

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

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

Horizontal Value- X

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

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

Horizontal Value- X

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

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

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

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
AR	KILO 141	Alpha	MW	33	22	25	36	26	22	40	26	32	29	33	32	40	24	27	38	29
AR	FAL	Bravo	MW	18	40	33	21	31	25	24	33	15	33	17	38	22	17	15	24	34
AR	M4A1	Charlie	MW	31	22	28	30	20	15	29	34	31	24	17	29	28	19	33	36	24
AR	FR 5.56	Delta	MW	18	15	39	32	20	29	33	39	37	21	32	15	18	33	24	34	23
AR	ODEN	Echo	MW	32	34	39	37	20	19	36	24	16	23	28	16	35	35	40	27	28
AR	M13	Foxtrot	MW	39	30	15	34	31	16	28	40	16	22	38	30	23	30	23	40	27
AR	FN SCAR 17	Golf	MW	37	24	34	18	40	39	19	16	15	34	26	40	22	22	20	29	20
AR	AK 47 MW	Hotel	MW	23	33	28	36	36	27	17	31	29	29	27	38	34	21	16	16	39
AR	RAM-7	India	MW	28	18	30	27	39	35	18	36	15	15	33	20	32	36	31	31	24
AR	GRAU 5.56	Juliett	MW	25	40	25	22	36	25	33	37	24	28	24	17	33	17	32	19	17
AR	CR-56 AMAX	Kilo	MW	21	33	25	23	15	35	19	27	38	18	17	24	34	32	23	37	31
AR	AN-94	Lima	MW	37	30	19	39	33	33	30	36	19	39	21	29	16	27	29	23	20
AR	AS VAL	Mike	MW	39	29	15	27	40	28	22	32	15	33	37	31	22	30	36	30	22
AR	XM4	Alpha	CW	19	40	38	31	29	17	16	21	39	40	38	35	15	25	18	26	33
AR	AK 47 CW	Bravo	CW	28	36	33	25	30	15	34	29	31	18	24	33	34	21	17	40	39
AR	KRIG 6	Charlie	CW	23	35	30	37	18	22	34	22	24	18	25	36	39	26	28	26	19
AR	QBZ-83	Delta	CW	39	30	21	34	39	23	19	27	33	35	23	32	27	38	37	39	31
AR	FFAR 1	Echo	CW	16	37	16	17	18	25	25	27	39	36	30	21	21	26	17	17	35
AR	GROZA	Foxtrot	CW	37	17	29	24	39	24	27	35	37	33	19	34	23	29	23	18	30
AR	FARA 83	Golf	CW	27	22	27	20	32	23	31	34	37	35	36	35	33	28	33	31	39
AR	C58			38	15	40	23	32	17	22	33	19	19	20	20	35	19	35	18	22
	EM2			6	-4	22	5	-3	24	12	25	27	27	-2	17	-3	24	21	21	-5
	GRAV			17	9	6	13	29	8	-4	21	29	22	7	6	14	27	7	1	17

Horizontal Value- X

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

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

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

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
AR	KILO 141	Alpha	MW	16	23	30	17	15	21	30	28	39	39	29	36	28	39	40	40	24
AR	FAL	Bravo	MW	26	36	26	33	38	30	25	21	32	16	38	22	25	32	23	33	18
AR	M4A1	Charlie	MW	31	20	33	15	36	16	35	35	39	30	33	25	19	24	31	17	40
AR	FR 5.56	Delta	MW	35	38	31	34	35	30	38	19	36	29	25	30	34	20	39	27	25
AR	ODEN	Echo	MW	30	25	19	17	20	30	37	31	34	27	37	23	30	31	18	17	27
AR	M13	Foxtrot	MW	22	36	24	29	25	28	15	34	23	17	38	26	38	21	28	39	35
AR	FN SCAR 17	Golf	MW	22	33	15	30	19	24	31	29	38	26	31	18	22	25	15	33	35
AR	AK 47 MW	Hotel	MW	23	24	22	24	17	17	28	28	29	26	35	16	38	22	31	32	36
AR	RAM-7	India	MW	17	20	28	38	19	28	34	22	34	15	17	28	32	29	39	17	40
AR	GRAU 5.56	Juliett	MW	30	30	19	17	16	35	20	17	39	40	34	40	29	22	39	25	29
AR	CR-56 AMAX	Kilo	MW	27	37	30	38	34	34	39	33	22	19	21	19	39	26	23	19	31
AR	AN-94	Lima	MW	15	17	32	40	26	16	26	31	17	35	23	24	38	32	27	38	36
AR	AS VAL	Mike	MW	17	27	23	16	18	25	15	26	18	23	37	15	21	20	35	32	21
AR	XM4	Alpha	CW	30	39	30	21	30	17	32	25	29	31	16	35	25	36	17	38	21
AR	AK 47 CW	Bravo	CW	40	26	16	37	36	23	21	20	16	27	35	27	27	20	28	22	16
AR	KRIG 6	Charlie	CW	29	40	37	24	37	22	36	16	24	23	35	38	31	23	22	34	16
AR	QBZ-83	Delta	CW	38	39	16	28	36	38	35	31	30	18	28	25	28	34	20	15	21
AR	FFAR 1	Echo	CW	22	33	19	30	34	16	34	17	29	30	16	25	20	23	34	32	24
AR	GROZA	Foxtrot	CW	32	19	25	32	15	34	37	40	23	16	37	21	21	31	20	25	
AR	FARA 83	Golf	CW	21	17	32	29	40	18	33	19	34	18	39	37	39	27	39	26	16
AR	C58			22	37	40	34	35	27	34	29	40	30	33	32	21	25	25	31	
	EM2			27	26	5	5	1	-3	14	-1	16	22	-1	24	-3	29	9	16	30
	GRAV			-2	1	-5	24	19	11	28	16	9	11	17	-1	-2	-1	30	18	4

Horizontal Value- X

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

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

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

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
AR	KILO 141	Alpha	MW	26	25	37	39	38	30	37	23	15	16	17	33	30	25	39	31	28
AR	FAL	Bravo	MW	29	21	33	26	25	15	22	38	38	18	28	27	26	22	24	30	19
AR	M4A1	Charlie	MW	18	30	34	25	36	34	34	29	29	37	25	32	17	17	40	33	32
AR	FR 5.56	Delta	MW	22	34	25	26	18	23	28	32	20	37	19	28	18	29	39	20	39
AR	ODEN	Echo	MW	34	36	40	16	21	24	21	32	17	20	36	37	33	15	28	40	29
AR	M13	Foxtrot	MW	40	28	25	32	37	27	25	18	24	38	35	33	33	40	15	21	30
AR	FN SCAR 17	Golf	MW	33	35	40	37	21	25	34	28	18	26	34	24	24	16	31	19	22
AR	AK 47 MW	Hotel	MW	30	22	18	36	30	36	32	38	18	27	34	25	33	18	26	21	17
AR	RAM-7	India	MW	26	30	27	20	27	15	36	18	39	31	23	18	30	27	21	21	27
AR	GRAU 5.56	Juliett	MW	27	24	17	24	23	37	16	36	33	16	25	25	40	19	35	21	40
AR	CR-56 AMAX	Kilo	MW	16	16	38	32	29	25	29	25	36	15	26	18	18	19	18	38	28
AR	AN-94	Lima	MW	31	23	36	18	32	32	29	32	17	30	34	28	34	35	39	23	20
AR	AS VAL	Mike	MW	30	33	35	33	30	33	20	21	18	19	24	19	29	35	31	23	18
AR	XM4	Alpha	CW	29	17	28	21	28	32	39	40	22	22	24	23	36	24	40	23	40
AR	AK 47 CW	Bravo	CW	36	15	26	27	22	37	20	32	15	23	17	30	37	21	34	17	26
AR	KRIG 6	Charlie	CW	40	24	31	21	17	37	28	32	39	36	16	29	20	15	37	26	25
AR	QBZ-83	Delta	CW	40	16	28	21	29	34	33	19	15	19	17	40	30	26	29	33	35
AR	FFAR 1	Echo	CW	30	34	38	29	34	22	32	29	33	29	23	38	22	38	34	29	34
AR	GROZA	Foxtrot	CW	29	16	25	27	27	22	36	25	27	25	16	36	27	40	15	30	23
AR	FARA 83	Golf	CW	30	19	17	19	30	27	21	22	20	26	15	32	23	32	15	18	37
AR	C58			31	17	21	28	21	37	36	40	16	22	33	34	40	19	17	17	36
	EM2			-5	13	29	5	-5	13	18	-4	4	11	23	6	14	-1	-2	2	23
	GRAV			22	-3	4	11	19	3	24	29	15	14	28	11	5	27	-5	28	30

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	-6	0	10	-1	8	2	-6	8	0	9	-4	-5	5	-4	-4	2
AR	FAL	Bravo	MW	8	-1	-5	1	2	5	5	-3	10	5	2	5	9	7	-5	-4	-2
AR	M4A1	Charlie	MW	2	-5	-5	0	3	9	7	0	7	-2	-2	3	1	7	3	5	2
AR	FR 5.56	Delta	MW	2	-4	5	9	-2	2	8	0	8	1	7	6	10	-2	8	9	1
AR	ODEN	Echo	MW	9	-6	2	-6	1	-3	-6	9	-3	1	-1	9	1	1	-6	9	8
AR	M13	Foxtrot	MW	-2	6	10	7	7	7	8	8	-6	7	8	1	-2	-4	1	2	4
AR	FN SCAR 17	Golf	MW	0	-1	-4	-2	9	-4	4	8	-6	-6	10	5	7	5	4	9	-1
AR	AK 47 MW	Hotel	MW	-4	10	10	7	0	5	5	10	5	-1	-2	4	-3	-4	5	2	5
AR	RAM-7	India	MW	0	-4	10	2	8	-3	5	-3	-4	2	-1	10	-6	-1	4	10	-3
AR	GRAU 5.56	Juliett	MW	0	5	3	-1	-2	5	0	8	5	-5	-3	0	5	-6	4	4	-3
AR	CR-56 AMAX	Kilo	MW	9	0	3	8	2	1	0	0	-3	1	-6	8	9	-4	9	5	-1

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
AR	KILO 141	Alpha	MW	Monolithic	19.8 Prowler		VLK		cammando	60		
AR	FAL	Bravo	MW	Monolithic	marksman		VLK		cammando	30		
AR	M4A1	Charlie	MW	Monolithic	M16 Barrel	TAC LASER			cammando	60		
AR	FR 5.56	Delta	MW	Monolithic	sniper	TAC LASER	VLK			60		
AR	ODEN	Echo	MW	Colossus	810mm		VLK		cammando	30		
AR	M13	Foxtrot	MW	Monolithic	Temp Marks		VLK		cammando	60		
AR	FN SCAR 17	Golf	MW	Monolithic	17.2 lb		VLK		cammando	30		
AR	AK 47 MW	Hotel	MW	Tactical supp	spetsnaz supp			Skeleton	cammando	40		
AR	RAM-7	India	MW	Monolithic	Eclipse/Ranger		VLK		cammando	50		
AR	GRAU 5.56	Juliett	MW	Monolithic	Archnagel	TAC LASER			cammando	60		
AR	CR-56 AMAX	Kilo	MW	Monolithic	Zodiac		VLK		cammando	45		
AR	AN-94	Lima	MW	Monolithic	X-438mm		VLK		cammando	60		
AR	AS VAL	Mike	MW			SMW		GEN 4 GRU	merc	30		sleight of hand
AR	XM4	Alpha	CW	Agency/GRU	Task Force/Spetsnaz RPK				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	23	26	37	39	25	39	24	37	17	36	16	28	30	29	23	20
AR	FAL	Bravo	MW	28	18	29	37	40	18	36	29	31	28	22	37	27	40	28	27	37
AR	M4A1	Charlie	MW	31	39	21	23	26	16	32	35	35	23	27	32	15	21	29	34	26
AR	FR 5.56	Delta	MW	15	36	36	21	23	15	34	30	20	27	28	34	39	33	15	27	20
AR	ODEN	Echo	MW	33	27	31	31	17	40	15	39	35	15	16	34	38	34	35	19	37
AR	M13	Foxtrot	MW	40	24	23	30	29	26	27	40	37	33	30	19	25	34	28	24	20
AR	FN SCAR 17	Golf	MW	15	15	35	27	22	22	26	25	20	20	39	34	21	33	31	17	37
AR	AK 47 MW	Hotel	MW	19	30	29	33	19	25	32	30	28	23	21	31	39	15	40	18	17
AR	RAM-7	India	MW	16	38	30	21	27	20	37	37	23	38	15	28	16	29	29	22	35
AR	GRAU 5.56	Juliett	MW	15	33	26	25	25	23	34	19	18	22	16	27	18	35	15	39	21
AR	CR-56 AMAX	Kilo	MW	21	32	21	25	35	29	19	23	40	25	22	24	25	21	20	39	39
AR	AN-94	Lima	MW	17	25	21	35	33	28	36	26	34	22	15	20	34	22	21	20	28
AR	AS VAL	Mike	MW	18	31	29	30	17	18	16	35	21	24	25	28	34	40	22	31	28
AR	XM4	Alpha	CW	32	31	21	20	15	21	21	30	33	17	36	31	23	32	27	31	15
AR	AK 47 CW	Bravo	CW	24	38	29	36	37	22	40	29	38	16	16	32	31	38	23	17	31
AR	KRIG 6	Charlie	CW	26	26	38	34	29	29	36	21	32	16	22	20	15	24	19	24	22
AR	QBZ-83	Delta	CW	17	31	29	33	23	20	39	21	31	40	36	23	40	26	28	33	19
AR	FFAR 1	Echo	CW	34	23	17	18	19	32	35	39	20	29	25	23	15	32	27	32	16
AR	GROZA	Foxtrot	CW	29	39	17	19	25	26	39	33	31	22	25	28	26	29	22	38	23
AR	FARA 83	Golf	CW	25	17	16	35	29	16	33	38	19	15	29	16	18	24	35	19	20
AR	C58			34	36	35	18	21	15	28	24	35	21	39	31	33	25	32	32	29
	EM2			24	2	14	26	29	10	29	2	6	25	7	1	26	-1	28	24	5
	GRAV			12	28	13	10	16	8	-2	-1	20	12	-3	26	7	22	23	-1	4

Horizontal Value- X

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

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		
CX9					CX-38a	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
Tec9				Full Auto Repeat	Task Force				Field agent/ Spet	48 mag	Raider stock	
LAPA				Agency Supp		Tiger team	Micro Flex LED			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	33	20	33	34	21	18	15	39	33	15	20	19	24	16	22	40	22
SMG	P90	Bravo	MW	16	26	17	39	31	32	26	38	30	27	34	31	40	30	34	29	23
SMG	MP5 MW	Charlie	MW	36	18	19	34	32	20	27	39	37	39	33	17	28	16	24	38	21
SMG	UZI	Delta	MW	31	16	21	36	20	16	21	32	18	37	21	36	40	16	38	26	31
SMG	PP19 BIZON	Echo	MW	24	34	22	38	31	23	23	20	33	24	31	34	38	19	24	25	34
SMG	MP7	Foxtrot	MW	31	29	24	34	24	30	32	32	39	17	37	39	24	17	25	23	39
SMG	STRIKER 45	Golf	MW	30	31	32	21	35	30	18	40	35	33	15	15	33	40	31	37	20
SMG	FENNEC	Hotel	MW	22	22	17	35	29	29	23	27	40	31	24	23	36	16	36	16	20
SMG	ISO	India	MW	32	20	25	17	40	40	34	19	15	36	24	16	21	28	16	18	32
SMG	MP5 CW	Alpha	CW	25	30	24	26	18	27	35	27	19	23	34	18	38	18	33	27	37
SMG	MILANO 821	Bravo	CW	26	21	29	25	17	36	30	36	26	35	15	34	31	27	18	18	36
SMG	AK74u	Charlie	CW	15	25	19	35	39	22	40	32	23	30	20	17	24	27	18	24	16
SMG	KSP 45	Delta	CW	17	36	21	21	39	38	27	39	25	32	36	35	28	38	28	16	18
SMG	BULLFROG	Echo	CW	22	31	17	37	27	34	29	31	17	17	30	32	37	40	24	31	40
SMG	MAC 10	Foxtrot	CW	25	38	34	23	38	17	15	35	37	29	26	20	37	26	25	32	27
SMG	LC10	Golf	CW	32	15	23	34	33	21	27	28	19	32	28	32	22	17	34	17	15
SMG	PPSH-41	Hotel	CW	29	20	28	32	36	30	31	19	27	40	27	20	21	37	32	32	31
CX9			CW	28	35	16	36	35	27	25	35	24	27	36	19	32	25	39	16	27
OTS9			CW	27	36	27	36	23	22	40	32	31	29	22	27	38	22	19	25	31
TEC 9				36	18	20	17	24	32	28	16	24	30	18	21	18	24	19	16	37
LAPA				21	24	32	24	24	36	23	15	38	34	19	40	22	17	22	16	28

Horizontal Value- X

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

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	LC10	Golf	CW	1	-6	9	4	-2	-1	-1	-3	-3	-2	-5	4	-5	5	2	-3	0		
SMG	PPSH-41	Hotel	CW	1	-3	-6	8	8	5	-6	4	-3	1	8	2	-6	0	-3	1	0		
	CX9		CW	-3	-6	0	-4	-1	-4	5	-6	9	-3	-1	7	-1	-4	6	-3	-4		
	OTS9		CW	6	-5	1	5	3	3	5	-2	3	6	-6	7	5	3	6	-1	9		
	TEC 9			-5	7	4	-5	9	0	5	-5	-1	1	9	-1	0	4	-4	9	2		
	LAPA			8	5	-3	-3	2	-1	8	1	1	3	-1	-5	6	4	-6	0	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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		
CX9					CX-38a	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
Tec9				Full Auto Repeat	Task Force				Field agent/ Spet	48 mag	Raider stock	
LAPA				Agency Supp		Tiger team	Micro Flex LED			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	35	27	38	15	37	36	30	36	35	34	20	25	26	19	31	36	28
SMG	P90	Bravo	MW	22	34	16	15	29	36	40	34	25	35	34	22	25	37	25	34	15
SMG	MP5 MW	Charlie	MW	28	22	31	20	26	27	15	38	38	22	23	38	26	27	33	35	33
SMG	UZI	Delta	MW	33	38	20	23	15	20	34	24	22	16	28	19	32	22	39	20	16
SMG	PP19 BIZON	Echo	MW	21	38	24	33	18	34	29	26	27	21	22	31	29	30	38	19	16
SMG	MP7	Foxtrot	MW	28	19	40	18	31	21	17	20	33	35	17	17	34	20	39	31	20
SMG	STRIKER 45	Golf	MW	15	27	24	19	32	19	40	38	18	20	22	21	15	34	22	19	34
SMG	FENNEC	Hotel	MW	22	37	28	17	34	24	16	22	40	22	28	19	23	17	20	35	15
SMG	ISO	India	MW	25	37	21	17	32	26	24	35	15	23	22	38	34	40	35	18	32
SMG	MP5 CW	Alpha	CW	32	29	16	34	16	26	23	16	17	21	38	39	28	16	33	40	18
SMG	MILANO 821	Bravo	CW	30	19	38	32	34	26	29	17	35	20	36	16	18	23	32	35	32
SMG	AK74u	Charlie	CW	39	21	20	26	37	20	40	33	32	15	32	15	30	30	27	32	30
SMG	KSP 45	Delta	CW	39	33	36	23	36	23	28	34	21	37	36	26	28	19	26	31	29
SMG	BULLFROG	Echo	CW	25	22	34	20	23	39	30	22	30	38	23	32	29	33	28	22	31
SMG	MAC 10	Foxtrot	CW	16	15	25	29	20	19	36	38	18	23	40	17	22	19	36	15	35
SMG	LC10	Golf	CW	36	28	39	19	26	40	37	39	26	31	23	35	15	26	39	26	25
SMG	PPSH-41	Hotel	CW	31	18	24	28	21	26	36	28	37	27	28	30	25	32	25	38	19
	CX9		CW	33	19	25	27	34	22	36	40	30	31	30	31	18	25	22	37	25
	OTS9		CW	32	17	23	25	22	32	24	18	26	30	26	27	32	35	17	22	32
	TEC 9			29	22	27	32	20	26	25	18	36	26	16	30	33	39	18	38	23
	LAPA			35	28	29	25	24	24	25	23	30	19	33	27	16	39	15	24	17

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

SMG	LC10	Golf	CW	3	-5	-4	2	2	-4	-2	7	5	2	-2	-4	-3	-4	0	9	6		
SMG	PPSH-41	Hotel	CW	-2	-1	-2	9	1	-4	-2	7	9	-1	-3	0	2	3	4	9	1		
	CX9		CW	2	-5	-3	1	3	3	-1	6	5	-4	3	-2	4	-6	-1	0	5		
	OTS9		CW	-2	0	-2	-2	1	-2	7	3	-1	3	3	0	-1	-5	9	-1	9		
	TEC 9			0	-5	3	-5	8	3	4	-6	-4	8	7	-4	0	1	4	1	-5		
	LAPA			4	-2	-1	3	-1	3	-1	0	8	2	-2	5	0	-1	-6	8	9		

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		
CX9					CX-38a	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
Tec9				Full Auto Repeat	Task Force				Field agent/ Spet	48 mag	Raider stock	
LAPA				Agency Supp		Tiger team	Micro Flex LED			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	36	37	23	19	22	16	36	23	26	24	19	15	31	38	19	27
SMG	P90	Bravo	MW	27	18	28	25	39	19	28	40	28	35	16	25	16	21	33	17	35
SMG	MP5 MW	Charlie	MW	40	38	40	39	39	39	38	40	34	39	26	33	31	40	34	37	23
SMG	UZI	Delta	MW	30	21	31	32	29	36	40	23	20	20	34	15	25	37	17	23	40
SMG	PP19 BIZON	Echo	MW	23	19	23	20	28	27	30	17	25	15	33	25	19	25	39	32	37
SMG	MP7	Foxtrot	MW	36	31	15	38	24	37	23	35	25	19	38	40	25	39	20	36	18
SMG	STRIKER 45	Golf	MW	27	30	22	25	27	26	21	15	39	30	29	18	37	38	22	36	40
SMG	FENNEC	Hotel	MW	28	39	33	23	21	25	20	27	22	19	40	25	16	34	26	34	25
SMG	ISO	India	MW	39	38	30	18	17	30	30	20	15	24	21	31	29	32	38	16	17
SMG	MP5 CW	Alpha	CW	16	22	25	31	33	18	32	34	17	22	30	16	18	35	35	32	33
SMG	MILANO 821	Bravo	CW	19	27	36	25	28	40	37	19	39	26	28	21	40	32	40	35	17
SMG	AK74u	Charlie	CW	25	30	40	38	28	37	33	17	29	17	31	40	37	20	32	28	40
SMG	KSP 45	Delta	CW	22	26	17	32	19	37	30	31	18	39	38	23	25	35	20	31	17
SMG	BULLFROG	Echo	CW	40	19	39	16	39	26	30	16	29	28	26	26	21	20	32	26	21
SMG	MAC 10	Foxtrot	CW	35	34	25	19	29	24	20	17	24	36	19	20	40	17	16	33	20
SMG	LC10	Golf	CW	21	16	29	25	27	32	19	36	31	29	30	23	33	26	33	21	23
SMG	PPSH-41	Hotel	CW	26	36	21	35	23	30	38	24	25	37	23	28	29	34	40	23	40
	CX9																			
			CW	28	37	32	19	18	22	20	36	34	35	27	15	40	33	33	15	19
	OTS9		CW	23	17	29	18	19	26	30	30	22	38	22	20	23	23	29	27	32
	TEC 9			33	25	19	27	33	26	19	36	34	30	29	20	38	17	32	25	30
	LAPA			29	39	35	22	40	39	25	30	23	26	39	24	22	16	34	16	31

Horizontal Value- X

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

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	LC10	Golf	CW	9	3	-5	7	3	-1	9	5	2	4	8	-3	2	-2	-6	3	4		
SMG	PPSH-41	Hotel	CW	-4	-1	-2	1	-5	1	1	-5	4	5	-5	-4	-5	2	-1	-4	4		
	CX9		CW	-4	2	-2	0	3	5	9	4	1	0	6	3	3	-4	3	5	-4		
	OTS9		CW	-6	8	-3	1	8	4	6	6	-6	5	8	1	-2	8	-1	9	6		
	TEC 9			9	-4	7	-2	-4	3	-1	8	0	-2	2	-3	5	4	5	-5	-1		
	LAPA			2	-2	2	0	-5	-1	-2	0	4	2	6	-4	-2	0	9	-1	5		

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#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		Tiger team	Micro Flex LED			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	25	16	21	20	29	18	28	34	21	23	33	17	17	25	38	40	34
SMG	P90	Bravo	MW	35	40	34	20	37	36	24	18	15	18	30	15	30	37	37	24	40
SMG	MP5 MW	Charlie	MW	20	39	27	37	31	17	23	27	33	19	16	31	28	38	27	38	18
SMG	UZI	Delta	MW	37	28	33	15	19	34	29	30	19	15	35	27	23	27	28	36	30
SMG	PP19 BIZON	Echo	MW	34	27	31	24	23	26	21	33	31	19	32	20	33	19	35	18	28
SMG	MP7	Foxtrot	MW	39	40	36	16	27	36	37	31	18	40	37	35	31	23	29	21	17
SMG	STRIKER 45	Golf	MW	22	21	34	39	37	40	17	18	27	16	29	27	38	23	19	16	24
SMG	FENNEC	Hotel	MW	24	22	16	20	29	39	19	24	39	25	28	30	31	21	25	21	24
SMG	ISO	India	MW	21	16	29	39	19	22	29	17	25	35	25	39	31	23	22	18	23
SMG	MP5 CW	Alpha	CW	15	17	22	17	29	24	30	17	18	19	28	28	33	17	30	18	21
SMG	MILANO 821	Bravo	CW	27	26	18	22	36	25	25	32	36	39	33	20	19	31	36	23	35
SMG	AK74u	Charlie	CW	21	30	19	23	37	37	33	30	34	15	20	25	21	24	40	26	21
SMG	KSP 45	Delta	CW	17	25	33	19	28	39	31	37	23	33	15	18	18	18	40	28	22
SMG	BULLFROG	Echo	CW	32	36	17	19	19	27	23	30	32	37	23	38	26	40	35	37	20
SMG	MAC 10	Foxtrot	CW	17	34	16	16	26	33	15	17	15	20	39	26	39	24	23	20	19
SMG	LC10	Golf	CW	22	19	37	20	40	18	33	23	29	38	25	39	24	38	18	25	24
SMG	PPSH-41	Hotel	CW	16	25	39	18	40	26	39	39	35	30	30	40	16	29	27	24	23
	CX9		CW	25	23	15	33	36	17	40	30	24	37	23	31	30	22	24	34	18
	OTS9		CW	25	35	16	15	35	27	34	29	24	24	20	22	35	33	27	24	26
	TEC 9			37	40	18	24	27	25	22	33	32	34	18	30	36	37	22	32	33
	LAPA			34	36	34	37	29	16	18	31	32	24	16	40	24	18	28	38	38

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

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

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

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

Horizontal Value- X

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

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

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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		
	CX9				CX-38a	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	
	OTS9			Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
	Tec9			Full Auto Repeat	Task Force				Field agent/ Spet	48 mag	Raider stock	
	LAPA			Agency Supp		Tiger team	Micro Flex LED			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	25	31	34	30	20	18	18	38	32	28	32	15	29	17	22	31	34
SMG	P90	Bravo	MW	17	20	32	38	20	19	31	32	27	26	16	37	26	25	36	37	16
SMG	MP5 MW	Charlie	MW	31	31	36	35	31	34	20	23	18	33	27	31	35	26	38	30	38
SMG	UZI	Delta	MW	34	19	15	18	26	39	30	35	15	20	34	28	35	30	35	24	20
SMG	PP19 BIZON	Echo	MW	27	35	35	34	39	36	31	31	18	17	21	24	33	17	23	33	40
SMG	MP7	Foxtrot	MW	40	28	19	17	32	33	34	32	34	40	38	25	22	35	15	27	27
SMG	STRIKER 45	Golf	MW	15	31	21	26	26	19	16	38	18	40	40	35	38	26	16	21	40
SMG	FENNEC	Hotel	MW	27	37	27	28	35	24	29	24	20	26	38	40	27	40	20	17	19
SMG	ISO	India	MW	23	37	21	22	22	30	18	33	34	37	20	26	26	19	27	22	31
SMG	MP5 CW	Alpha	CW	21	23	28	25	23	28	20	29	34	28	28	34	35	15	17	25	38
SMG	MILANO 821	Bravo	CW	30	25	35	38	36	37	18	26	31	18	31	38	35	31	29	15	31
SMG	AK74u	Charlie	CW	33	23	22	39	30	18	15	40	18	23	22	19	35	38	19	27	30
SMG	KSP 45	Delta	CW	22	19	24	27	29	32	31	17	40	20	36	39	26	30	35	32	15
SMG	BULLFROG	Echo	CW	38	20	16	32	17	24	37	34	34	16	38	39	24	32	20	33	33
SMG	MAC 10	Foxtrot	CW	17	38	21	20	38	17	25	22	20	40	37	28	30	21	29	18	22
SMG	LC10	Golf	CW	33	32	29	27	23	39	28	36	37	37	31	36	19	28	32	38	36
SMG	PPSH-41	Hotel	CW	22	15	30	19	40	15	37	23	39	25	18	20	27	36	37	40	19
	CX9																			
	OTS9																			
	TEC 9																			
	LAPA																			

Horizontal Value- X

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

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

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

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

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

Horizontal Value- X

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

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

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Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

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Vertical Value- Y

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

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

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

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

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Vertical Value- Y

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

Horizontal Value- X

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

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

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	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	

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