

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		commando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
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	Archangel	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			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		

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

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	4	0	-4	2	-4	1	-1	-4	-5	-2	0	4	2	0	1
AR	FAL	Bravo	MW	-3	2	0	2	-3	4	5	3	0	0	-2	4	4	-2	5	3	4
AR	M4A1	Charlie	MW	4	2	-2	1	-5	-1	2	2	-1	-3	-4	2	3	0	3	2	-4
AR	FR 5.56	Delta	MW	5	-2	0	0	-3	-2	0	4	2	1	-2	5	0	5	-1	-2	1
AR	ODEN	Echo	MW	3	-2	-3	-5	5	-1	-4	1	3	0	1	-5	3	2	-5	-5	-2
AR	M13	Foxtrot	MW	5	4	-1	5	-5	2	2	4	-1	0	3	-1	5	-3	0	-1	-1
AR	FN SCAR 17	Golf	MW	-1	-4	-5	-5	-1	-5	0	2	-2	3	3	4	-5	-1	-3	4	-5
AR	AK 47 MW	Hotel	MW	-3	1	2	1	-1	4	-1	3	-4	1	4	0	5	-3	-2	4	2
AR	RAM-7	India	MW	-2	1	-1	0	3	-1	2	-3	2	5	3	-1	4	-3	4	-2	0
AR	GRAU 5.56	Juliett	MW	1	-1	2	0	1	-5	5	-5	4	4	-5	3	0	-3	-5	-1	2
AR	CR-56 AMAX	Kilo	MW	-2	-2	4	-5	-2	0	5	4	3	-5	2	0	-3	2	-5	-2	-1
AR	AN-94	Lima	MW	3	1	3	1	5	5	-3	-5	-4	1	-4	5	2	1	-3	2	3
AR	AS VAL	Mike	MW	4	-1	1	-5	5	3	2	4	0	2	-4	1	-1	-2	-4	0	-2
AR	XM4	Alpha	CW	1	3	-4	2	1	-5	5	-1	-2	4	-2	2	-4	-3	-1	3	5
AR	AK 47 CW	Bravo	CW	5	-5	-5	4	4	-4	1	-2	5	5	4	5	-1	2	-4	2	0

AR	KRIG 6	Charlie	CW	1	-3	-2	-1	0	3	-4	-3	-2	-3	-1	-2	-3	-2	-2	2	5	
AR	QBZ-83	Delta	CW	3	-1	-1	-3	-3	3	2	-1	3	2	3	0	1	2	-3	4	-4	
AR	FFAR 1	Echo	CW	2	4	-4	-4	3	-2	2	-5	-2	3	-1	5	-2	-2	-2	1	3	
AR	GROZA	Foxtrot	CW	4	-3	-4	-5	2	4	-1	4	4	2	-1	3	-4	3	-4	-4	5	
AR	FARA 83	Golf	CW	2	-1	-4	-2	-3	4	2	2	-5	3	1	-2	3	3	2	-3	4	
AR	CS8			0	2	-5	4	-1	1	-5	5	4	-2	-5	3	2	1	-3	4	0	
	EM2			5	-4	5	2	-2	2	-3	1	2	2	-4	-5	-5	4	3	-5	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		commando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
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/ 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		

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Gun Shoots UP--- Increase Vertical Value Y

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

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	-3	-5	3	-2	0	3	-3	0	3	4	-1	4	2	3	-3	-5
AR	FAL	Bravo	MW	-4	0	-5	-4	-3	-3	3	5	5	4	-2	-2	5	1	-1	2	4
AR	M4A1	Charlie	MW	3	-5	-3	-1	-2	-5	-2	-3	4	3	-4	-5	4	-1	3	1	4
AR	FR 5.56	Delta	MW	3	3	0	-2	4	4	5	0	1	-1	5	-3	-2	-2	-1	-4	-3
AR	ODEN	Echo	MW	4	-3	-4	-4	5	2	-5	-2	-4	5	4	5	0	-1	-5	-2	1
AR	M13	Foxtrot	MW	0	-2	2	-1	0	1	2	-5	-2	-5	5	-4	4	0	0	2	3
AR	FN SCAR 17	Golf	MW	-2	4	-3	-3	-5	-4	1	-3	3	-3	3	0	-2	1	-2	4	4
AR	AK 47 MW	Hotel	MW	-3	-3	5	-3	2	4	-4	-5	-2	-2	-1	1	1	5	2	-2	-3
AR	RAM-7	India	MW	1	-5	5	3	2	1	-3	4	1	-5	-1	-5	2	1	-2	-1	1
AR	GRAU 5.56	Juliett	MW	2	3	1	-1	1	-5	-4	0	4	-2	4	-5	-3	-4	0	3	0
AR	CR-56 AMAX	Kilo	MW	4	1	5	0	4	4	2	0	-3	-2	-4	-1	4	3	0	2	-5

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

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		commando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
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				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		

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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

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	28	21	26	28	13	12	28	9	18	30	24	21	17	16	12	16	5
AR	FAL	Bravo	MW	8	22	-1	11	12	21	5	12	10	8	1	22	26	-2	14	20	6
AR	M4A1	Charlie	MW	16	3	27	19	28	9	5	19	16	18	9	-1	24	28	27	16	8
AR	FR 5.56	Delta	MW	4	5	3	29	14	27	26	-2	20	13	-2	8	16	15	20	10	1
AR	ODEN	Echo	MW	17	8	19	25	2	10	-1	-1	28	8	23	20	21	19	0	8	19
AR	M13	Foxtrot	MW	27	22	30	6	-1	7	19	17	10	23	23	7	27	22	16	14	20
AR	FN SCAR 17	Golf	MW	12	17	28	17	14	28	23	16	-1	28	12	18	15	16	-1	5	22
AR	AK 47 MW	Hotel	MW	8	21	1	4	3	30	6	14	10	27	12	4	30	-2	26	10	11
AR	RAM-7	India	MW	4	22	18	13	-1	20	27	12	5	21	30	29	-1	-2	30	20	9
AR	GRAU 5.56	Juliett	MW	-2	14	7	15	10	6	6	12	12	5	12	20	21	14	3	-1	15
AR	CR-56 AMAX	Kilo	MW	4	20	-1	25	5	2	14	4	12	1	30	8	22	13	13	2	30
AR	AN-94	Lima	MW	25	17	10	5	8	13	27	30	21	18	26	14	25	14	-2	7	13
AR	AS VAL	Mike	MW	23	-2	13	29	-1	9	13	12	22	-2	1	8	-1	11	28	1	22
AR	XM4	Alpha	CW	0	25	18	0	8	1	6	6	11	3	14	23	24	15	12	19	16
AR	AK 47 CW	Bravo	CW	-2	11	13	25	30	22	18	1	26	27	7	14	30	28	12	29	6
AR	KRIG 6	Charlie	CW	3	12	21	17	26	22	23	1	1	24	3	0	9	15	0	13	27
AR	QBZ-83	Delta	CW	6	6	8	21	5	26	28	22	19	18	18	30	5	11	14	16	16
AR	FFAR 1	Echo	CW	15	-2	14	11	18	7	30	0	5	3	1	6	-2	11	2	20	30
AR	GROZA	Foxtrot	CW	0	-2	20	23	-1	-2	5	18	-2	10	25	-1	30	6	3	0	0
AR	FARA 83	Golf	CW	19	11	23	5	16	10	7	30	24	10	21	8	8	17	14	-1	25
AR	C58			5	12	20	6	18	27	11	3	12	-2	10	3	20	18	17	15	21
AR	EM2			22	8	0	6	6	15	12	10	0	13	29	6	3	23	-1	25	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
AR	KILO 141	Alpha	MW	1	4	-2	5	-5	-4	0	0	-3	1	2	2	-3	-1	1	-3	4
AR	FAL	Bravo	MW	4	0	1	-5	1	1	-1	-3	3	-1	-5	3	-2	4	-2	0	0
AR	M4A1	Charlie	MW	0	-2	2	-3	-5	1	-4	5	0	2	-3	-5	2	-3	2	5	0
AR	FR 5.56	Delta	MW	4	3	-4	-5	-2	-4	3	4	5	-5	-3	-3	3	-1	0	-1	5
AR	ODEN	Echo	MW	-4	-2	-1	4	-5	4	2	-3	-1	0	2	-5	4	2	-5	4	4
AR	M13	Foxtrot	MW	4	1	-3	-5	-4	-3	-1	4	0	5	3	-1	-4	1	5	-1	-1
AR	FN SCAR 17	Golf	MW	1	-5	0	-5	-5	-4	-3	5	-4	3	1	4	-4	3	0	3	5
AR	AK 47 MW	Hotel	MW	-2	0	-3	5	1	-4	-2	5	4	-5	2	5	0	2	1	-4	1
AR	RAM-7	India	MW	4	-2	4	1	-1	0	1	-1	2	5	-3	1	0	3	-3	0	0
AR	GRAU 5.56	Juliett	MW	-3	5	-1	-1	-4	1	-3	0	2	-5	-4	-2	5	-2	-3	1	-3
AR	CR-56 AMAX	Kilo	MW	3	-4	-2	-2	-3	2	-3	-1	-4	-2	1	5	-4	4	0	4	4

AR	AN-94	Lima	MW	-5	2	-3	-1	0	-3	2	3	-3	-5	-3	1	-4	5	5	2	2	
AR	A5 VAL	Mike	MW	-3	4	2	-4	1	2	-2	-1	5	-4	0	3	-2	-3	-2	4	2	
AR	XM4	Alpha	CW	-2	-2	0	-3	-5	4	4	-3	1	-5	5	-1	3	1	-3	-5	-1	
AR	AK 47 CW	Bravo	CW	2	3	3	-5	0	3	3	-2	-5	-1	-3	2	-2	-1	3	0	-5	
AR	KRIG 6	Charlie	CW	-4	0	-1	3	-3	3	2	0	3	-1	0	4	-1	2	-3	-5	3	
AR	QBZ-83	Delta	CW	1	1	-3	0	2	0	-4	5	-1	4	2	-3	-4	-4	1	-3	2	
AR	FFAR 1	Echo	CW	4	-1	-5	3	2	1	2	1	1	1	1	3	1	0	4	3	-2	
AR	GROZA	Foxtrot	CW	-1	-2	2	4	3	-4	-3	-3	-3	-2	-5	5	-3	0	-5	-3	-3	
AR	FARA 83	Golf	CW	-2	5	2	1	0	1	4	-1	-3	-4	-2	5	1	-5	-2	-4	4	
AR	C58			-4	2	-5	0	5	0	-4	5	-2	-5	3	2	1	-1	3	-3	4	
	EM2			-1	5	4	-5	2	-2	-1	0	2	-2	-2	-5	-5	0	-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		commando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
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		

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

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	2	-4	-4	-2	-1	0	-4	0	-1	-2	2	5	-1	5	0
AR	FAL	Bravo	MW	-1	0	2	-4	2	-3	4	3	1	-2	3	5	-4	-5	1	4	-5
AR	M4A1	Charlie	MW	-3	0	1	3	0	4	5	3	-5	5	2	2	0	5	-5	-1	
AR	FR 5.56	Delta	MW	-5	-3	4	0	-2	-1	-5	3	0	0	-3	-5	-4	0	3	1	
AR	ODEN	Echo	MW	-5	-3	3	-3	0	-3	1	5	2	-3	4	-1	-5	-4	3	-5	3
AR	M13	Foxtrot	MW	4	-5	3	-1	1	2	-2	3	1	0	-4	1	1	3	-3	-3	-5
AR	FN SCAR 17	Golf	MW	-2	-3	-5	3	2	-5	2	2	0	-1	0	-5	-2	2	-5	1	3
AR	AK 47 MW	Hotel	MW	-2	-3	4	-1	-2	0	-1	2	4	1	2	-1	-1	3	4	0	3
AR	RAM-7	India	MW	5	1	1	2	5	-1	0	-4	-5	-2	3	-1	2	5	-5	3	0
AR	GRAU 5.56	Juliett	MW	1	3	0	3	-3	-2	-1	-5	1	4	5	-1	0	0	0	5	3
AR	CR-56 AMAX	Kilo	MW	-5	2	-1	-1	4	-1	-5	0	-3	0	5	0	-3	1	1	3	2

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

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		commando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
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		

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

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	4	-1	3	-1	-2	3	-3	-3	1	-5	2	-3	4	4	5	-5	0
AR	FAL	Bravo	MW	2	-4	-1	-1	-1	-5	2	-3	-3	-4	2	-3	4	2	3	-5	-5
AR	M4A1	Charlie	MW	-2	5	-1	3	0	5	-3	-3	-4	-4	2	-2	3	0	3	-2	0
AR	FR 5.56	Delta	MW	-3	2	2	0	-4	0	-3	1	-1	5	-5	1	-2	5	5	-4	-4
AR	ODEN	Echo	MW	5	-2	-2	-1	1	-3	2	1	-5	3	4	0	3	-2	2	1	-1
AR	M13	Foxtrot	MW	3	3	2	-4	-5	2	3	1	-4	-4	4	-4	-5	3	-4	4	-5
AR	FN SCAR 17	Golf	MW	-2	3	0	5	-4	-3	-2	0	5	4	-4	0	0	3	5	1	-1
AR	AK 47 MW	Hotel	MW	1	0	2	0	-4	2	-1	5	2	-4	0	4	4	-3	4	-5	-3
AR	RAM-7	India	MW	5	-4	-4	4	-2	0	4	4	2	5	-3	-4	-3	4	-1	-4	
AR	GRAU 5.56	Juliett	MW	-1	5	5	-3	3	5	-3	1	5	-1	4	-3	3	-3	1	0	-2
AR	CR-56 AMAX	Kilo	MW	-2	0	2	-1	3	-1	-1	0	4	-2	0	-4	-1	5	-3	3	-2

AR	AN-94	Lima	MW	5	-1	-5	-2	-4	4	-5	5	-1	1	0	-5	-5	2	1	1	1
AR	A5 VAL	Mike	MW	3	-5	1	1	-4	2	4	-4	-1	-5	5	0	0	5	0	2	-1
AR	XM4	Alpha	CW	-2	0	-2	4	1	1	3	0	-5	2	2	-2	-1	-3	-3	-2	2
AR	AK 47 CW	Bravo	CW	-3	-1	-3	2	-4	-5	1	-2	-5	4	5	4	-1	3	-1	2	5
AR	KRIG 6	Charlie	CW	0	-2	-1	4	4	-2	-5	5	-4	2	4	-4	4	0	-1	3	2
AR	QBZ-83	Delta	CW	1	2	-1	0	-2	-2	-2	-5	-1	-4	-5	-2	5	-5	1	-5	-1
AR	FFAR 1	Echo	CW	0	2	4	-4	4	2	-1	-2	-3	2	-2	-3	3	-4	-2	-3	5
AR	GROZA	Foxtrot	CW	-2	-5	-2	-4	3	0	4	-5	2	-3	4	-5	1	1	4	-5	2
AR	FARA 83	Golf	CW	3	4	0	2	-4	-1	0	3	-5	-2	-3	5	5	0	3	2	4
AR	C58			-2	4	4	-3	4	1	1	5	-1	-2	0	3	-2	-3	3	4	5
	EM2			3	-1	-4	0	5	-4	4	4	2	-1	0	3	2	0	4	-2	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		commando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		commando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			commando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
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/ 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		
AR	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	55		
AR	EM2			Agency/GRU	Task Force/Spetsnaz RPK	3X			Field Agent/ Spe	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	11	25	28	25	18	19	7	4	14	19	7	23	6	26	5	14	20
AR	FAL	Bravo	MW	13	4	9	20	10	9	3	-2	24	28	26	0	6	-1	11	17	28
AR	M4A1	Charlie	MW	6	22	24	10	0	15	-1	25	6	3	15	-2	1	5	23	9	14
AR	FR 5.56	Delta	MW	19	-2	2	7	12	19	0	24	20	29	6	10	22	15	17	20	-1
AR	ODEN	Echo	MW	23	5	5	28	6	7	0	12	-2	27	30	22	15	29	5	15	6
AR	M13	Foxtrot	MW	1	0	10	17	8	4	17	18	4	30	8	13	11	15	20	22	29
AR	FN SCAR 17	Golf	MW	26	4	22	18	4	19	-1	23	2	24	17	7	10	6	6	17	3
AR	AK 47 MW	Hotel	MW	8	8	0	3	7	4	18	25	20	24	11	10	6	24	29	22	5
AR	RAM-7	India	MW	3	23	30	-2	9	13	23	10	-1	15	-2	21	3	23	15	7	-2
AR	GRAU 5.56	Juliett	MW	0	27	7	-1	27	2	28	14	18	4	8	26	24	20	21	6	5
AR	CR-56 AMAX	Kilo	MW	4	19	9	28	1	11	23	-1	14	-1	26	20	1	12	29	9	10
AR	AN-94	Lima	MW	14	-2	12	30	0	6	5	6	6	-1	22	17	-1	13	24	25	15
AR	AS VAL	Mike	MW	21	17	0	16	22	0	26	1	26	24	20	16	3	26	14	9	27
AR	XM4	Alpha	CW	19	20	3	20	20	30	24	-2	27	27	29	18	8	0	12	14	4
AR	AK 47 CW	Bravo	CW	25	-1	7	4	29	24	9	26	19	21	16	-1	20	-2	27	27	5
AR	KRIG 6	Charlie	CW	30	18	3	27	7	16	15	-2	9	21	21	7	9	17	4	15	20
AR	QBZ-83	Delta	CW	17	9	4	14	-1	21	30	18	24	3	27	14	10	28	19	5	29
AR	FFAR 1	Echo	CW	2	29	10	17	19	24	17	29	16	0	18	20	16	20	22	16	16
AR	GROZA	Foxtrot	CW	2	-1	15	19	24	6	3	17	5	5	21	17	9	23	-2	-1	19
AR	FARA 83	Golf	CW	18	16	28	18	13	12	15	7	9	18	21	28	20	7	20	25	15
AR	C58			26	-2	18	22	16	22	21	0	4	15	19	28	3	28	18	20	11
AR	EM2			15	12	13	4	3	14	12	17	5	6	30	11	4	29	17	13	25

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	4	3	-5	3	1	2	5	-2	4	5	-5	-5	3	-2	3	-3
AR	FAL	Bravo	MW	2	2	5	-2	2	5	2	-3	3	-4	-2	-3	2	2	-3	3	-3
AR	M4A1	Charlie	MW	0	5	-3	1	2	4	2	-4	1	-2	-3	4	-5	5	3	-4	0
AR	FR 5.56	Delta	MW	2	0	1	-3	-4	4	-4	-5	-1	1	2	2	4	-2	-5	2	1
AR	ODEN	Echo	MW	0	2	-4	5	5	-4	1	-3	3	-2	-3	-1	-2	-2	-3	-2	2
AR	M13	Foxtrot	MW	-5	5	4	-2	1	4	1	0	-4	-4	-4	5	4	1	2	1	3
AR	FN SCAR 17	Golf	MW	4	-4	-4	4	3	4	0	2	-5	-5	-3	5	-2	0	5	-3	-1
AR	AK 47 MW	Hotel	MW	-5	-3	-1	3	2	0	2	-3	5	3	-4	5	-1	5	0	3	1
AR	RAM-7	India	MW	-5	-1	-2	1	3	-2	2	4	-1	2	0	-2	4	5	-1	-2	-1
AR	GRAU 5.56	Juliett	MW	-3	-3	-2	4	-3	3	0	-1	-5	-3	-3	-5	5	-2	-3	3	1
AR	CR-56 AMAX	Kilo	MW	0	-5	-5	-1	0	-5	-2	0	1	4	3	3	1	0	5	1	4

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

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		

SMGs	OTS9	CW	Sound Supp	Task Force				Raider	ld agent/Spetsn	40 mag		
	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	22	3	26	5	5	3	22	4	13	10	21	17	25	2	11	17	25
SMG	P90	Bravo	MW	29	23	23	17	-1	22	28	23	6	4	11	13	7	-1	0	21	20
SMG	MP5 MW	Charlie	MW	24	8	6	22	-1	6	17	29	3	11	10	15	17	2	23	28	22
SMG	UZI	Delta	MW	6	3	1	20	-2	1	6	14	17	12	1	30	15	15	9	1	20
SMG	PP19 BIZON	Echo	MW	19	17	18	16	-2	-1	24	20	9	15	-2	23	12	29	19	5	15
SMG	MP7	Foxtrot	MW	27	22	29	17	0	23	25	-2	5	19	7	2	-2	16	19	2	18
SMG	STRIKER 45	Golf	MW	9	11	4	14	4	19	7	2	16	13	3	13	2	26	-2	4	12
SMG	FENNEC	Hotel	MW	4	0	22	29	15	24	6	8	17	11	27	10	8	17	3	11	28
SMG	ISO	India	MW	3	14	19	-2	9	12	6	13	25	29	-2	29	22	6	24	19	13
SMG	MP5 CW	Alpha	CW	2	3	25	-2	15	-2	7	10	30	9	3	20	24	-1	6	2	26
SMG	MILANO 821	Bravo	CW	4	-2	-2	24	29	26	7	-2	2	6	15	30	28	9	-1	9	2
SMG	AK74u	Charlie	CW	25	16	3	25	23	21	2	30	24	24	20	21	7	3	25	1	5
SMG	KSP 45	Delta	CW	12	5	15	11	14	28	16	13	6	9	-2	21	3	3	23	9	4
SMG	BULLFROG	Echo	CW	12	25	-1	12	24	26	17	5	28	28	19	14	11	4	-1	-2	26
SMG	MAC 10	Foxtrot	CW	28	20	7	-1	8	17	13	1	19	1	8	7	-1	10	4	13	10
SMG	LC10	Golf	CW	0	0	20	6	24	28	11	19	26	13	8	11	20	9	28	15	23
SMG	PPSH-41	Hotel	CW	24	18	20	7	20	12	4	11	3	-1	25	7	17	10	27	6	0
SMGs	OTS9	CW		5	28	25	4	13	15	18	2	-2	6	22	12	12	20	3	8	11
	Tec9			-1	22	30	7	21	7	21	23	0	2	9	10	13	18	4	2	21

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	4	4	5	-1	-2	5	5	-3	0	2	3	3	1	2	-2
SMG	P90	Bravo	MW	-5	0	-1	3	4	3	-2	4	3	-3	-5	-5	2	0	-4	5	-4
SMG	MP5 MW	Charlie	MW	3	-4	-1	-4	1	-4	-5	4	-5	-1	5	-3	0	-3	4	3	-4
SMG	UZI	Delta	MW	-3	-4	-3	5	3	1	-2	4	5	-1	-5	0	-1	3	3	0	0
SMG	PP19 BIZON	Echo	MW	1	4	5	5	-2	3	-5	0	2	-3	-4	3	1	-2	1	-2	-3
SMG	MP7	Foxtrot	MW	3	-2	3	-3	0	-2	0	0	4	-3	3	-1	2	-4	-1	-2	-3
SMG	STRIKER 45	Golf	MW	3	1	-3	4	4	5	5	4	2	4	1	-1	0	2	-2	-2	-2
SMG	FENNEC	Hotel	MW	4	3	5	-3	-3	0	3	5	2	0	-2	0	2	2	-3	4	2
SMG	ISO	India	MW	-5	-2	-4	-3	5	3	0	0	-1	-3	1	-1	4	0	-4	-2	5
SMG	MP5 CW	Alpha	CW	4	4	5	0	3	1	-4	0	-3	-3	0	-5	-2	5	5	0	-5
SMG	MILANO 821	Bravo	CW	2	1	2	-4	-2	1	2	-4	-4	4	4	0	2	4	2	0	3
SMG	AK74u	Charlie	CW	5	4	-5	3	2	0	3	-2	-2	-1	3	2	5	3	0	4	0
SMG	KSP 45	Delta	CW	-3	3	-2	0	-4	2	-1	2	-4	-5	-2	2	-4	-4	4	-5	1
SMG	BULLFROG	Echo	CW	-1	1	-5	-3	-4	-2	5	2	-3	-5	4	-4	4	4	4	-2	-4
SMG	MAC 10	Foxtrot	CW	5	-3	-3	-3	-1	-4	5	-3	5	0	1	1	0	-4	-5	-4	4
SMG	LC10	Golf	CW	-5	2	-5	1	-1	0	2	-1	5	4	-5	5	-3	-5	4	-3	-1
SMG	PPSH-41	Hotel	CW	-1	3	-2	0	3	-4	-2	1	4	1	4	-4	-2	-4	3	4	2
SMGs	OTS9	CW		-3	-3	1	-2	-3	-4	-1	5	-5	4	3	4	2	-4	5	-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

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		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		
SMGs	OTS9		CW	Sound Supp	Task Force			Raider	ld agent/Spetsn	40 mag		
	Tec9				Full Auto Repeat Task Force				Field agent/ Spet	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	0	17	22	4	1	2	8	17	0	6	7	15	21	11	24	17	0
SMG	P90	Bravo	MW	27	21	9	3	11	14	15	13	-2	25	12	13	13	12	28	29	11
SMG	MP5 MW	Charlie	MW	26	25	26	30	19	26	10	14	2	4	1	-1	3	11	10	26	8
SMG	UZI	Delta	MW	7	15	25	29	1	4	12	7	0	24	0	-1	-2	23	12	17	30
SMG	PP19 BIZON	Echo	MW	17	2	29	4	21	27	7	3	25	3	23	30	12	19	3	20	23
SMG	MP7	Foxtrot	MW	10	0	3	17	16	7	30	24	8	8	25	6	27	25	15	3	30
SMG	STRIKER 45	Golf	MW	14	28	15	14	12	29	14	10	1	19	3	2	28	17	9	6	13
SMG	FENNEC	Hotel	MW	19	10	23	18	29	-1	21	2	6	2	1	-2	12	3	11	16	26
SMG	ISO	India	MW	8	18	5	10	19	12	3	1	25	16	18	27	12	12	4	3	16
SMG	MP5 CW	Alpha	CW	13	20	6	21	4	4	3	19	23	25	7	11	30	6	15	29	25
SMG	MILANO 821	Bravo	CW	6	0	4	21	3	14	18	10	30	-1	26	30	10	26	16	5	-2
SMG	AK74u	Charlie	CW	23	14	6	30	26	8	12	9	4	21	26	12	27	18	10	20	4
SMG	KSP 45	Delta	CW	7	0	28	28	2	9	30	2	5	0	5	18	14	0	15	-1	13
SMG	BULLFROG	Echo	CW	29	28	25	11	14	23	11	18	15	2	-2	15	9	27	25	1	29
SMG	MAC 10	Foxtrot	CW	5	18	12	26	8	22	10	29	14	22	29	8	27	11	21	24	3
SMG	LC10	Golf	CW	14	24	27	15	12	13	16	12	3	5	12	9	19	13	3	14	18
SMG	PPSH-41	Hotel	CW	2	17	22	3	25	24	-1	2	30	14	24	12	13	9	6	17	19
SMGs	OTS9		CW	20	22	1	11	4	25	23	29	29	7	17	4	22	17	22	2	15
	TEC 9			11	10	20	8	10	21	30	13	7	6	-2	21	6	27	2	17	18

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	0	4	-4	0	3	3	1	-5	-4	-4	3	4	0	3	-5	-4
SMG	P90	Bravo	MW	-2	-5	5	5	5	-5	4	0	-4	0	5	5	2	-5	-1	-2	3
SMG	MP5 MW	Charlie	MW	0	1	4	-4	4	-1	-4	0	4	-4	1	3	-1	-2	-2	2	2
SMG	UZI	Delta	MW	-3	-4	1	1	5	2	-5	3	-3	1	5	4	-4	-3	-2	0	3
SMG	PP19 BIZON	Echo	MW	-4	5	3	0	0	-3	-1	-1	2	4	-4	2	-4	4	-5	-3	0
SMG	MP7	Foxtrot	MW	-3	3	0	-3	1	5	4	-4	-4	0	2	0	-2	5	-1	-5	4
SMG	STRIKER 45	Golf	MW	0	4	4	4	2	1	4	-3	5	-2	-4	-1	4	5	-4	4	-3
SMG	FENNEC	Hotel	MW	4	-2	1	-3	-5	4	-2	-2	0	5	-3	-3	5	0	-5	2	-3
SMG	ISO	India	MW	-1	-3	-3	-1	3	-4	-5	0	-1	1	-2	-5	1	-1	3	-1	4
SMG	MP5 CW	Alpha	CW	2	-1	-1	5	4	2	1	4	-1	4	-4	-5	1	-4	-5	3	3
SMG	MILANO 821	Bravo	CW	-2	-1	3	-2	-3	4	-3	-4	3	-4	-5	0	4	4	4	3	-3
SMG	AK74u	Charlie	CW	3	3	1	0	2	4	-5	-2	-1	-4	5	-4	5	-5	-4	3	-3
SMG	KSP 45	Delta	CW	-2	5	0	-1	2	2	2	1	3	-2	0	2	-3	1	-1	-1	4
SMG	BULLFROG	Echo	CW	5	-4	1	-1	-2	5	-2	-3	4	1	1	2	0	-5	5	3	0
SMG	MAC 10	Foxtrot	CW	1	-2	4	-2	3	-1	5	-2	-4	4	3	-3	1	1	-5	4	2
SMG	LC10	Golf	CW	-3	2	-5	-3	5	5	-1	-1	2	2	5	-2	2	0	3	1	-5
SMG	PPSH-41	Hotel	CW	2	1	2	3	0	4	4	0	5	-5	-3	0	-3	-5	-3	5	3
SMGs	OTS9		CW	0	0	4	-5	2	0	2	4	0	-3	1	2	-5	5	-3	0	-3

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		
SMGs	OTS9		CW	Sound Supp	Task Force			Raider	ld agent/Spetsn	40 mag		

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	19	1	3	4	28	29	8	18	-2	23	9	29	5	17	18	22	22
SMG	P90	Bravo	MW	9	9	16	25	24	3	2	4	0	1	27	9	22	9	12	6	5
SMG	MP5 MW	Charlie	MW	19	19	21	18	8	2	3	16	3	14	30	3	29	20	27	6	
SMG	UZI	Delta	MW	12	7	-2	5	2	2	-1	22	11	17	19	-1	23	29	15	0	1
SMG	PP19 BIZON	Echo	MW	10	21	19	6	14	2	21	22	14	4	-1	15	21	6	-1	19	25
SMG	MP7	Foxtrot	MW	8	12	10	5	22	2	9	1	8	10	20	9	5	27	29	1	21
SMG	STRIKER 45	Golf	MW	29	19	27	11	8	5	5	10	-1	29	18	18	4	28	15	30	12
SMG	FENNEC	Hotel	MW	26	5	9	28	8	3	1	15	7	7	2	18	17	25	30	27	13
SMG	ISO	India	MW	4	20	6	28	7	5	21	27	-2	21	16	0	3	23	19	23	8
SMG	MP5 CW	Alpha	CW	2	17	3	26	13	2	13	29	12	2	2	25	20	17	15	1	6
SMG	MILANO 821	Bravo	CW	8	2	10	14	22	15	19	-1	15	21	12	9	21	0	9	24	8
SMG	AK74u	Charlie	CW	3	23	21	30	22	4	19	3	21	19	30	9	0	24	28	7	20
SMG	KSP 45	Delta	CW	0	24	14	6	19	10	21	15	2	17	19	30	5	4	24	4	3
SMG	BULLFROG	Echo	CW	4	8	14	14	11	4	22	7	12	-1	0	22	29	11	21	10	24
SMG	MAC 10	Foxtrot	CW	6	20	17	2	-1	26	19	5	29	18	14	-1	9	30	9	7	15
SMG	LC10	Golf	CW	-2	23	5	4	2	27	1	27	16	27	6	21	27	7	30	30	22
SMG	PPSH-41	Hotel	CW	22	17	4	25	25	17	17	12	0	1	27	5	30	19	15	23	29
SMGs	OTS9		CW	12	26	5	2	24	-2	19	23	25	10	3	3	22	23	-2	6	21
	TEC 9			8	21	8	19	8	14	4	26	5	24	10	13	19	21	-2	23	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	-2	-5	-1	4	3	-1	-5	-3	-3	5	-2	5	-2	5	-3	5	4
SMG	P90	Bravo	MW	1	-3	-1	-2	-2	1	0	-2	5	5	3	-4	1	1	-1	-1	-4
SMG	MP5 MW	Charlie	MW	-5	3	5	-3	4	-4	-1	-3	-1	5	-1	1	3	-3	-3	-5	-4
SMG	UZI	Delta	MW	2	-2	3	-2	-1	0	2	3	-1	4	0	-3	4	0	-5	3	4
SMG	PP19 BIZON	Echo	MW	0	1	-4	3	3	1	4	1	3	4	2	-3	4	-3	-3	-2	-4
SMG	MP7	Foxtrot	MW	3	1	2	0	-3	4	5	-1	5	-2	-2	-4	-4	5	1	-4	-5
SMG	STRIKER 45	Golf	MW	-3	3	1	1	2	-4	-1	5	-3	-1	0	-3	2	-4	2	1	2
SMG	FENNEC	Hotel	MW	-1	-2	1	5	3	-5	4	1	-4	5	2	4	4	1	-5	4	3
SMG	ISO	India	MW	-4	0	-3	5	-4	-5	0	5	-5	-4	-4	0	-4	-1	-5	-1	4
SMG	MP5 CW	Alpha	CW	0	-1	5	2	3	-1	2	-2	4	4	-1	0	4	0	-3	-2	2
SMG	MILANO 821	Bravo	CW	4	-1	-1	4	0	-5	4	5	4	-1	-2	-2	-3	-4	-3	3	-2
SMG	AK74u	Charlie	CW	4	-3	-5	1	2	-4	-5	-2	2	3	-3	1	-5	-3	2	2	4
SMG	KSP 45	Delta	CW	5	3	5	4	-5	-2	0	-5	1	-5	4	0	2	-3	-1	0	-1
SMG	BULLFROG	Echo	CW	4	5	-5	0	-5	-4	1	-2	-1	4	4	4	-1	1	-5	-3	5
SMG	MAC 10	Foxtrot	CW	-2	0	0	-3	-1	0	-5	3	-3	-3	-2	0	1	0	3	-4	-1
SMG	LC10	Golf	CW	2	2	0	-4	5	2	-2	1	0	-2	3	3	0	-4	-5	3	1
SMG	PPSH-41	Hotel	CW	0	-4	4	-4	5	2	5	-2	1	3	-5	1	-2	-5	2	-3	4
SMGs	OTS9		CW	0	-4	-3	0	-3	-4	1	-5	2	-5	1	3	-1	-4	2	4	-5

[illegible]

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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		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		

SMGs	OTS9	CW	Sound Supp	Task Force				Raider	ld agent/Spetsn	40 mag		
	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	15	17	26	11	17	7	6	4	-2	2	21	21	15	14	4	-2	11
SMG	P90	Bravo	MW	19	9	-2	15	5	6	2	-2	11	17	12	21	20	29	18	13	12
SMG	MP5 MW	Charlie	MW	29	-2	24	6	21	15	24	20	-1	14	13	11	14	11	28	12	29
SMG	UZI	Delta	MW	2	14	6	15	11	2	30	5	3	17	25	24	2	6	1	17	-1
SMG	PP19 BIZON	Echo	MW	19	20	-1	-1	12	23	-1	25	1	26	19	6	30	-2	1	22	24
SMG	MP7	Foxtrot	MW	19	1	20	14	11	7	21	10	7	19	18	19	6	17	17	14	0
SMG	STRIKER 45	Golf	MW	14	13	5	3	25	27	-2	8	19	4	16	12	20	16	5	7	27
SMG	FENNEC	Hotel	MW	13	-1	10	-1	17	13	23	12	20	8	-1	20	30	10	9	17	24
SMG	ISO	India	MW	22	7	3	22	29	16	26	20	13	17	18	8	6	-2	3	0	6
SMG	MP5 CW	Alpha	CW	24	15	30	29	9	30	0	30	27	0	25	22	4	22	22	-1	24
SMG	MILANO 821	Bravo	CW	13	6	12	4	3	17	-2	22	25	12	5	25	10	0	24	22	26
SMG	AK74u	Charlie	CW	4	7	15	-1	19	13	11	27	-1	1	15	8	9	1	5	15	-2
SMG	KSP 45	Delta	CW	16	18	19	21	23	28	27	28	7	22	24	0	28	10	27	23	30
SMG	BULLFROG	Echo	CW	12	20	0	24	5	10	1	24	16	23	-1	11	15	3	3	-2	12
SMG	MAC 10	Foxtrot	CW	3	20	-2	6	27	11	0	23	25	4	5	17	19	12	29	15	2
SMG	LC10	Golf	CW	9	19	2	21	28	10	17	12	18	19	2	8	24	23	11	11	14
SMG	PPSH-41	Hotel	CW	21	25	27	11	17	10	4	6	9	28	14	-2	23	20	25	30	13
SMGs	OTS9	CW		21	5	12	21	17	1	25	4	1	-1	-2	24	11	15	26	-2	21
	TEC 9			26	3	26	23	29	14	27	13	27	29	22	30	26	3	12	29	15

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	-1	2	-3	-2	-1	3	0	3	-2	-1	3	1	-3	4	-1	5
SMG	P90	Bravo	MW	3	4	5	4	1	1	1	-4	1	1	-2	-5	-4	-1	-2	-1	-4
SMG	MP5 MW	Charlie	MW	3	-2	5	-4	2	4	1	4	0	1	4	-3	-5	2	3	2	0
SMG	UZI	Delta	MW	-5	2	4	4	-1	-5	4	-5	2	2	2	-1	3	-5	1	-5	-2
SMG	PP19 BIZON	Echo	MW	2	0	2	3	-5	-4	3	-5	4	5	-2	-1	-2	-3	5	5	-2
SMG	MP7	Foxtrot	MW	0	-4	-5	1	-2	-2	-5	1	4	2	4	-4	-4	0	3	-1	-3
SMG	STRIKER 45	Golf	MW	1	-4	1	1	2	-4	-4	-2	-5	4	-5	0	2	-4	-1	1	-2
SMG	FENNEC	Hotel	MW	0	-5	4	-5	0	3	-4	1	3	1	1	-3	2	3	-2	-4	4
SMG	ISO	India	MW	3	-3	-1	-1	-3	5	1	-4	5	-2	0	3	3	1	-5	-2	1
SMG	MP5 CW	Alpha	CW	-1	4	0	2	-1	0	-5	-4	4	1	0	-1	-5	-4	1	0	0
SMG	MILANO 821	Bravo	CW	2	1	4	5	-2	1	3	-1	4	-4	5	4	-3	4	-5	1	-5
SMG	AK74u	Charlie	CW	-4	1	-4	1	0	-3	4	0	-5	-5	-4	-5	5	1	-3	-5	-2
SMG	KSP 45	Delta	CW	1	-3	3	-2	-1	5	0	-4	0	-4	-5	-4	-3	4	-1	4	-2
SMG	BULLFROG	Echo	CW	-2	-3	2	0	1	2	0	-1	-2	-1	-2	3	-1	1	1	-2	
SMG	MAC 10	Foxtrot	CW	0	2	1	3	-3	4	-1	3	-1	4	0	1	-5	-5	-5	3	-5
SMG	LC10	Golf	CW	3	-1	3	1	5	-4	4	4	-2	-1	-5	1	5	2	5	5	-2
SMG	PPSH-41	Hotel	CW	5	1	1	-2	5	-2	4	4	2	-5	-2	5	1	0	-1	-2	
SMGs	OTS9	CW		-3	-3	-4	5	5	-1	-4	-4	4	-2	4	-2	4	1	4	-4	-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

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		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		
SMGs	OTS9		CW	Sound Supp	Task Force			Raider	ld agent/Spetsn	40 mag		

	Tec9			Full Auto Repeat Task Force						Field agent/ Spet	48 mag	Raider stock
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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
SMG	AUG MW	Alpha	MW	22	12	21	0	10	4	24	22	14	6	10	3	11	25	-1	19	22
SMG	P90	Bravo	MW	25	0	18	28	21	1	18	-2	28	19	30	1	5	5	30	23	1
SMG	MP5 MW	Charlie	MW	1	-1	20	15	15	10	4	24	29	10	21	16	23	2	19	1	18
SMG	UZI	Delta	MW	29	-1	5	6	19	19	19	-1	24	7	8	10	14	8	12	25	8
SMG	PP19 BIZON	Echo	MW	12	17	18	6	20	12	10	27	-1	27	15	0	11	6	4	27	4
SMG	MP7	Foxtrot	MW	2	10	30	-1	15	8	21	6	26	26	23	20	0	17	6	10	21
SMG	STRIKER 45	Golf	MW	3	7	20	1	17	26	29	22	23	0	19	18	7	-2	27	5	-1
SMG	FENNEC	Hotel	MW	18	17	22	14	16	9	19	19	5	3	4	30	3	19	23	29	27
SMG	ISO	India	MW	12	5	17	23	28	2	14	27	12	21	13	8	3	23	2	14	7
SMG	MP5 CW	Alpha	CW	29	30	25	29	20	29	11	-1	-1	13	18	10	28	18	14	7	10
SMG	MILANO 821	Bravo	CW	5	5	12	19	7	22	7	10	16	20	23	23	9	-2	14	5	9
SMG	AK74u	Charlie	CW	28	30	5	-2	15	14	22	27	10	9	9	0	14	17	18	17	0
SMG	KSP 45	Delta	CW	25	12	24	27	9	20	1	4	27	8	16	13	27	0	23	29	12
SMG	BULLFROG	Echo	CW	9	7	25	25	25	10	18	-1	3	23	6	19	15	5	30	3	13
SMG	MAC 10	Foxtrot	CW	9	29	16	9	0	2	12	14	12	5	10	26	10	18	25	10	13
SMG	LC10	Golf	CW	11	14	20	16	26	12	3	29	3	12	29	19	18	19	24	12	25
SMG	PPSH-41	Hotel	CW	8	30	24	28	2	21	17	9	2	26	3	0	23	6	25	11	20
SMGs	OTS9		CW	9	25	16	16	29	26	26	6	0	19	6	20	6	26	7	14	30
	TEC 9			22	26	7	23	-1	18	5	17	11	26	5	10	30	0	10	30	26

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	1	0	-5	-5	5	-5	3	0	1	-4	-1	-3	3	-3	3	3
SMG	P90	Bravo	MW	-5	4	1	-4	1	2	5	-2	-5	-2	3	-3	-5	-3	-5	-1	4
SMG	MP5 MW	Charlie	MW	1	-5	-4	4	0	-4	3	2	0	-3	-3	-4	0	5	-4	-4	
SMG	UZI	Delta	MW	-1	1	-5	0	-1	-5	-2	-5	2	1	0	3	2	5	2	0	-5
SMG	PP19 BIZON	Echo	MW	-1	0	5	-1	-3	0	-5	2	-1	-4	4	-3	4	-1	-3	-1	5
SMG	MP7	Foxtrot	MW	2	5	-4	0	-4	-5	2	-4	2	-2	2	-5	5	-1	-5	3	3
SMG	STRIKER 45	Golf	MW	3	-1	0	4	-2	-5	-4	4	2	-1	5	0	1	-1	-2	2	2
SMG	FENNEC	Hotel	MW	-2	-4	-5	-5	-5	5	-5	-1	-5	-5	-4	1	4	-4	-2	-2	-3
SMG	ISO	India	MW	-1	-2	-4	3	-2	-1	1	4	2	0	1	5	-2	0	1	3	0
SMG	MP5 CW	Alpha	CW	0	-4	4	3	4	-5	-4	0	-5	2	0	4	0	5	-2	-2	2
SMG	MILANO 821	Bravo	CW	4	5	-4	-5	0	0	-1	-4	0	-1	2	-4	4	4	-4	2	0
SMG	AK74u	Charlie	CW	5	0	-5	4	-4	1	-3	1	-2	3	5	0	-3	1	5	0	4
SMG	KSP 45	Delta	CW	-2	-3	-3	1	4	-4	4	3	2	-3	4	-1	3	-5	2	4	5
SMG	BULLFROG	Echo	CW	5	1	2	-1	-3	3	5	-1	-4	1	3	3	5	3	4	5	
SMG	MAC 10	Foxtrot	CW	5	0	-5	-1	-2	3	0	4	5	-3	4	4	-1	2	-2	1	-4
SMG	LC10	Golf	CW	-5	0	-2	4	2	2	5	0	-5	3	3	-1	-2	-3	0	-4	-1
SMG	PPSH-41	Hotel	CW	5	0	0	-5	-3	2	-5	4	1	3	4	0	5	4	-5	4	0
SMGs	OTS9		CW	-2	0	-2	-3	3	5	-1	4	3	3	4	0	2	1	2	4	-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 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

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

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

	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	

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

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

	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

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

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

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

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

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

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

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