

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	QB2-83	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		

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

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	32	39	36	17	37	20	24	29	23	19	18	39	39	23	28	22	18
AR	FAL	Bravo	MW	27	20	36	38	29	27	27	27	39	20	30	37	31	40	31	28	35
AR	M4A1	Charlie	MW	20	33	29	27	19	18	32	22	26	28	25	26	18	29	25	34	35
AR	FR 5.56	Delta	MW	38	35	32	17	33	19	29	29	33	35	21	27	28	39	37	29	27
AR	ODEN	Echo	MW	17	31	24	25	37	37	40	31	39	24	22	30	34	36	39	36	15
AR	M13	Foxtrot	MW	25	38	20	21	39	21	24	18	34	16	34	38	19	30	39	28	33
AR	FN SCAR 17	Golf	MW	29	20	23	15	39	30	17	40	38	35	15	38	39	35	36	15	31
AR	AK 47 MW	Hotel	MW	37	21	19	38	16	29	26	36	27	39	21	15	33	38	24	30	40
AR	RAM-7	India	MW	31	35	26	21	25	16	33	22	22	19	16	24	28	24	21	25	24
AR	GRAU 5.56	Juliett	MW	32	36	25	23	21	31	32	27	17	40	30	32	34	27	31	35	21
AR	CR-56 AMAX	Kilo	MW	36	15	19	25	17	26	24	18	35	24	39	17	27	23	25	15	20
AR	AN-94	Lima	MW	33	21	33	23	18	16	29	16	19	26	26	35	26	32	25	17	18
AR	AS VAL	Mike	MW	18	38	19	20	23	22	17	22	35	32	40	26	19	23	29	28	20
AR	XM4	Alpha	CW	26	30	29	39	37	32	16	30	38	30	38	17	19	39	36	18	16
AR	AK 47 CW	Bravo	CW	21	28	35	38	15	26	33	17	34	19	21	18	38	29	26	28	23
AR	KRIG 6	Charlie	CW	32	25	31	24	25	31	35	29	18	17	21	32	32	27	25	36	32
AR	QB2-83	Delta	CW	31	39	40	15	20	15	24	19	18	33	38	16	21	16	28	40	23
AR	FFAR 1	Echo	CW	24	22	29	20	23	21	38	40	18	15	15	32	20	30	40	23	25
AR	GROZA	Foxtrot	CW	16	15	33	31	25	38	18	35	17	28	34	33	30	22	31	27	34
AR	FARA 83	Golf	CW	36	23	17	39	16	32	31	28	22	39	34	33	34	15	35	26	19
AR	C58			28	22	15	23	17	40	18	22	36	29	39	18	32	32	28	26	21
	EM2			36	21	23	0	11	24	9	10	5	17	-4	21	7	2	18	3	4
	GRAV			0	24	-1	-4	0	19	25	4	15	6	4	1	16	18	16	6	10

Horizontal Value- X

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

AR	AN-94	Lima	MW	-5	0	6	7	9	6	2	1	-4	-3	-2	-6	9	2	-1	2	6
AR	AS VAL	Mike	MW	9	8	-1	8	7	-3	2	4	-1	11	1	-1	1	-6	-5	1	4
AR	XM4	Alpha	CW	5	0	5	-1	6	1	-1	11	10	11	5	5	-2	-1	-3	0	4
AR	AK 47 CW	Bravo	CW	11	8	-1	10	11	11	-3	-4	11	0	6	2	9	7	-4	9	7
AR	KRIG 6	Charlie	CW	-4	1	6	-2	9	3	2	8	-2	3	3	8	0	-6	6	9	4
AR	QBZ-83	Delta	CW	-4	-3	-4	10	-5	-3	-2	6	1	8	11	10	7	-2	-3	-5	5
AR	FFAR 1	Echo	CW	3	4	10	-4	0	10	7	11	8	9	-6	-6	10	-2	7	2	10
AR	GROZA	Foxtrot	CW	9	-2	3	3	1	-2	4	6	0	9	2	-5	3	0	-3	6	-2
AR	FARA 83	Golf	CW	-3	-4	-5	2	-3	-2	2	-2	2	10	7	-6	-5	-6	9	11	-2
AR	C58			6	-2	2	4	-1	-6	-1	6	11	5	1	-2	6	-3	5	0	11
	EM2			6	5	5	1	8	8	-2	-6	1	6	7	0	8	4	3	-6	1
	GRAV			-6	3	7	1	10	-1	-2	8	-2	11	0	-5	-6	-1	-5	-2	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 Gun Shoots Down--- Decrease Vertical Value Y Gun Shoots LEFT--- Increase Horizontal value X Gun Shoots Right--- Decrease Horizontal Value X																										
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30																													
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60																													
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60																													
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30																													
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60																													
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30																													
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40																													
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50																													
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60																													
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45																													
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60																													
AR	AS VAL	Mike	MW			5MW		GEN 4 GRU	merc	30		sleight of hand																											
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK	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	18	27	21	36	28	18	25	30	24	21	34	17	37	22	19	26	33																			
AR	FAL	Bravo	MW	38	30	16	18	28	21	33	19	22	35	25	26	26	17	26	36	26																			
AR	M4A1	Charlie	MW	21	20	26	27	15	20	31	27	23	28	25	22	28	32	32	30	37																			
AR	FR 5.56	Delta	MW	32	19	19	34	23	15	37	31	37	21	39	20	15	39	25	40	25																			
AR	ODEN	Echo	MW	15	34	35	19	25	35	38	15	35	33	33	19	35	27	22	23	35																			
AR	M13	Foxtrot	MW	24	26	38	25	40	40	30	40	40	21	30	15	26	21	20	30	18																			
AR	FN SCAR 17	Golf	MW	35	38	32	30	26	40	21	35	23	34	20	16	17	35	24	29	30																			
AR	AK 47 MW	Hotel	MW	33	19	16	21	20	29	19	20	22	25	32	20	38	26	17	23																				
AR	RAM-7	India	MW	32	27	32	20	22	38	39	38	27	40	30	17	18	31	22	21	19																			
AR	GRAU 5.56	Juliett	MW	32	36	21	38	35	38	29	25	22	24	17	28	33	27	24	36	33																			
AR	CR-56 AMAX	Kilo	MW	24	20	39	38	34	21	31	19	17	21	29	21	24	36	25	25	38																			
AR	AN-94	Lima	MW	36	24	37	17	26	17	31	22	21	24	18	35	16	25	18	16	28																			
AR	AS VAL	Mike	MW	29	26	30	31	19	17	35	36	38	36	30	25	36	38	37	34	24																			
AR	XM4	Alpha	CW	37	23	25	26	29	20	21	18	30	25	34	29	27	23	26	16	36																			
AR	AK 47 CW	Bravo	CW	38	27	34	21	29	23	39	35	25	38	22	17	15	37	22	37	15																			
AR	KRIG 6	Charlie	CW	21	39	39	20	33	32	15	25	25	15	28	15	26	24	26	22	32																			
AR	QBZ-83	Delta	CW	23	16	20	35	29	24	27	18	20	17	33	15	36	17	33	16	21																			
AR	FFAR 1	Echo	CW	15	35	22	34	34	22	29	38	18	27	26	40	38	15	19	33	40																			
AR	GROZA	Foxtrot	CW	24	28	24	35	34	30	30	38	20	38	15	29	40	22	30	36	29																			
AR	FARA 83	Golf	CW	30	35	21	40	16	32	18	23	39	15	39	22	18	22	18	40	23																			
AR	C58			17	20	37	33	18	39	30	31	39	33	22	21	29	31	18	32	17																			
	EM2			27	20	-5	24	17	13	21	17	-2	15	12	7	17	29	10	15	9																			
	GRAV			4	-2	8	30	4	-1	12	26	0	27	13	11	21	13	16	28	-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																			
AR	KILO 141	Alpha	MW	3	-1	-5	1	-6	7	5	8	9	-3	0	0	-6	4	-6	-4	1																			
AR	FAL	Bravo	MW	3	-4	10	0	3	8	9	4	9	10	6	7	5	3	0	10	6																			
AR	M4A1	Charlie	MW	9	5	6	9	6	0	-3	10	5	8	10	-1	-2	-1	5	0	7																			
AR	FR 5.56	Delta	MW	-6	11	5	2	10	5	-3	-1	9	3	-5	2	3	2	3	9	10																			
AR	ODEN	Echo	MW	-1	2	-2	6	-6	6	2	6	5	6	-5	1	4	-2	-1	-2																				
AR	M13	Foxtrot	MW	-6	6	1	-4	9	9	-6	6	-6	-2	-6	6	6	-4	10	9	2																			
AR	FN SCAR 17	Golf	MW	-4	-5	-5	10	-5	9	-4	-1	4	6	0	10	-3	-3	4	1	2																			
AR	AK 47 MW	Hotel	MW	0	-3	-2	7	-2	3	-3	7	2	11	-2	4	0	-1	8	7	3																			
AR	RAM-7	India	MW	10	10	10	4	4	3	-1	6	10	10	1	5	9	-5	-2	-4	2																			
AR	GRAU 5.56	Juliett	MW	4	2	-6	11	-2	4	3	-6	9	3	-5	-1	7	-4	-2	-6	7																			
AR	CR-56 AMAX	Kilo	MW	-4	4	9	-1	7	-6	8	10	-6	0	3	-2	4	0	8	-2	-6																			

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

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

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

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

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

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	Archangel	TAC LASER			cammando	60													
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45													
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60													
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30		sleight of hand											
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK		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	39	25	26	39	38	20	29	32	15	33	39	35	26	22	32	23	28			
AR	FAL	Bravo	MW	25	29	33	38	15	18	18	24	19	34	32	31	25	18	39	40	15			
AR	M4A1	Charlie	MW	37	22	26	21	30	33	36	21	17	39	28	33	26	35	17	19	33			
AR	FR 5.56	Delta	MW	35	16	16	35	18	26	17	25	30	15	29	33	37	18	36	27	26			
AR	ODEN	Echo	MW	16	27	37	31	38	25	37	15	31	32	24	23	18	35	19	16	17			
AR	M13	Foxtrot	MW	33	31	26	22	39	17	24	22	34	16	18	19	32	24	28	33	37			
AR	FN SCAR 17	Golf	MW	30	39	27	27	30	40	33	38	23	18	40	40	28	29	39	37	37			
AR	AK 47 MW	Hotel	MW	29	31	24	20	15	39	40	40	23	15	15	16	37	15	30	33	30			
AR	RAM-7	India	MW	31	33	22	22	16	21	19	29	17	34	21	34	39	26	40	19	16			
AR	GRAU 5.56	Juliett	MW	19	21	15	37	29	24	21	38	19	29	19	27	22	38	38	35	31			
AR	CR-56 AMAX	Kilo	MW	17	24	37	19	28	38	40	22	20	30	34	24	28	37	32	27	24			
AR	AN-94	Lima	MW	37	32	17	18	18	36	27	27	33	20	34	26	22	39	21	33	24			
AR	AS VAL	Mike	MW	17	16	22	38	19	24	22	34	40	40	17	31	17	22	24	27	22			
AR	XM4	Alpha	CW	16	21	33	39	38	26	40	24	34	21	23	22	39	18	22	21	36			
AR	AK 47 CW	Bravo	CW	30	27	15	21	39	24	40	23	38	20	16	35	21	31	29	23	40			
AR	KRIG 6	Charlie	CW	29	33	16	19	31	29	38	26	31	40	33	18	22	25	16	18	30			
AR	QBZ-83	Delta	CW	16	30	34	31	31	16	22	40	18	26	20	19	38	25	32	15	19			
AR	FFAR 1	Echo	CW	25	36	38	20	19	17	21	35	39	36	27	24	26	19	26	32	25			
AR	GROZA	Foxtrot	CW	15	31	37	22	40	23	24	17	21	33	32	20	35	31	29	25	25			
AR	FARA 83	Golf	CW	33	40	22	30	30	30	16	40	20	31	22	26	19	37	28	35	36			
AR	C58			23	22	20	18	40	21	37	29	24	16	33	25	15	26	26	33	30			
	EM2			34	30	-3	-4	29	9	26	14	5	10	14	16	15	4	25	8	10			
	GRAV			15	30	3	10	30	13	20	9	9	17	-1	1	25	10	21	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	7	8	6	-1	2	2	-1	8	1	-5	-6	-6	1	7	-3	8			
AR	FAL	Bravo	MW	9	9	6	-3	1	5	-3	3	-6	0	10	8	11	3	10	2	-4			
AR	M4A1	Charlie	MW	6	0	4	-1	-4	11	11	-4	-4	11	-6	-5	-3	6	-1	5	9			
AR	FR 5.56	Delta	MW	11	-3	8	-2	3	-5	-4	-2	3	0	11	9	1	-1	5	4	8			
AR	ODEN	Echo	MW	4	5	7	4	-3	2	2	8	-5	3	-6	-6	-3	7	7	8	9			
AR	M13	Foxtrot	MW	-5	-6	0	-5	9	7	6	8	-1	11	-5	4	8	0	4	8	8			
AR	FN SCAR 17	Golf	MW	10	1	1	11	6	9	2	0	5	5	5	0	0	-2	-4	10	-4			
AR	AK 47 MW	Hotel	MW	11	1	8	-3	6	-3	11	9	9	4	-3	1	11	7	4	3	3			
AR	RAM-7	India	MW	11	11	3	2	1	-2	6	-5	-6	-3	-3	0	0	-6	-1	7	9			
AR	GRAU 5.56	Juliett	MW	9	1	7	1	3	-3	6	8	2	8	-4	0	-3	10	1	7	-1			
AR	CR-56 AMAX	Kilo	MW	-5	-3	1	-1	1	7	-1	7	-6	1	5	10	-3	-4	-2	3	7			

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

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

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

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/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	
	LAPA				Agency Supp					50 Round	SAS Combat 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	29	16	40	24	36	34	27	39	17	28	21	30	36	22	22	32	32
SMG	P90	Bravo	MW	21	23	34	32	31	34	22	40	30	21	40	23	21	27	35	33	25
SMG	MP5 MW	Charlie	MW	23	29	15	39	36	40	36	28	36	29	30	36	39	27	25	19	31
SMG	UZI	Delta	MW	35	26	17	15	37	32	38	24	25	22	30	20	32	34	22	16	29
SMG	PP19 BIZON	Echo	MW	40	24	37	40	15	35	28	40	28	33	33	29	36	20	17	21	40
SMG	MP7	Foxtrot	MW	40	35	22	15	34	22	18	21	31	29	20	34	28	29	16	32	
SMG	STRIKER 45	Golf	MW	16	25	28	37	20	25	19	19	29	16	28	39	23	35	27	40	16
SMG	FENNEC	Hotel	MW	32	30	39	33	32	25	40	31	29	36	36	38	23	24	30	32	29
SMG	ISO	India	MW	32	37	32	21	33	31	27	32	16	24	21	28	21	22	38	24	36
SMG	MP5 CW	Alpha	CW	31	22	38	17	34	33	25	15	23	34	27	34	30	30	18	18	
SMG	MILANO 821	Bravo	CW	30	17	37	36	16	26	17	30	25	40	37	26	22	26	32	22	24
SMG	AK74u	Charlie	CW	36	17	34	37	16	15	26	34	36	31	26	37	20	36	25	27	29
SMG	KSP 45	Delta	CW	37	23	27	40	15	19	33	30	19	28	31	30	28	29	38	38	36
SMG	BULLFROG	Echo	CW	30	32	18	16	16	26	31	25	17	32	28	29	32	16	17	35	36
SMG	MAC 10	Foxtrot	CW	18	19	17	38	33	26	19	34	35	28	29	16	32	21	32	29	23
SMG	LC10	Golf	CW	17	36	20	29	39	15	17	23	30	26	37	30	15	15	21	34	39
SMG	PPSH-41	Hotel	CW	29	36	17	21	40	33	30	15	24	16	38	20	16	32	21	18	39
	CX9		CW	28	36	35	18	36	37	18	30	22	40	22	19	28	39	37	25	35
	OTS9		CW	23	22	34	32	33	37	39	21	27	36	20	30	21	28	22	40	15
	TEC 9			21	37	18	36	37	16	37	20	33	26	26	40	21	27	28	34	23
	LAPA			20	32	32	19	21	21	24	30	36	34	34	35	27	34	36	22	33

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

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

SMG	PPSH-41	Hotel	CW	0	-4	3	7	7	-6	8	10	0	0	8	10	-1	1	7	10	-6		
	CX9		CW	-2	-6	0	-3	-5	-4	9	10	-4	1	5	-5	3	5	3	-4	6		
	OTS9		CW	2	5	7	-2	5	9	-4	6	9	5	9	-4	4	7	6	10	7		
	TEC 9			8	-6	5	3	-4	-6	9	3	8	-6	-5	3	-4	6	8	-3	-6		
	LAPA			7	1	2	-4	0	0	9	6	-5	5	0	7	7	9	-5	10	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/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	
	LAPA				Agency Supp					50 Round	SAS Combat 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

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	40	37	29	21	39	36	20	15	37	21	30	31	35	27	33	16
SMG	P90	Bravo	MW	36	38	32	25	26	38	30	36	39	35	29	34	33	24	27	19	22
SMG	MP5 MW	Charlie	MW	21	21	38	21	31	35	29	20	18	35	39	16	16	35	38	24	28
SMG	UZI	Delta	MW	19	16	38	35	36	24	24	25	36	16	29	29	29	38	40	22	24
SMG	PP19 BIZON	Echo	MW	21	39	23	18	18	35	19	31	36	21	20	38	35	34	40	15	21
SMG	MP7	Foxtrot	MW	18	20	40	31	18	16	16	29	34	40	18	37	26	31	28	40	39
SMG	STRIKER 45	Golf	MW	15	24	34	18	32	22	17	24	30	24	32	20	36	30	20	33	15
SMG	FENNEC	Hotel	MW	15	39	23	25	34	19	40	39	18	31	29	20	34	34	31	30	
SMG	ISO	India	MW	38	17	22	19	31	20	22	20	31	27	31	17	28	31	40	15	36
SMG	MP5 CW	Alpha	CW	25	37	28	27	20	20	16	39	32	34	30	26	36	19	33	25	33
SMG	MILANO 821	Bravo	CW	35	17	35	18	31	26	30	33	39	30	29	37	29	32	23	35	23
SMG	AK74u	Charlie	CW	31	37	18	18	25	17	16	28	27	34	15	38	25	39	19	37	17
SMG	KSP 45	Delta	CW	32	28	35	36	23	38	30	38	40	16	26	27	17	29	28	19	20
SMG	BULLFROG	Echo	CW	22	30	31	20	33	24	26	19	19	37	17	25	24	36	22	23	39
SMG	MAC 10	Foxtrot	CW	18	18	32	32	32	33	34	20	20	32	40	18	33	33	29	28	21
SMG	LC10	Golf	CW	39	40	16	34	25	29	31	17	24	36	37	30	26	18	40	21	23
SMG	PPSH-41	Hotel	CW	34	32	28	23	40	38	29	31	35	25	28	17	16	27	24	37	36
	CX9		CW	32	15	16	34	35	34	32	22	15	37	20	23	20	23	26	22	34
	OTS9		CW	21	29	23	37	18	25	19	15	23	39	34	34	29	32	25	25	38
	TEC 9			39	31	27	15	27	32	35	22	29	34	24	30	29	29	39	24	24
	LAPA			20	17	22	18	17	15	39	37	33	35	39	38	26	19	26	20	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	8	0	-2	0	4	10	3	-4	-2	4	-6	5	9	2	10	5
SMG	P90	Bravo	MW	6	7	2	-2	-6	-5	-2	-6	8	2	5	4	9	5	-6	8	5
SMG	MP5 MW	Charlie	MW	9	5	7	3	-3	1	10	-4	4	6	-3	4	10	-3	-2	8	0
SMG	UZI	Delta	MW	10	8	-5	1	9	4	8	-2	0	0	9	-4	0	0	3	-2	
SMG	PP19 BIZON	Echo	MW	2	0	-1	1	4	8	5	-4	2	-1	-4	-4	1	6	2	3	1
SMG	MP7	Foxtrot	MW	-2	0	7	2	10	10	2	7	6	4	6	-3	4	5	6	2	10
SMG	STRIKER 45	Golf	MW	1	10	4	10	6	-3	-2	3	1	-3	-4	8	2	-1	-2	-6	10
SMG	FENNEC	Hotel	MW	5	3	10	-4	-1	3	-1	6	-1	1	-3	-1	-5	1	-4	0	6
SMG	ISO	India	MW	-4	-3	7	-5	-6	5	4	2	-4	-4	-6	5	0	7	2	-2	-1
SMG	MP5 CW	Alpha	CW	10	3	3	3	-1	5	-4	-3	4	9	-6	-1	8	-3	7	-2	1
SMG	MILANO 821	Bravo	CW	9	10	-1	9	10	-2	6	4	10	1	-6	1	10	-2	9	-5	1
SMG	AK74u	Charlie	CW	3	5	2	10	-5	2	0	10	4	-5	4	2	-4	8	8	10	-4
SMG	KSP 45	Delta	CW	-4	1	8	6	6	-2	9	3	10	-1	7	9	8	-4	7	-5	-3
SMG	BULLFROG	Echo	CW	4	3	9	8	-5	8	8	-5	2	-4	-4	-1	0	8	2	1	-6
SMG	MAC 10	Foxtrot	CW	0	2	-2	9	-6	9	-5	9	-5	-4	-3	-2	-1	-5	1	1	5
SMG	LC10	Golf	CW	8	7	4	7	-3	10	-4	2	9	5	3	-6	4	1	3	1	0

SMG	PPSH-41	Hotel	CW	-5	2	10	7	-6	6	1	-5	-3	-4	6	-5	0	9	-1	7	-4		
	CX9		CW	1	-4	9	10	5	9	10	-5	2	-5	-5	-6	0	1	-1	1	-2		
	OTS9		CW	7	-2	4	-3	-6	7	6	6	-1	6	9	4	5	-2	-1	10	4		
	TEC 9			3	6	-3	7	8	-4	9	4	0	-6	1	5	0	2	7	-1	2		
	LAPA			-2	1	-4	0	0	9	-3	4	-5	-4	9	9	-2	-1	6	9	-1		

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	
	LAPA				Agency Supp					50 Round	SAS Combat 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

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	20	16	30	40	25	36	39	18	25	39	17	18	40	30	20	27	31
SMG	P90	Bravo	MW	21	16	21	38	33	37	30	28	31	20	15	25	31	38	36	40	23
SMG	MP5 MW	Charlie	MW	18	32	37	28	20	35	32	19	35	19	28	38	15	21	23	18	27
SMG	UZI	Delta	MW	39	31	20	33	29	23	39	28	24	17	36	15	26	39	35	24	20
SMG	PP19 BIZON	Echo	MW	39	36	32	26	16	23	21	16	26	23	21	19	32	32	29	33	34
SMG	MP7	Foxtrot	MW	16	15	19	35	23	34	15	23	15	22	17	16	40	38	39	19	37
SMG	STRIKER 45	Golf	MW	21	30	33	15	40	16	33	40	21	23	23	19	28	26	34	17	24
SMG	FENNEC	Hotel	MW	33	24	31	24	36	39	39	39	20	29	22	19	24	20	38	29	35
SMG	ISO	India	MW	17	20	37	38	16	15	17	21	26	20	40	25	34	27	20	29	36
SMG	MP5 CW	Alpha	CW	34	25	28	35	26	17	34	29	32	20	16	18	28	20	35	28	15
SMG	MILANO 821	Bravo	CW	18	17	24	27	30	39	26	34	26	15	16	40	32	39	38	28	28
SMG	AK74u	Charlie	CW	25	29	34	39	33	24	20	15	30	18	34	37	24	29	25	28	20
SMG	KSP 45	Delta	CW	27	24	30	19	23	27	36	25	15	26	40	35	23	30	23	32	18
SMG	BULLFROG	Echo	CW	20	24	37	39	39	15	35	17	30	31	35	21	37	31	39	22	30
SMG	MAC 10	Foxtrot	CW	28	21	15	17	37	30	21	15	36	18	26	38	32	28	23	15	38
SMG	LC10	Golf	CW	15	37	39	37	16	26	39	20	30	31	25	17	24	30	18	32	23
SMG	PPSH-41	Hotel	CW	17	26	19	17	22	39	29	24	39	23	35	19	17	19	31	24	32
	CX9		CW	36	26	35	26	34	38	28	39	27	32	27	24	31	40	35	29	21
	OTS9		CW	19	28	33	18	16	38	24	30	29	18	38	15	25	18	30	38	19
	TEC 9			40	30	21	38	36	30	20	25	15	17	18	33	28	39	24	16	27
	LAPA			31	23	32	22	19	25	23	15	30	26	17	22	19	20	39	18	37

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

SMG	PPSH-41	Hotel	CW	3	3	1	4	-3	9	4	7	4	3	10	-3	-6	-1	1	2	4		
	CX9		CW	-6	4	-4	5	3	-1	-2	3	1	9	1	2	7	7	3	-5	-1		
	OTS9		CW	3	-1	-6	0	6	-3	6	9	-2	0	7	6	5	-2	1	2	0		
	TEC 9			6	-4	5	-6	6	-4	1	-5	-2	3	9	-1	3	4	-5	8	7		
	LAPA			4	6	1	5	-1	2	7	-2	-5	-1	2	-1	-4	4	0	-4	5		

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	
	LAPA				Agency Supp					50 Round	SAS Combat 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

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	33	40	36	39	35	37	22	25	28	40	20	36	38	36	35	23	16
SMG	P90	Bravo	MW	21	16	26	32	24	37	25	24	21	16	31	26	26	30	21	27	16
SMG	MP5 MW	Charlie	MW	18	24	29	23	15	36	18	19	18	28	22	27	23	28	19	37	35
SMG	UZI	Delta	MW	17	20	38	29	17	21	37	31	27	17	19	36	29	33	29	22	33
SMG	PP19 BIZON	Echo	MW	17	29	36	36	33	24	21	20	16	33	22	30	38	33	40	21	26
SMG	MP7	Foxtrot	MW	39	21	21	29	33	32	25	28	39	35	25	31	35	18	38	22	16
SMG	STRIKER 45	Golf	MW	22	20	36	17	21	31	25	23	20	40	20	36	34	15	20	40	33
SMG	FENNEC	Hotel	MW	35	25	39	34	17	36	40	20	22	33	21	29	40	20	39	38	32
SMG	ISO	India	MW	17	38	26	26	38	28	24	17	39	28	39	23	18	37	39	31	32
SMG	MP5 CW	Alpha	CW	35	24	27	22	31	35	18	35	40	40	35	24	26	37	28	39	27
SMG	MILANO 821	Bravo	CW	19	32	29	35	16	34	28	29	29	37	33	36	31	25	32	29	26
SMG	AK74u	Charlie	CW	15	19	20	36	25	24	29	15	27	23	30	32	37	23	16	34	31
SMG	KSP 45	Delta	CW	38	22	28	24	28	15	31	35	31	23	17	26	29	21	33	20	17
SMG	BULLFROG	Echo	CW	38	28	25	27	15	40	40	20	40	37	27	33	15	38	39	21	27
SMG	MAC 10	Foxtrot	CW	27	26	39	27	18	22	21	22	34	21	31	16	22	36	17	18	19
SMG	LC10	Golf	CW	39	36	27	23	31	40	33	22	18	35	39	38	27	30	24	31	27
SMG	PPSH-41	Hotel	CW	18	15	22	15	28	31	19	32	29	19	17	30	39	38	19	36	19
	CX9		CW	30	18	16	18	22	16	30	17	19	36	40	18	28	31	30	30	19
	OTS9		CW	27	16	24	28	22	20	20	23	27	19	16	16	29	30	40	30	29
	TEC 9			22	27	30	31	25	30	18	40	30	16	37	25	40	15	36	24	28
	LAPA			27	16	20	17	39	18	31	30	30	18	27	40	37	40	26	33	32

Horizontal Value- X

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

SMG	PPSH-41	Hotel	CW	1	-6	-3	8	4	-3	9	5	4	2	9	9	2	7	9	9	5		
	CX9		CW	-2	9	5	-2	2	2	2	-5	7	-4	0	-4	-3	6	-2	3	8		
	OTS9		CW	-1	5	-4	1	0	0	3	-4	-6	10	5	-2	1	1	6	9	4		
	TEC 9			-6	7	0	6	10	4	5	3	7	7	6	5	-2	7	-2	5	-4		
	LAPA			8	1	5	4	10	-5	-5	-4	10	-1	-2	-5	2	10	6	2	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 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	
	LAPA				Agency Supp					50 Round	SAS Combat 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

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	38	22	18	38	25	21	30	26	25	30	22	21	38	36	23	27	39
SMG	P90	Bravo	MW	40	22	33	23	20	23	29	18	22	16	22	31	17	29	31	39	26
SMG	MP5 MW	Charlie	MW	18	38	20	28	23	25	19	23	39	17	36	24	29	18	30	30	19
SMG	UZI	Delta	MW	23	36	17	33	37	36	33	22	26	36	32	32	34	29	15	17	36
SMG	PP19 BIZON	Echo	MW	22	24	30	24	34	25	35	40	40	29	37	15	26	38	20	36	21
SMG	MP7	Foxtrot	MW	36	26	15	40	29	16	26	39	35	28	38	33	19	21	37	38	17
SMG	STRIKER 45	Golf	MW	37	37	39	35	16	35	38	31	30	40	38	29	15	31	29	21	33
SMG	FENNEC	Hotel	MW	32	22	21	24	33	39	40	38	19	20	40	40	33	23	28	17	39
SMG	ISO	India	MW	16	24	19	37	23	20	40	30	32	34	35	23	31	35	33	19	40
SMG	MP5 CW	Alpha	CW	40	36	24	21	39	31	35	29	36	22	40	40	17	21	33	26	23
SMG	MILANO 821	Bravo	CW	17	33	26	31	19	22	19	18	15	25	38	37	32	17	29	35	19
SMG	AK74u	Charlie	CW	39	23	26	18	34	29	18	26	21	35	36	18	23	17	37	29	33
SMG	KSP 45	Delta	CW	28	18	35	31	17	37	18	19	23	38	21	16	39	20	31	33	30
SMG	BULLFROG	Echo	CW	22	25	33	28	23	39	38	24	28	23	22	28	21	31	17	40	32
SMG	MAC 10	Foxtrot	CW	21	15	16	39	31	26	38	25	17	26	31	17	30	33	24	27	25
SMG	LC10	Golf	CW	27	33	35	15	35	34	16	33	15	33	38	30	19	21	23	15	38
SMG	PPSH-41	Hotel	CW	17	20	30	35	31	16	35	33	23	26	20	34	17	33	39	33	21
	CX9		CW	16	21	32	40	26	24	31	20	27	34	28	23	32	16	17	23	19
	OTS9		CW	28	31	18	15	21	18	32	30	32	22	29	27	19	28	30	28	36
	TEC 9			17	29	35	18	25	37	20	19	16	38	19	37	23	35	29	32	19
	LAPA			23	33	22	37	24	19	20	40	29	17	35	33	21	38	27	24	16

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

SMG	PPSH-41	Hotel	CW	-5	-3	10	-2	8	-6	0	5	8	2	-5	5	7	-3	-1	5	9		
	CX9		CW	1	-1	-3	2	7	-4	-2	-5	-3	6	-1	7	4	9	-4	4	3		
	OTS9		CW	-4	1	-3	1	-4	-2	-2	5	6	3	5	0	8	6	7	-4	0		
	TEC 9			8	9	-4	-3	2	2	10	0	-5	4	4	1	-1	1	2	-4	-5		
	LAPA			-1	8	6	8	-5	-3	5	-5	5	7	0	2	3	3	-4	4	10		

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				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	
	LAPA				Agency Supp					50 Round	SAS Combat 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	29	17	21	20	18	31	22	29	34	29	19	34	25	18	20	31	33
SMG	P90	Bravo	MW	32	24	33	40	27	25	28	30	18	26	31	33	35	36	23	31	30
SMG	MP5 MW	Charlie	MW	28	32	37	33	32	31	36	34	26	15	31	37	38	39	19	30	24
SMG	UZI	Delta	MW	35	32	32	25	30	29	29	25	15	17	36	34	25	21	30	34	23
SMG	PP19 BIZON	Echo	MW	18	22	33	33	21	24	22	35	23	28	31	40	36	25	37	16	32
SMG	MP7	Foxtrot	MW	28	15	30	22	33	23	31	32	30	25	33	39	28	38	26	25	16
SMG	STRIKER 45	Golf	MW	28	37	29	24	18	32	16	35	39	24	26	32	40	37	16	40	18
SMG	FENNEC	Hotel	MW	37	38	35	40	37	22	24	21	17	37	24	35	27	27	18	23	39
SMG	ISO	India	MW	28	25	17	29	24	31	29	26	24	37	22	17	27	33	35	18	16
SMG	MP5 CW	Alpha	CW	19	34	37	30	24	34	37	24	16	36	25	24	34	17	19	30	32
SMG	MILANO 821	Bravo	CW	32	27	24	33	21	29	19	17	23	35	25	20	28	30	28	30	33
SMG	AK74u	Charlie	CW	18	39	38	22	19	28	18	23	30	26	24	21	28	37	38	25	35
SMG	KSP 45	Delta	CW	30	33	24	27	39	27	40	19	15	40	29	40	38	24	40	22	27
SMG	BULLFROG	Echo	CW	17	20	21	39	33	32	29	25	23	23	27	25	38	27	39	20	38
SMG	MAC 10	Foxtrot	CW	28	15	26	35	37	25	26	38	26	37	17	25	28	29	38	29	28
SMG	LC10	Golf	CW	40	30	39	26	20	36	31	32	33	29	23	27	24	35	33	24	15
SMG	PPSH-41	Hotel	CW	19	21	18	28	15	29	19	37	38	24	18	25	18	37	27	23	18
	CX9		CW	35	31	20	17	22	30	27	26	34	18	30	17	25	30	33	27	22
	OTS9		CW	34	37	23	37	18	17	30	37	30	16	35	23	36	19	30	35	18
	TEC 9			35	15	18	29	26	21	21	30	29	30	15	33	34	17	28	37	38
	LAPA			25	17	26	26	34	35	30	40	28	32	18	36	25	27	23	21	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	-2	-3	7	8	3	-2	-2	-5	9	5	5	3	-1	-3	0	-6	2
SMG	P90	Bravo	MW	-1	-6	8	-6	0	-5	2	-4	5	-1	4	-5	-2	3	0	5	5
SMG	MP5 MW	Charlie	MW	0	-6	-5	9	-4	-5	7	-5	2	-1	9	5	-5	-2	-1	4	-2
SMG	UZI	Delta	MW	-3	1	10	10	1	-4	7	3	-4	7	2	6	10	5	-5	4	10
SMG	PP19 BIZON	Echo	MW	9	7	10	8	7	8	5	3	-4	6	4	4	-5	-3	5	4	2
SMG	MP7	Foxtrot	MW	7	-3	5	3	1	3	2	-4	8	-3	9	-6	9	3	4	2	2
SMG	STRIKER 45	Golf	MW	0	0	-6	-2	9	-1	1	7	3	0	10	4	3	-2	0	8	5
SMG	FENNEC	Hotel	MW	-2	8	-2	3	1	9	6	4	2	-2	7	7	2	3	1	8	8
SMG	ISO	India	MW	7	-1	-3	-5	2	2	0	-1	6	0	-5	6	2	-5	-1	3	-2
SMG	MP5 CW	Alpha	CW	2	-5	6	7	-3	6	0	1	7	8	10	-3	8	10	2	5	-2
SMG	MILANO 821	Bravo	CW	-4	5	1	-4	6	9	-1	1	9	4	-3	-6	4	-1	9	9	-5
SMG	AK74u	Charlie	CW	-4	6	3	1	10	10	-3	-6	1	3	-6	2	8	0	1	-6	4
SMG	KSP 45	Delta	CW	-3	-3	4	2	-1	1	2	2	-3	6	-4	-1	2	-2	10	9	-5
SMG	BULLFROG	Echo	CW	0	2	10	3	-5	-5	-4	3	4	2	-2	0	7	4	3	-2	-4
SMG	MAC 10	Foxtrot	CW	0	8	4	8	10	8	9	3	3	9	4	0	-6	-2	-4	8	6
SMG	LC10	Golf	CW	5	5	9	7	-3	1	8	-4	5	-3	1	8	6	-1	1	-2	-2

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

SMG	PPSH-41	Hotel	CW	8	3	3	-5	-4	1	-3	2	5	2	6	8	-3	3	-2	6	7		
	CX9		CW	2	-2	-4	8	-3	0	4	9	-2	6	9	10	5	9	-1	2	10		
	OTS9		CW	0	6	4	3	10	2	9	1	6	7	6	3	3	-5	10	-4	4		
	TEC 9			-5	8	3	-4	-3	-4	0	5	2	5	-6	-2	4	6	4	-6	8		
	LAPA			5	-3	8	2	9	3	7	-5	4	7	-4	4	6	3	0	-1	-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 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	8	30	20	21	24	1	6	25	30	7	6	8	12	30	8	6	4
STONER	14	24	20	28	28	16	15	5	27	1	1	7	11	18	24	1	12
PKM	6	23	5	12	12	23	22	27	10	-2	0	2	-2	29	28	28	27
RPD	27	25	2	19	10	9	27	18	20	22	1	14	0	0	16	16	21
FINN	30	-2	10	25	1	29	10	13	5	5	13	20	22	5	13	18	9
SA 87	17	10	25	5	29	21	29	10	13	16	-1	3	28	0	3	3	22
MG34	22	11	9	10	17	2	30	9	7	22	26	20	5	-1	0	4	22
HOLGER	9	17	14	2	23	0	28	-2	3	6	13	20	11	11	23	13	17
M60	18	2	9	23	27	12	2	7	20	4	4	0	20	11	19	6	20
M91	20	26	18	19	15	24	7	20	30	24	25	-1	7	28	11	22	0
MG 82	28	4	11	12	0	29	2	20	17	12	-1	14	5	2	25	12	15

Horizontal Value- X

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

	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammunition	Rear grip	Perk
BRUEN	Mono	26.8 Summ		VLK		Commando	60 mags		
STONER	Agency	Task Force		3X		Field agent	120 mags		
PKM	Mono	Extended	Tac Laser	VLK		Snatch grip			
RPD	Gru Supp	Task force		3X		Field agent	120 mag		
FINN	Mono	Longshot Ac	Tac laser	VLK		Commando			
SA 87	Mono		Tac laser	VLK		Ranger	60mags		
MG34	Mono	Brute	Tac laser	VLK		Commando			
HOLGER	Mono		Tac laser	VLK		Commando		Stripped	
M60	Agency	Task force		3X		Field agent	120 mags		
M91	Mono	M91 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	26	18	17	15	19	14	10	24	16	18	7	15	19	30	5	25	1
STONER	-2	7	22	19	24	20	10	22	22	3	30	23	3	3	6	-2	21
PKM	13	9	23	26	3	4	5	9	25	21	25	-1	4	-2	27	20	5
RPD	16	27	0	25	27	28	-1	23	21	2	22	11	6	17	6	24	27
FINN	27	1	5	-2	-2	30	7	-2	1	22	8	25	6	22	4	18	10
SA 87	0	3	17	18	18	29	28	17	30	8	7	28	22	20	17	21	0
MG34	8	4	0	25	13	26	21	23	22	10	25	-2	20	26	18	19	29
HOLGER	-2	19	4	30	22	19	3	18	-2	12	19	18	28	19	30	28	28
M60	7	22	3	9	25	5	27	19	9	-1	22	0	1	10	6	18	7
M91	20	18	8	18	22	-1	30	-1	8	-2	21	20	22	30	14	30	16
MG 82	0	8	7	7	8	28	4	26	2	14	30	17	-2	16	22	16	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	1	5	-2	-4	0	-1	-3	3	1	-4	0	0	-5	-4	-4	-3	-1
STONER	1	-2	-3	-4	-3	3	-3	-4	5	2	-2	-1	-1	-3	-4	-3	-1
PKM	2	3	-3	-1	-3	5	-2	-5	-2	-4	-5	4	1	-4	-1	-4	-5
RPD	-4	-5	0	-4	2	-4	-5	-2	2	-2	-3	5	-4	1	0	0	1
FINN	-4	-1	5	-1	3	5	5	4	0	-4	0	-1	-5	4	5	-1	3
SA 87	2	2	4	0	-3	-1	3	4	2	4	-2	-2	-1	4	3	4	-1
MG34	0	-5	1	0	5	0	-3	-2	3	-3	2	0	0	-1	4	5	0
HOLGER	0	5	-3	3	-2	5	-4	2	-1	-5	-5	-2	2	3	-3	3	-1
M60	2	5	3	-4	-2	-1	-3	-3	4	-5	-5	0	-2	4	-1	-1	1
M91	-5	3	-1	1	-2	-5	-1	-3	-4	-5	-3	1	-1	4	-2	-1	2
MG 82	4	-3	4	-5	-3	-2	-4	-2	5	5	0	-4	4	1	-3	1	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	20	28	19	0	5	24	26	1	2	18	4	28	24	9	2	21	13
STONER	24	18	24	1	14	25	19	13	18	2	27	17	7	3	18	14	7
PKM	18	-1	27	4	23	28	4	18	21	17	20	16	28	14	14	2	6
RPD	23	19	7	24	30	15	8	2	8	28	22	0	17	27	27	12	7
FINN	23	-1	23	11	17	12	16	29	3	2	-1	8	18	29	6	8	0
SA 87	6	0	15	28	27	8	-2	1	23	-1	13	11	14	17	4	29	2
MG34	12	30	16	13	6	1	15	10	2	-1	1	4	9	15	22	0	30
HOLGER	3	25	-2	23	18	12	7	8	4	26	26	20	0	0	16	30	4
M60	28	9	3	17	9	6	-1	0	25	0	15	3	19	21	26	14	22
M91	-2	22	19	-2	7	16	29	26	23	26	-1	22	30	3	14	5	24
MG 82	25	27	16	-1	16	28	5	1	26	19	18	9	30	3	16	10	28

Horizontal Value- X

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

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