29	10	16	14	16	-5

## 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	0	4	-1	8	5	2	2	0	3	4	7	-2	-4	6	1	5	7
SMG	P90	Bravo	MW	-6	7	-5	-1	9	0	-5	8	-2	-1	4	4	7	2	7	-4	7
SMG	MP5 MW	Charlie	MW	1	9	-5	6	-6	3	-6	8	3	6	3	9	4	-2	-5	5	-6
SMG	UZI	Delta	MW	0	-2	-6	4	0	-6	4	-5	3	8	-1	1	9	-5	0	-2	-1
SMG	PP19 BIZON	Echo	MW	8	-5	-2	3	4	9	7	-4	3	4	-1	5	9	-4	4	1	-2
SMG	MP7	Foxtrot	MW	-2	9	-3	1	2	7	4	-3	0	-6	8	8	-3	4	0	4	8
SMG	STRIKER 45	Golf	MW	3	5	7	3	-3	3	4	8	-6	2	4	-4	3	-4	7	9	-6
SMG	FENNEC	Hotel	MW	1	-1	-2	9	-3	8	8	6	-5	2	6	5	2	0	7	-6	-4
SMG	ISO	India	MW	-5	4	5	9	-3	7	-3	-4	4	-1	8	-1	0	-5	0	4	3
SMG	MP5 CW	Alpha	CW	4	-6	5	8	8	-4	3	-6	-4	-5	-1	-1	5	1	7	6	-6
SMG	MILANO 821	Bravo	CW	6	-5	-1	8	0	-5	9	3	0	1	6	4	-4	0	8	4	9
SMG	AK74u	Charlie	CW	4	5	5	7	-2	9	-3	4	-5	4	2	8	-6	-6	5	9	-3
SMG	KSP 45	Delta	CW	2	6	1	-3	0	5	-1	1	-3	9	9	6	1	-2	4	2	7
SMG	BULLFROG	Echo	CW	-1	-4	0	-5	8	-5	1	5	8	-5	-4	5	7	-6	-4	-6	-4
SMG	MAC 10	Foxtrot	CW	-4	5	2	5	6	-1	8	5	1	8	0	-2	-3	-1	3	-1	-1
SMG	LC10	Golf	CW	4	3	6	-8	1	-4	4	9	-3	7	-4	2	7	-6	3	5	0
SMG	PPSH-41	Hotel	CW	5	-4	-5	4	4	-3	1	-3	-5	3	-5	0	7	2	-1	-1	2
CX9				0	6	-1	8	9	8	3	7	9	1	-4	6	9	8	8	-6	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

OTS9		CW	3	2	6	-5	-5	9	-1	3	-4	4	5	7	5	-5	9	1	3		
TEC 9			5	-6	-4	-5	1	2	2	7	7	9	0	4	4	-2	5	-1	7		

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/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	CX-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	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		

CX9				CX-38a	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force			Field agent/ Spet	40 mag	GRU Elastic rap	
TEC9				Full Auto Repeat	Task Force			Field agent/ Spet	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	9	-1	-3	4	0	-1	9	2	1	8	7	-3	-4	11	-2	9	-3
SMG	P90	Bravo	MW	6	14	-1	-4	5	5	9	0	-3	-3	6	10	15	6	-1	0	13
SMG	MP5 MW	Charlie	MW	-3	4	-4	6	10	-5	6	12	-2	5	15	14	5	6	-5	-6	12
SMG	UZI	Delta	MW	-6	8	-6	-1	-3	3	6	8	2	15	12	1	12	5	13	2	6
SMG	PP19 BIZON	Echo	MW	10	4	-2	2	0	3	1	12	7	13	13	14	14	7	3	10	12
SMG	MP7	Foxtrot	MW	6	7	6	4	13	15	10	9	3	-3	-5	2	5	-1	-3	7	3
SMG	STRIKER 45	Golf	MW	3	-2	2	11	5	0	9	8	15	5	3	10	-2	13	13	12	10
SMG	FENNEC	Hotel	MW	11	1	15	8	11	-4	-3	-4	0	8	8	-4	0	-4	12	10	-6
SMG	ISO	India	MW	4	-2	15	11	6	9	5	-1	-2	6	10	11	-4	-5	-4	-4	12
SMG	MP5 CW	Alpha	CW	11	-5	-2	8	12	5	7	1	-5	7	13	14	14	8	9	-2	0
SMG	MILANO 821	Bravo	CW	-5	5	1	15	7	11	-2	-2	10	0	15	-4	6	10	14	0	0
SMG	AK74u	Charlie	CW	14	7	10	-3	6	-2	14	-4	12	5	7	8	5	6	-4	8	6
SMG	KSP 45	Delta	CW	4	15	0	-2	11	11	-2	8	4	3	9	8	1	2	14	12	-6
SMG	BULLFROG	Echo	CW	1	7	14	5	-4	-6	12	14	11	-6	13	4	-2	10	4	-3	6
SMG	MAC 10	Foxtrot	CW	8	2	5	1	6	13	4	3	-1	9	15	-2	13	-5	14	14	4
SMG	LC10	Golf	CW	10	-4	9	7	11	-1	5	-2	-5	-4	5	13	4	7	13	0	
SMG	PPSH-41	Hotel	CW	-2	14	-4	4	15	6	8	13	9	-4	5	0	14	2	9	-2	-1
CX9			CW	5	1	-5	7	6	12	-1	-4	9	-6	14	9	11	13	8	0	2
OTS9			CW	12	4	-1	6	8	12	-4	4	3	10	7	-3	11	2	13	13	1
TEC 9				-6	6	3	5	0	12	-3	-6	3	0	-3	0	7	-4	2	14	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	4	4	2	0	-5	8	0	8	-3	-3	0	2	8	-3	-2	8	1
SMG	P90	Bravo	MW	10	5	8	1	-5	3	-6	9	7	2	7	7	2	8	9	7	-5
SMG	MP5 MW	Charlie	MW	-2	-1	-1	-3	-3	2	8	10	6	6	5	10	-3	-6	2	1	-2
SMG	UZI	Delta	MW	-1	0	-6	-1	0	10	-1	-2	10	-3	6	-3	5	-3	10	-1	4
SMG	PP19 BIZON	Echo	MW	3	0	7	10	-3	-5	8	3	0	4	4	5	2	-4	3	2	10
SMG	MP7	Foxtrot	MW	6	2	10	10	7	7	2	9	6	4	7	6	0	9	-4	8	-3
SMG	STRIKER 45	Golf	MW	1	-2	1	4	5	9	-3	7	-6	3	7	-4	-6	5	1	3	0
SMG	FENNEC	Hotel	MW	4	0	8	-3	7	-3	6	7	5	8	-2	0	-5	4	5	8	-5
SMG	ISO	India	MW	-5	-3	-5	10	8	9	6	7	4	3	6	-3	-2	7	-3	-3	10
SMG	MP5 CW	Alpha	CW	9	0	6	-4	2	-6	5	0	4	-4	7	-4	-4	2	-3	-6	0
SMG	MILANO 821	Bravo	CW	-1	-6	8	1	-3	-5	7	1	-2	-5	-1	4	8	9	7	7	0
SMG	AK74u	Charlie	CW	10	2	8	0	-1	0	5	2	3	10	3	4	-2	6	8	10	10
SMG	KSP 45	Delta	CW	-6	7	1	4	1	9	4	-6	-4	1	2	0	0	-4	-3	-4	-1
SMG	BULLFROG	Echo	CW	6	7	1	-2	6	4	-4	8	0	5	4	2	4	6	-2	8	5
SMG	MAC 10	Foxtrot	CW	2	6	10	2	9	5	7	-2	3	-1	4	6	4	6	2	-3	5
SMG	LC10	Golf	CW	-3	-4	1	10	4	4	-3	7	2	4	10	4	-2	7	4	4	5
SMG	PPSH-41	Hotel	CW	9	-1	-2	1	-4	10	-2	-4	7	-4	2	2	1	5	2	10	4
CX9			CW	9	9	9	-2	7	-3	4	7	-6	-4	-3	-2	-6	-4	4	6	10

OTS9		CW	-4	8	10	-3	0	-3	-6	-3	8	-5	8	4	-5	8	3	9	3		
TEC 9			-1	8	7	4	-3	8	7	-3	2	5	-3	-3	8	10	2	6	-6		

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/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	CX-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	ld agent/Spetsnaz	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsnaz	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsnaz			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsnaz	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsnaz	Biggest MAG/55		
CX9					CX-38a	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	
OTS9					Sound supp	Task force			Field agent/ Spet	40 mag	GRU Elastic rap	
TEC9					Full Auto Repeat	Task Force			Field agent/ Spet	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	-3	9	7	-1	2	-5	-5	13	-5	9	-3	14	12	7	6	-4	-2
SMG	P90	Bravo	MW	15	14	14	6	3	-2	10	15	-3	0	15	1	6	9	-5	-4	11
SMG	MP5 MW	Charlie	MW	-2	-3	-3	-3	15	13	7	14	6	3	1	2	15	1	-2	-3	11
SMG	UZI	Delta	MW	-6	1	2	-6	15	-2	10	10	1	6	9	2	9	-5	10	10	5
SMG	PP19 BIZON	Echo	MW	12	15	-3	8	-6	3	7	8	1	13	7	7	-1	-4	7	-4	5
SMG	MP7	Foxtrot	MW	2	-1	6	4	4	0	4	-5	11	-2	5	6	-5	5	5	11	6
SMG	STRIKER 45	Golf	MW	12	-3	12	-6	4	11	0	10	2	5	11	11	3	3	-1	6	6
SMG	FENNEC	Hotel	MW	13	-4	-4	12	13	-1	8	4	13	15	7	2	-4	7	-5	6	0
SMG	ISO	India	MW	-3	-5	-3	-1	8	-2	9	8	3	14	-3	-2	-5	-6	-3	11	5
SMG	MP5 CW	Alpha	CW	11	9	1	3	9	6	-1	1	10	-3	4	3	9	15	14	6	5
SMG	MILANO 821	Bravo	CW	15	1	-4	9	-1	-6	15	15	8	2	2	15	13	3	2	12	-5
SMG	AK74u	Charlie	CW	14	9	14	7	14	2	14	-1	6	-6	4	2	-4	-5	7	6	8
SMG	KSP 45	Delta	CW	1	-6	10	7	2	-3	5	-2	-2	5	9	13	7	-1	8	12	4
SMG	BULLFROG	Echo	CW	4	15	0	11	7	14	5	-2	11	-2	1	2	-3	4	14	-3	2
SMG	MAC 10	Foxtrot	CW	9	-3	-5	6	10	5	8	12	15	3	-3	15	-6	14	-3	13	-1
SMG	LC10	Golf	CW	12	3	2	11	0	4	3	-3	-2	15	-5	8	2	-5	2	-6	3
SMG	PPSH-41	Hotel	CW	13	12	6	3	9	9	2	8	13	6	-2	4	11	-4	-1	13	10
CX9				14	2	1	-5	0	6	-4	6	6	14	-5	1	-3	5	8	9	9
OTS9				12	-3	5	-4	5	-5	12	-6	14	7	3	0	-2	15	8	9	7
TEC 9				2	9	15	-5	-3	-1	5	14	7	-5	-5	4	-6	3	0	13	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	-3	-6	-1	-1	5	2	9	-6	0	8	3	-4	9	4	0	2	2
SMG	P90	Bravo	MW	-3	8	6	3	7	-4	2	0	7	9	9	-3	3	-6	7	-5	9
SMG	MP5 MW	Charlie	MW	-6	-2	4	-3	4	10	7	6	-1	-3	7	-4	10	4	6	-4	-1
SMG	UZI	Delta	MW	0	7	8	2	-4	-6	5	-6	6	-5	-3	1	-6	-5	0	7	5
SMG	PP19 BIZON	Echo	MW	-3	-1	-5	-4	10	1	-5	2	3	-5	3	9	-2	-6	-2	10	0
SMG	MP7	Foxtrot	MW	2	5	-5	0	0	0	7	7	2	10	6	4	3	9	-4	9	-5
SMG	STRIKER 45	Golf	MW	10	-1	-3	5	-4	-6	5	9	-1	2	0	-5	10	4	10	8	-4
SMG	FENNEC	Hotel	MW	-6	5	7	-5	5	9	-6	3	3	0	-5	8	-1	-3	3	-2	5
SMG	ISO	India	MW	-1	-5	3	3	-3	5	6	6	-4	-2	0	8	9	-4	6	-1	2
SMG	MP5 CW	Alpha	CW	3	2	5	6	10	-1	8	-6	-5	2	4	9	3	6	10	-5	-1
SMG	MILANO 821	Bravo	CW	-2	3	6	-1	-2	-6	8	1	-5	-3	2	4	-3	1	4	6	3
SMG	AK74u	Charlie	CW	-1	-1	-2	-6	-3	-2	10	4	3	-1	-1	-6	0	-2	10	6	9
SMG	KSP 45	Delta	CW	-3	4	-1	0	4	5	-5	-6	10	5	2	-1	0	5	3	1	-3
SMG	BULLFROG	Echo	CW	5	2	-2	-3	7	-1	10	-4	8	8	-4	-4	4	5	8	6	-6
SMG	MAC 10	Foxtrot	CW	-5	1	10	-4	7	-2	5	-4	5	-5	-6	10	-6	-6	4	4	-4
SMG	LC10	Golf	CW	2	-1	5	10	10	-3	-4	-4	7	0	9	-3	5	-5	7	7	-3
SMG	PPSH-41	Hotel	CW	4	-2	8	3	-5	3	-5	10	0	6	9	10	-5	-2	-2	-2	4
	CX9		CW	7	-3	-2	-3	-3	-2	4	7	9	-2	2	8	6	-3	4	-5	7

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

OTS9		CW	-2	8	6	-3	3	3	9	9	3	-5	7	-4	9	6	5	6	7		
TEC 9			-6	10	-1	-5	-2	-6	-3	3	2	6	9	8	1	4	2	2	-3		

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/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 Clalipsible	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	CX-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	ld agent/Spetsnaz	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsnaz	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsnaz			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsnaz	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsnaz	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsnaz	Biggest MAG/55		

CX9				CX-38a	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force			Field agent/ Spet	40 mag	GRU Elastic rap	
Tec9				Full Auto Repeat	Task Force			Field agent/ Spet	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	0	6	2	1	-5	0	0	8	1	5	6	1	1	-6	1	14	-1
SMG	P90	Bravo	MW	7	7	-2	1	1	4	-4	5	-3	1	14	-1	5	-2	1	1	8
SMG	MP5 MW	Charlie	MW	10	13	10	0	14	9	3	-3	4	11	10	8	-3	11	10	0	-4
SMG	UZI	Delta	MW	5	10	4	1	15	4	0	14	3	-3	5	12	1	6	14	12	2
SMG	PP19 BIZON	Echo	MW	1	-1	-3	8	-1	-2	12	7	5	9	2	0	6	-2	3	2	1
SMG	MP7	Foxtrot	MW	-2	6	11	14	7	11	10	9	0	-5	4	8	-4	2	6	10	7
SMG	STRIKER 45	Golf	MW	14	1	-2	1	13	-2	3	15	-6	15	8	-4	8	5	11	10	7
SMG	FENNEC	Hotel	MW	13	13	7	-2	3	-3	2	-5	15	4	-5	4	-6	0	-3	12	4
SMG	ISO	India	MW	-3	10	-6	14	-4	2	14	9	0	14	2	0	-1	6	-1	-1	-1
SMG	MP5 CW	Alpha	CW	9	-3	8	-2	7	-5	0	-1	-3	10	15	13	-6	5	9	1	15
SMG	MILANO 821	Bravo	CW	8	-3	-1	10	1	12	2	7	-6	-5	11	6	6	3	9	-2	8
SMG	AK74u	Charlie	CW	15	7	7	6	-5	3	14	10	7	1	-1	7	2	-4	0	10	-5
SMG	KSP 45	Delta	CW	1	3	8	2	-5	3	6	10	-2	9	3	0	9	1	4	-1	1
SMG	BULLFROG	Echo	CW	-1	12	-3	2	-5	6	13	13	1	-5	7	-2	11	15	15	8	-3
SMG	MAC 10	Foxtrot	CW	4	2	7	-1	8	9	9	0	6	15	-5	4	-2	4	10	15	1
SMG	LC10	Golf	CW	1	3	-3	3	7	5	12	7	-3	3	8	2	11	0	15	2	8
SMG	PPSH-41	Hotel	CW	-6	14	1	11	-2	14	3	6	5	12	14	5	10	5	-6	4	14
	CX9 OTS9		CW	6	4	-2	4	-2	8	1	4	9	4	-6	-4	11	0	-5	-6	7
			CW	3	5	12	13	9	6	9	4	-5	7	14	-1	-2	3	-3	4	13

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	8	-3	-3	0	9	1	8	1	7	9	10	-3	-3	-4	6
SMG	P90	Bravo	MW	5	-3	8	5	-1	7	7	3	-4	5	6	4	-6	5	-2	5	-2
SMG	MP5 MW	Charlie	MW	2	5	3	3	-4	-6	-6	-6	-5	5	9	1	-2	-1	4	9	9
SMG	UZI	Delta	MW	-3	-3	8	1	4	8	9	9	5	-5	5	9	-1	7	2	-1	1
SMG	PP19 BIZON	Echo	MW	-1	-4	-5	6	-4	-2	7	8	7	9	-6	10	-6	-1	4	8	-4
SMG	MP7	Foxtrot	MW	4	4	3	6	8	2	7	3	-4	8	10	5	-2	5	-4	0	-5
SMG	STRIKER 45	Golf	MW	4	3	9	3	-6	10	-3	-6	1	10	-2	5	-6	-4	4	-4	-3
SMG	FENNEC	Hotel	MW	-6	-4	8	6	8	2	1	-3	-1	-5	-5	10	2	-1	6	5	-6
SMG	ISO	India	MW	1	7	3	-2	4	-4	9	1	-1	1	6	0	1	0	-5	-3	6
SMG	MP5 CW	Alpha	CW	-2	0	9	8	10	3	0	8	6	5	-6	0	2	1	7	9	-3
SMG	MILANO 821	Bravo	CW	-2	0	0	-5	-3	8	-6	1	3	-3	2	-2	10	10	-4	0	-1
SMG	AK74u	Charlie	CW	5	2	4	0	-2	-2	8	-5	-4	3	0	-4	-1	-1	6	5	-4
SMG	KSP 45	Delta	CW	9	-5	-6	3	5	5	-5	3	1	-4	-4	-2	4	-5	-5	9	1
SMG	BULLFROG	Echo	CW	3	-4	3	-3	3	-4	1	5	8	0	10	1	4	9	-5	8	4
SMG	MAC 10	Foxtrot	CW	-5	8	-4	4	-5	10	8	6	-1	-4	4	2	4	0	-5	1	4
SMG	LC10	Golf	CW	10	6	0	-4	1	6	6	5	8	5	6	5	10	2	7	0	-3
SMG	PPSH-41	Hotel	CW	-5	-3	10	4	7	0	-5	4	1	-6	6	4	-4	-2	-5	0	-5
	CX9		CW	-3	1	5	6	-1	10	1	-6	4	0	-2	6	-4	7	3	5	1

OTS9		CW	9	5	5	-3	1	2	-1	-3	-5	6	6	-5	-5	-3	-1	-1	1		
TEC 9			9	1	0	5	3	4	-1	7	-6	-4	5	6	-2	7	-5	0	5		



	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	30	6	24	12	-1	30	13	22	19	17	25	13	19	12	24	21	20
STONER	0	27	6	20	25	14	19	13	8	15	1	11	4	5	30	3	8
PKM	24	3	21	14	-1	27	15	25	26	-2	22	18	10	28	0	13	-1
RPD	24	16	14	25	27	14	26	16	19	12	25	24	-1	30	5	15	29
FINN	29	29	15	-2	16	6	22	22	11	23	23	8	15	8	22	24	12
SA 87	-1	1	19	16	6	23	11	7	8	3	20	3	-1	9	20	16	19
MG34	6	8	13	6	19	8	20	30	0	29	24	10	3	14	-2	19	-2
HOLGER	25	0	9	21	18	8	10	20	-2	6	14	0	2	22	3	7	18
M60	16	10	19	27	18	2	17	21	17	30	2	24	13	13	19	7	3
M91	28	25	11	11	2	11	-2	13	12	3	6	3	19	21	15	19	30
MG 82	15	13	27	8	16	11	9	10	22	17	5	0	30	12	7	0	29

## 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	0	2	4	0	-5	0	3	0	-3	5	-4	-4	-2	-3	-4	-2	-1
STONER	3	1	1	-5	4	5	-3	4	-3	3	3	-5	2	0	0	-1	5
PKM	4	0	4	0	-4	-1	1	4	-2	-5	4	4	-1	4	-1	-3	-1
RPD	5	-2	5	3	-1	-3	5	4	0	1	-2	3	0	-2	3	0	4
FINN	2	0	-2	2	-5	4	-2	-4	-2	4	-1	2	4	-4	2	-4	5
SA 87	-5	3	1	-5	4	-4	-4	-4	-1	0	3	-3	4	4	-4	-3	4
MG34	-4	-2	2	-2	3	-1	-2	-4	-2	-5	-5	-3	4	-5	3	5	2
HOLGER	-2	-5	-1	3	-4	3	1	-5	5	2	4	-3	-4	-3	4	-3	1
M60	-2	3	2	4	4	-3	-4	3	0	3	-5	5	1	1	-1	4	4
M91	-5	4	-3	-4	1	-1	-5	-3	3	0	3	4	3	4	-1	5	4
MG 82	3	-2	2	1	-5	-5	-4	1	-4	-5	2	5	2	5	2	2	-5

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summi		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	4	21	0	25	-2	16	3	23	5	0	24	29	29	21	15	3	20
STONER	29	19	9	29	24	13	29	4	14	12	9	22	9	7	14	29	5
PKM	27	0	25	0	4	18	23	6	4	19	27	20	2	19	-2	24	19
RPD	21	0	10	6	21	6	5	10	13	11	26	28	-1	18	21	15	15
FINN	-1	6	9	25	13	18	26	17	30	27	5	29	21	12	26	19	10
SA 87	21	1	17	11	11	12	-1	19	9	30	-2	5	21	24	7	30	22
MG34	1	27	20	20	25	26	27	10	12	27	-1	12	11	8	11	26	26
HOLGER	1	28	17	0	7	6	17	28	14	26	1	1	8	25	23	-1	27
M60	6	16	13	26	0	-2	29	8	22	19	13	24	3	10	20	19	1
M91	6	23	27	9	21	8	29	16	0	2	0	15	23	21	1	17	10
MG 82	29	19	6	22	26	4	16	27	-2	23	27	20	16	24	19	2	25

## 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	-5	-3	2	-4	0	-3	-5	0	1	0	-5	-5	2	4	3	2
STONER	-5	-3	2	5	-4	-2	4	-5	1	0	1	1	2	4	-2	-2	-2
PKM	4	-5	-5	-3	0	-4	1	5	-1	-4	-5	-2	5	3	5	-5	4
RPD	-4	-5	-5	0	1	3	0	1	5	0	5	-1	5	-4	-3	1	3
FINN	2	-3	-2	2	-2	-4	-5	-2	4	-4	-5	-2	0	-3	2	0	4
SA 87	2	1	-4	1	1	-4	1	4	4	1	0	-1	4	1	-2	4	4
MG34	4	-5	-3	4	3	-1	4	-4	-3	-1	-2	-3	3	-2	-1	0	-2
HOLGER	-4	-3	2	0	2	2	-2	1	-4	-5	3	5	-4	2	3	-4	-1
M60	0	-5	-2	-4	5	3	-1	0	5	-3	2	-2	4	-5	3	0	3
M91	-4	0	0	5	4	-3	2	-5	2	3	1	-4	-1	-1	5	1	-2
MG 82	-5	5	5	5	-4	3	1	3	-2	-1	5	3	0	-2	4	-5	0

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summi		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	17	16	2	2	20	20	14	-1	22	27	7	6	8	12	8	26	-2
STONER	5	9	6	8	3	3	5	15	17	7	3	27	9	6	1	18	-2
PKM	6	12	12	29	24	1	2	11	14	22	19	17	13	10	27	13	23
RPD	20	27	15	0	28	5	5	0	14	30	20	30	24	20	3	16	20
FINN	18	10	22	5	16	16	15	25	8	22	21	4	22	22	18	13	19
SA 87	13	18	0	8	16	27	14	14	8	-2	5	2	24	17	4	4	10
MG34	16	8	0	5	7	16	25	2	-2	1	-1	7	24	28	3	16	26
HOLGER	30	12	2	17	9	20	9	0	15	16	20	12	-2	19	10	11	5
M60	1	30	15	21	19	7	5	22	27	11	10	19	30	25	1	5	18
M91	7	15	12	-1	21	24	26	29	24	12	14	30	14	8	10	15	16
MG 82	29	17	5	4	-1	16	-2	5	8	20	12	27	27	22	5	6	29

## 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	2	5	-4	-5	2	-3	-3	2	1	2	-1	1	-5	-3	5	-2
STONER	0	2	-4	3	-2	5	0	5	-5	3	5	-5	1	1	-2	2	-5
PKM	5	3	-3	1	-3	5	-3	-1	0	2	3	3	-3	-2	-4	1	5
RPD	2	0	-1	2	1	0	-4	-4	-1	1	1	-4	-5	-1	4	0	1
FINN	-3	-4	-1	0	4	4	-2	3	0	-2	-4	-2	-3	3	2	-4	-3
SA 87	-2	-4	2	5	-1	-5	-3	4	-1	-5	0	-4	5	-3	-5	-3	2
MG34	-5	2	5	5	5	5	-3	-5	-2	3	1	2	-2	5	2	-5	2
HOLGER	-1	-2	4	-4	-3	-1	4	-2	3	-5	-3	5	-1	-3	3	4	4
M60	3	2	-3	-2	5	2	-2	1	-2	5	-3	-4	-2	2	4	5	0
M91	2	-5	-2	4	-1	5	3	-3	2	-5	-1	-5	-5	2	-3	3	0
MG 82	-3	-5	0	2	-2	3	4	5	0	-3	-3	0	1	5	-5	-3	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	

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	29	20	29	14	19	24	23	27	15	26	7	18	30	-1	12	9	7
STONER	20	7	11	0	19	-1	13	13	5	19	1	22	11	5	20	13	25
PKM	2	29	26	6	-1	10	7	10	7	30	4	-2	4	19	9	29	24
RPD	0	25	28	2	8	24	13	28	14	8	1	3	27	11	28	25	8
FINN	27	4	16	8	29	25	27	15	29	21	-1	22	28	2	15	7	10
SA 87	28	29	9	24	-1	8	10	0	2	23	19	17	12	24	0	2	18
MG34	9	9	6	4	12	16	15	10	3	25	15	24	25	20	6	3	-1
HOLGER	8	27	7	13	5	14	24	24	5	7	26	13	4	10	29	4	22
M60	19	29	24	29	28	28	28	11	2	25	27	8	15	4	15	30	-2
M91	16	9	0	20	10	-1	6	14	1	27	8	4	16	10	-2	13	13
MG 82	18	11	2	0	13	15	28	13	29	7	14	0	-2	-2	8	2	16

## 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	-3	-3	0	0	0	-5	5	1	-4	-1	0	-5	-4	1	-2
STONER	-4	-5	-1	-5	2	5	3	3	-5	4	5	4	-5	2	4	1	-2
PKM	2	4	-4	-4	-3	-1	2	5	-2	5	2	-4	-3	-4	5	3	1
RPD	4	3	0	3	-2	-5	-1	5	0	-4	4	4	0	4	-5	0	-1
FINN	3	1	-2	4	-1	2	-2	0	-5	-3	-5	3	-4	-3	1	4	-1
SA 87	4	3	-3	4	5	0	1	5	2	-5	1	1	0	5	-3	2	5
MG34	0	2	-4	5	2	3	3	5	-1	5	5	4	-4	-4	-3	3	-4
HOLGER	-4	-5	0	2	-5	5	2	1	1	0	0	2	-1	-2	-5	5	4
M60	-2	-5	3	-2	-5	5	2	-1	3	5	4	-2	-2	0	-5	0	3
M91	-3	1	3	-2	-2	-1	-3	5	-5	4	1	2	-4	5	-4	5	0
MG 82	-3	0	4	2	5	-4	-4	1	-2	-4	5	-2	5	-2	0	-5	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

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	28	3	9	6	27	12	22	24	28	6	24	14	11	3	22	11	22
STONER	15	6	26	25	21	18	15	21	18	19	15	25	-2	30	7	27	11
PKM	22	16	27	19	9	4	22	10	5	21	7	17	6	22	28	19	18
RPD	5	3	14	26	30	2	28	1	3	26	4	-1	10	3	11	0	13
FINN	-1	13	29	-2	14	14	22	20	7	24	3	22	18	7	14	20	9
SA 87	13	15	23	5	16	16	23	7	30	0	10	18	19	15	27	22	14
MG34	2	2	17	12	27	16	4	23	-1	4	6	10	17	24	26	25	21
HOLGER	20	4	25	9	19	11	5	6	5	1	9	12	3	6	21	11	22
M60	14	23	28	30	28	7	17	28	15	-1	9	12	28	15	25	5	4
M91	17	20	13	24	25	13	27	27	7	30	18	15	1	28	11	8	22
MG 82	22	25	16	20	17	3	-1	27	0	14	23	19	27	22	14	9	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	5	4	-2	4	-2	5	-2	-2	-5	3	-3	-2	-3	-5	1	-2	1
STONER	-3	4	4	5	-3	-2	1	0	5	4	3	4	-3	-2	3	4	-3
PKM	1	0	-5	-2	-3	-4	-5	-4	-5	-1	-5	-5	-1	-4	-5	-5	3
RPD	-5	-3	4	-2	-4	-4	-1	-3	1	-4	-1	5	5	1	0	-4	2
FINN	2	0	-3	-4	2	-4	-5	5	1	-2	-2	-2	4	-4	-4	5	5
SA 87	-4	2	4	-2	-4	2	-4	-1	-5	5	-2	5	-5	3	-5	2	4
MG34	4	2	-1	3	-3	2	-2	5	0	-4	5	0	1	3	0	-2	1
HOLGER	3	-4	1	5	3	1	3	0	-3	-2	4	-4	3	0	2	-2	-5
M60	4	5	-2	-5	-2	-1	-1	3	-1	5	-2	0	-3	5	0	-4	3
M91	4	-3	-1	-4	-3	-2	0	3	3	-2	-3	-5	1	-2	-3	-5	5
MG 82	-1	-1	1	2	5	2	2	4	-5	3	-4	1	2	2	5	-3	5

	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

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	19	27	26	25	4	27	10	5	10	0	24	18	22	1	-1	24	30
STONER	27	2	25	10	16	18	13	1	18	6	24	19	26	27	28	28	25
PKM	2	1	19	2	22	4	18	29	12	2	10	15	24	24	7	14	12
RPD	20	8	12	14	11	1	4	11	1	8	-1	12	21	9	13	0	28
FINN	24	24	3	-1	14	19	-1	17	18	9	11	4	7	19	16	16	0
SA 87	-2	23	9	14	4	7	1	28	11	17	15	13	17	8	17	8	21
MG34	19	25	5	27	23	19	21	8	4	16	18	1	12	-2	25	12	21
HOLGER	13	3	7	8	29	15	1	4	2	21	25	4	28	19	29	23	14
M60	19	7	7	20	-2	-1	28	30	23	11	27	17	-1	19	19	23	4
M91	-2	23	16	19	23	1	6	11	15	2	23	0	-1	28	27	5	28
MG 82	23	26	30	15	27	8	10	-2	2	18	6	2	12	14	29	1	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	2	5	5	5	2	-4	5	4	-5	0	4	0	2	5	-1	-4	1
STONER	4	-1	4	4	-4	1	2	-4	-2	-2	-4	-2	1	-3	-4	4	2
PKM	5	5	-2	-5	3	-2	3	-5	5	5	-5	2	-5	-1	-5	-5	0
RPD	-3	1	5	-2	-5	-1	4	1	-4	0	2	-3	1	-1	-1	2	-2
FINN	-5	4	-3	5	4	-3	-1	-4	5	-3	-2	-3	-3	-5	5	-5	-2
SA 87	1	3	2	-5	0	3	4	-4	4	4	0	-4	5	-4	-5	0	-4
MG34	-1	3	-5	0	2	-2	4	2	1	2	-4	-3	-5	4	3	-2	-5
HOLGER	2	-1	1	-2	-2	1	-2	1	5	-5	1	-1	0	0	-2	-3	-3
M60	-5	-2	4	1	4	2	-5	4	-2	-1	-5	-1	-3	2	1	1	-2
M91	1	1	-1	-2	-5	-2	1	0	5	-3	5	-3	1	-2	4	-2	-3
MG 82	-4	-1	-2	-2	4	4	2	0	0	-4	5	-5	3	-4	-1	2	-4