

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/ Spetsnaz speed	60		
AR	AK 47 CW	Bravo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	60		
AR	KRIG 6	Charlie	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	60		
AR	QBZ-83	Delta	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	60		
AR	FFAR 1	Echo	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	mag		
AR	GROZA	Foxtrot	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	60		
AR	FARA 83	Golf	CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	50		
AR	C58		CW	Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	55		
AR	EM2			Agency/GRU	Task Force/Spetsnaz RPK		3X		Field Agent/ Spetsnaz speed	50		

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

Gun Shoots UP--- Increase Vertical Value Y

Gun Shoots Down--- Decrease Vertical Value Y

Gun Shoots LEFT--- Increase Horizontal value X

Gun Shoots Right--- Decrease Horizontal Value X

Vertical Value- Y

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

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	5	9	3	-5	7	4	2	2	-4	1	9	5	9	10	9	5
AR	FAL	Bravo	MW	-2	-1	-5	-1	-3	2	7	-2	-6	5	3	-4	11	1	-1	-4	3
AR	M4A1	Charlie	MW	11	11	10	10	2	-5	11	11	-1	7	-2	5	-3	3	1	6	-5
AR	FR 5.56	Delta	MW	-1	-3	2	-6	7	1	0	2	4	1	3	-4	6	4	7	1	-4
AR	ODEN	Echo	MW	5	10	-5	-4	-4	-6	2	-5	11	-3	-3	-1	1	8	-3	8	10
AR	M13	Foxtrot	MW	2	3	6	8	6	10	4	2	-2	5	-1	10	6	5	11	-4	6
AR	FN SCAR 17	Golf	MW	1	10	5	6	11	3	2	-4	-2	2	10	-4	-5	8	2	-6	11
AR	AK 47 MW	Hotel	MW	0	-2	-5	2	-2	-1	-3	0	-1	5	9	6	8	-6	6	4	5
AR	RAM-7	India	MW	9	1	6	3	-6	1	11	4	2	0	0	-5	0	10	1	-4	9
AR	GRAU 5.56	Juliett	MW	5	-5	2	7	2	9	-4	-2	-2	2	-2	0	8	9	-3	5	-1
AR	CR-56 AMAX	Kilo	MW	1	-4	8	10	8	-1	2	8	2	0	-6	5	3	2	-5	-5	9
AR	AN-94	Lima	MW	5	6	11	2	6	6	4	-6	-3	5	1	-1	-5	3	9	2	-3
AR	AS VAL	Mike	MW	6	2	1	2	4	5	11	1	-2	4	-1	7	-6	5	9	0	3
AR	XM4	Alpha	CW	-1	4	-4	4	2	5	10	6	2	4	-6	6	1	10	3	-5	-2

AR	AK 47 CW	Bravo	CW	-3	9	10	-1	11	11	10	7	-4	8	-4	-4	10	11	10	8	6
AR	KRIG 6	Charlie	CW	4	-2	-6	9	7	8	2	-3	1	-1	-4	3	11	6	-4	-6	-1
AR	QBZ-83	Delta	CW	0	10	9	11	9	-4	-2	6	-1	0	0	1	8	6	2	-1	0
AR	FFAR 1	Echo	CW	-4	9	-4	8	-3	9	0	-5	8	4	3	1	5	5	6	2	11
AR	GROZA	Foxtrot	CW	-5	0	10	-4	-2	-4	-1	-4	10	1	2	11	9	9	3	-5	3
AR	FARA 83	Golf	CW	-5	-3	-5	-3	-6	6	0	5	11	-3	2	11	-5	2	-4	5	11
AR	C58			-6	6	9	5	9	9	0	2	11	6	3	4	4	9	2	-5	3
	EM2			-3	6	-2	-4	-6	-3	4	-2	-2	10	9	7	-6	7	4	5	0

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

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

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

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

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

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

## Horizontal Value- X

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

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



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

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

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

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

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

## Horizontal Value- X

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

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

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

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

Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	5	19	-3	-2	2	-5	22	6	11	13	30	16	4	28	19	19	14
SMG	P90	Bravo	MW	23	22	22	29	23	9	13	25	1	10	-5	6	2	10	14	0	19
SMG	MP5 MW	Charlie	MW	12	20	16	6	24	19	12	7	15	1	29	26	8	7	-1	9	22
SMG	UZI	Delta	MW	22	7	-1	10	12	15	13	-4	28	30	-1	6	10	5	28	-5	25
SMG	PP19 BIZON	Echo	MW	-1	18	1	17	-3	11	3	28	11	0	4	18	11	4	10	18	20
SMG	MP7	Foxtrot	MW	11	28	9	15	17	26	2	25	20	24	15	20	-3	25	2	28	0
SMG	STRIKER 45	Golf	MW	-3	18	28	6	20	30	11	24	9	3	10	10	6	20	23	15	15
SMG	FENNEC	Hotel	MW	10	15	13	-4	-1	0	10	28	10	22	27	-5	15	5	8	8	-3
SMG	ISO	India	MW	25	30	23	24	23	30	9	10	2	20	11	-5	-4	29	20	-1	18
SMG	MP5 CW	Alpha	CW	3	15	0	7	2	-3	2	9	29	-1	13	29	17	2	12	-5	26
SMG	MILANO 821	Bravo	CW	4	-5	30	20	15	15	30	19	29	21	30	1	-4	-4	30	15	9
SMG	AK74u	Charlie	CW	24	21	-1	6	7	4	13	29	-2	-1	23	0	2	10	29	26	3
SMG	KSP 45	Delta	CW	19	8	8	29	-1	25	30	29	25	27	9	-4	0	15	5	0	-3
SMG	BULLFROG	Echo	CW	0	20	26	12	18	8	12	14	26	22	24	9	6	3	25	16	-1
SMG	MAC 10	Foxtrot	CW	1	18	0	21	19	-3	-5	14	-3	10	7	28	20	-4	21	4	-5
SMG	LC10	Golf	CW	22	3	19	30	0	3	15	-4	30	5	27	18	16	5	14	21	27
SMG	PPSH-41	Hotel	CW	21	21	6	29	22	29	20	5	14	26	20	11	20	-4	3	-3	3
CX9 OTS9 TEC 9			CW	20	23	26	4	11	27	23	30	23	23	20	15	2	29	27	7	9
			CW	19	5	29	3	1	5	3	1	23	-1	27	-5	21	29	2	2	14
				15	0	20	25	7	0	7	6	9	12	23	26	26	8	30	10	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	5	4	6	5	3	-3	9	2	4	4	4	-4	-6	4	3	1	4
SMG	P90	Bravo	MW	4	7	9	7	-6	-3	-4	8	1	1	-3	1	-6	4	2	9	4
SMG	MP5 MW	Charlie	MW	5	2	9	-1	0	-1	3	-3	-2	2	4	8	-2	9	5	-4	2
SMG	UZI	Delta	MW	3	4	4	-3	-3	-6	5	-6	-5	4	-2	-2	-5	8	2	9	2
SMG	PP19 BIZON	Echo	MW	3	-1	-1	-2	7	8	1	-6	-2	3	7	-6	-5	-6	1	2	8
SMG	MP7	Foxtrot	MW	-4	-2	8	1	1	-1	6	1	9	7	-4	9	1	9	-5	0	0
SMG	STRIKER 45	Golf	MW	3	-2	3	3	3	-3	-1	-5	-1	6	5	-4	2	-5	8	-6	3
SMG	FENNEC	Hotel	MW	5	-5	5	5	0	-1	4	-4	5	8	6	-6	-6	-4	4	3	-4
SMG	ISO	India	MW	3	3	6	-1	4	0	-6	-6	0	-2	5	1	9	8	-6	4	4
SMG	MP5 CW	Alpha	CW	-2	7	3	0	3	-1	0	-1	2	3	-3	2	2	-4	7	5	3
SMG	MILANO 821	Bravo	CW	-6	-1	8	8	-5	-5	1	4	8	6	6	-4	1	-5	-6	0	5
SMG	AK74u	Charlie	CW	5	-3	1	-4	-4	6	-1	9	1	-4	2	6	-3	9	6	8	9
SMG	KSP 45	Delta	CW	-2	6	7	-1	-5	-4	8	8	-2	2	-6	-6	3	-2	5	9	-5
SMG	BULLFROG	Echo	CW	6	-4	-6	0	8	1	6	6	1	6	-1	2	3	-1	-4	-3	5
SMG	MAC 10	Foxtrot	CW	-1	2	5	-1	-4	-2	4	1	0	9	7	5	8	3	7	2	0
SMG	LC10	Golf	CW	-5	-3	4	-1	5	-1	4	3	4	-1	5	6	-3	8	8	-6	7
SMG	PPSH-41	Hotel	CW	2	-3	-6	-4	3	-4	-1	5	6	2	3	8	-3	1	-6	5	-6

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

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

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

CX9				CX-38a	Tac laser				Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
TEC9				Full Auto Repeat	Task Force				Field agent/ Spet	48 mag	Raider stock	

Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	5	5	9	5	14	7	8	9	7	27	11	9	5	18	-4	24	18
SMG	P90	Bravo	MW	2	12	-1	24	8	0	28	18	13	2	7	11	29	5	1	22	19
SMG	MP5 MW	Charlie	MW	5	12	24	-2	24	12	8	-3	20	18	30	21	7	30	6	3	26
SMG	UZI	Delta	MW	-5	21	15	6	20	23	27	5	3	8	5	10	18	27	10	5	11
SMG	PP19 BIZON	Echo	MW	20	30	1	-2	20	26	12	11	17	19	-1	23	9	10	7	17	14
SMG	MP7	Foxtrot	MW	-2	22	0	27	13	28	8	13	22	5	10	15	-5	15	22	0	7
SMG	STRIKER 45	Golf	MW	24	24	13	20	7	-5	9	23	24	21	16	19	0	27	7	20	27
SMG	FENNEC	Hotel	MW	26	2	-2	-2	-3	-1	13	11	-3	-1	15	3	11	8	18	24	21
SMG	ISO	India	MW	-3	29	-3	28	-3	13	6	28	11	-3	13	26	10	3	11	9	18
SMG	MP5 CW	Alpha	CW	23	3	-1	12	-1	-1	1	12	21	16	27	5	5	26	9	29	28
SMG	MILANO 821	Bravo	CW	11	23	-2	29	22	-5	19	15	9	22	18	1	16	-1	12	27	19
SMG	AK74u	Charlie	CW	20	6	10	10	2	6	13	24	12	-1	26	-3	6	-4	15	13	13
SMG	KSP 45	Delta	CW	24	25	10	22	-5	1	18	24	1	22	11	8	28	9	21	27	19
SMG	BULLFROG	Echo	CW	-3	0	18	23	-4	-2	6	19	25	29	25	19	-4	24	18	11	30
SMG	MAC 10	Foxtrot	CW	28	27	13	24	20	4	13	30	29	18	19	2	29	-3	24	6	5
SMG	LC10	Golf	CW	0	3	30	19	4	-4	6	5	3	9	5	1	6	18	4	26	23
SMG	PPSH-41	Hotel	CW	7	27	-1	10	16	7	26	24	15	-1	10	6	-2	16	21	-2	-5
	CX9		CW	14	6	18	2	20	-2	28	3	17	10	15	22	-2	7	-4	25	30
	OTS9		CW	-2	8	1	13	24	24	9	25	16	15	7	9	11	26	15	-5	4
	TEC 9			-5	21	25	20	1	24	3	12	9	7	21	-3	8	-5	4	18	-1

Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	1	2	2	3	7	5	9	-5	-1	4	5	-2	-4	6	3	-6	8
SMG	P90	Bravo	MW	-4	2	9	-5	1	6	8	-6	6	3	9	-5	-4	9	9	5	-1
SMG	MP5 MW	Charlie	MW	1	-6	4	3	8	9	-6	9	5	2	5	6	-6	-4	2	-2	3
SMG	UZI	Delta	MW	2	-4	7	-1	2	2	-6	-6	-1	-3	8	9	8	8	7	7	4
SMG	PP19 BIZON	Echo	MW	3	1	2	-5	6	0	4	-1	-3	0	-3	-6	4	-3	8	-4	-4
SMG	MP7	Foxtrot	MW	1	1	-1	-1	2	0	6	0	-3	-2	-3	-2	9	2	2	0	-1
SMG	STRIKER 45	Golf	MW	6	5	-3	-1	-6	9	-4	-3	0	3	-6	9	-2	-5	6	5	0
SMG	FENNEC	Hotel	MW	4	-2	5	-2	-2	3	3	1	7	3	0	0	4	2	2	-1	3
SMG	ISO	India	MW	5	-4	-4	9	6	6	-4	0	9	-4	-6	9	2	-6	2	-2	-6
SMG	MP5 CW	Alpha	CW	8	2	-1	-2	3	0	-5	0	4	-3	6	9	-4	5	7	0	8
SMG	MILANO 821	Bravo	CW	4	-6	-3	-2	8	7	6	2	5	-6	4	8	4	4	1	-4	9
SMG	AK74u	Charlie	CW	1	4	5	6	-3	-3	-1	-6	-4	-2	5	0	-5	7	8	9	9
SMG	KSP 45	Delta	CW	2	7	6	-2	5	-6	-5	-4	-4	0	-4	3	-2	3	-5	-3	-2
SMG	BULLFROG	Echo	CW	1	-4	7	3	6	0	3	-4	-1	8	4	7	-4	7	0	6	0
SMG	MAC 10	Foxtrot	CW	-5	-2	1	-5	7	-3	6	0	1	5	0	-6	-4	9	7	6	6
SMG	LC10	Golf	CW	6	0	9	3	0	4	-2	6	3	9	2	2	7	-3	5	-1	7
SMG	PPSH-41	Hotel	CW	1	-2	5	-4	9	3	-2	2	6	5	-6	0	1	-4	7	8	2
CX9				CW	8	2	4	-1	4	8	6	1	4	6	9	8	1	-5	-1	0

OTS9		CW	-5	6	6	-2	-2	5	-5	6	9	-4	3	-5	-2	-3	8	5	4		
TEC9			7	0	-2	1	-1	7	-1	-1	-5	-5	9	9	8	-4	7	-2	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

GUN TYPE	NAME	CLASS	GAME	Muzzle	Barrel	Laser	Optic	Stock	Underbarrel	Ammo	Rear grip	Perk
SMG	AUG MW	Alpha	MW	mono	407mm		vik/holo		cammando	60 mag nato		
SMG	P90	Bravo	MW	mono	forge tac ret	tac laser		forge tac comb			stripped	
SMG	MP5 MW	Charlie	MW	Mono		5mw		FTAC Clalpsible	Merc	45		
SMG	UZI	Delta	MW	mono	carbine pro	5mw			merc	31 ae rounds		
SMG	PP19 BIZON	Echo	MW	mono	8.7 steel	5mw		skeleton			stripped	
SMG	MP7	Foxtrot	MW	mono	recon	tac laser			merc	60		
SMG	STRIKER 45	Golf	MW	mono	400mm				merc	45	ftac g5 exo	
SMG	FENNEC	Hotel	MW			5mw		no stock	merc	40		sleight of hand
SMG	ISO	India	MW		nightsade	5mw			merc	50	stripped	
SMG	CX-9	Juliett	MW	#N/A		#N/A	#N/A	#N/A	#N/A	#N/A	#N/A	#N/A
SMG	MP5 CW	Alpha	CW	Sound Supp		Gru 5mw		No Stock	ld agent/Spetsn	Biggest Mag/50		
SMG	MILANO 821	Bravo	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	AK74u	Charlie	CW	Sound Supp	task force			pkm/skeleton	ld agent/Spetsn	50		
SMG	KSP 45	Delta	CW	Sound Supp	task force			combat	ld agent/Spetsn	48		
SMG	BULLFROG	Echo	CW	Sound Supp	task force	Gru 5mw		No stock	ld agent/Spetsn			
SMG	MAC 10	Foxtrot	CW	Sound Supp	task force			raider	ld agent/Spetsn	53		
SMG	LC10	Golf	CW	Sound Supp	task force			combat	ld agent/Spetsn	55		
SMG	PPSH-41	Hotel	CW	Sound Supp	task force			NO Stock	ld agent/Spetsn	Biggest MAG/55		
CX9					CX-38a	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force				Field agent/ Spet	40 mag	GRU Elastic rap	
TEC9				Full Auto Repeat	Task Force				Field agent/ Spet	48 mag	Raider stock	

Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	4	0	3	19	10	19	25	18	3	-3	12	3	3	4	23	23	-3
SMG	P90	Bravo	MW	4	23	18	19	13	22	13	22	-5	-5	6	16	-5	14	1	27	4
SMG	MP5 MW	Charlie	MW	15	-5	13	-3	21	7	6	20	24	29	23	18	7	23	23	19	11
SMG	UZI	Delta	MW	0	25	20	11	9	1	26	14	-4	25	3	7	4	27	27	12	2
SMG	PP19 BIZON	Echo	MW	-1	2	25	-4	5	-1	7	4	18	27	6	22	2	3	24	28	14
SMG	MP7	Foxtrot	MW	8	24	24	6	22	13	9	20	5	22	18	20	-5	-3	18	26	27
SMG	STRIKER 45	Golf	MW	23	22	14	-4	20	11	5	23	10	8	-1	9	5	2	18	3	5
SMG	FENNEC	Hotel	MW	0	12	12	13	16	1	15	21	1	11	13	16	9	24	15	2	20
SMG	ISO	India	MW	-2	15	26	10	24	28	13	10	-5	-1	19	14	1	20	16	24	6
SMG	MP5 CW	Alpha	CW	2	24	-3	2	1	11	1	-2	28	23	27	-5	6	24	-4	18	29
SMG	MILANO 821	Bravo	CW	10	14	0	7	2	1	27	15	-3	0	-1	10	20	27	26	-2	13
SMG	AK74u	Charlie	CW	9	28	0	17	17	13	6	28	-3	13	3	18	21	30	-2	16	12
SMG	KSP 45	Delta	CW	21	5	19	1	10	18	12	15	5	13	12	11	-2	20	-1	-5	-2
SMG	BULLFROG	Echo	CW	4	9	19	12	30	10	10	11	4	22	-2	28	13	16	7	30	-4
SMG	MAC 10	Foxtrot	CW	19	1	-2	28	22	16	16	-1	26	-3	2	19	30	15	13	7	27
SMG	LC10	Golf	CW	18	15	29	-1	10	30	9	28	17	0	7	9	12	6	17	11	-5
SMG	PPSH-41	Hotel	CW	9	8	11	22	28	-5	12	15	4	4	10	-1	-5	5	1	12	23
CX9				CW	25	1	9	1	-1	30	30	19	1	-3	17	24	-4	21	19	-1
OTS9				CW	-1	5	7	0	12	19	9	3	25	27	25	10	-4	29	15	13
TEC 9					3	8	-4	6	30	29	6	13	3	22	4	14	25	22	4	-4

Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	7	-6	5	5	-1	-1	6	2	-2	4	-3	-3	-3	6	4	-1	5
SMG	P90	Bravo	MW	-5	4	1	8	-3	6	-2	-5	2	-3	9	2	-2	1	-5	4	6
SMG	MP5 MW	Charlie	MW	0	1	2	-2	7	5	6	1	-4	0	7	-1	-1	-4	-2	-2	5
SMG	UZI	Delta	MW	-3	3	8	5	-3	3	-4	0	-2	5	8	7	-3	-1	6	-3	5
SMG	PP19 BIZON	Echo	MW	-2	8	7	-4	8	2	5	2	-5	5	1	-4	0	9	-2	4	7
SMG	MP7	Foxtrot	MW	-1	3	-3	4	8	6	2	1	-3	-4	8	7	-1	-2	2	-4	9
SMG	STRIKER 45	Golf	MW	8	-5	3	8	-5	8	7	-5	-1	5	3	-3	8	3	4	5	1
SMG	FENNEC	Hotel	MW	-3	6	6	5	9	5	9	-5	1	8	6	2	6	-5	7	-2	8
SMG	ISO	India	MW	7	3	6	-6	-3	4	1	9	6	-1	3	8	9	-6	2	5	-5
SMG	MP5 CW	Alpha	CW	0	-2	-1	-1	6	3	-2	2	-2	0	-5	9	-1	3	7	0	2
SMG	MILANO 821	Bravo	CW	-2	8	4	-1	-1	9	-4	6	8	-2	3	-6	-4	7	-4	0	5
SMG	AK74u	Charlie	CW	-4	8	3	3	7	6	8	1	5	-3	3	-6	-5	8	4	0	-3
SMG	KSP 45	Delta	CW	1	0	-6	-4	-1	-3	2	6	9	-5	1	6	6	2	7	-3	1
SMG	BULLFROG	Echo	CW	-3	-3	-2	-1	0	-2	8	-4	-4	8	3	9	5	-5	-1	4	5
SMG	MAC 10	Foxtrot	CW	5	-2	5	4	4	8	7	2	6	6	6	-5	-1	6	2	-5	
SMG	LC10	Golf	CW	0	1	8	9	-1	-3	-4	5	3	-6	-2	6	4	3	4	9	-3
SMG	PPSH-41	Hotel	CW	5	5	8	6	4	-2	7	-3	7	3	-5	3	3	-5	-5	5	9
CX9				CW	9	1	-4	-2	9	9	7	3	4	-3	5	-3	3	8	0	-1

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

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

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

CX9				CX-38a	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force			Field agent/ Spet	40 mag	GRU Elastic rap	
TEC9				Full Auto Repeat	Task Force			Field agent/ Spet	48 mag	Raider stock	

Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	0	-1	14	12	10	12	-5	-5	3	4	-3	6	-6	-5	15	13	0
SMG	P90	Bravo	MW	6	1	8	-6	4	3	13	2	14	-1	10	13	-2	14	5	0	3
SMG	MP5 MW	Charlie	MW	15	10	10	-2	4	9	-1	7	14	7	15	-1	1	-1	-6	15	15
SMG	UZI	Delta	MW	-2	-2	-3	-5	-2	1	12	12	9	-6	7	3	4	9	1	-5	3
SMG	PP19 BIZON	Echo	MW	-5	9	2	1	2	-1	11	9	12	4	11	12	2	-2	-6	12	8
SMG	MP7	Foxtrot	MW	-6	-4	11	1	3	12	-3	11	12	15	-1	-6	-1	3	7	15	-6
SMG	STRIKER 45	Golf	MW	9	-2	1	8	-6	-2	-3	-3	11	-4	3	0	-3	3	14	9	-6
SMG	FENNEC	Hotel	MW	10	4	9	-6	-5	-1	-3	14	15	0	9	5	9	12	8	10	1
SMG	ISO	India	MW	8	11	5	1	-4	5	14	-5	9	4	7	14	13	-6	2	2	3
SMG	MP5 CW	Alpha	CW	11	15	4	6	-4	-1	-1	7	-5	11	11	8	8	6	3	13	4
SMG	MILANO 821	Bravo	CW	9	15	12	-5	-4	-4	13	5	-4	7	10	-2	-3	11	6	6	-6
SMG	AK74u	Charlie	CW	13	3	6	-5	6	1	9	14	15	13	10	4	3	9	-5	9	-6
SMG	KSP 45	Delta	CW	-5	1	2	-3	10	4	1	1	-3	1	13	15	13	-2	-6	-5	-2
SMG	BULLFROG	Echo	CW	-6	5	9	3	-2	-1	0	-3	4	-5	3	11	13	14	7	-1	6
SMG	MAC 10	Foxtrot	CW	11	8	3	-2	12	8	13	10	15	-3	-2	15	0	7	3	0	11
SMG	LC10	Golf	CW	8	14	6	-6	0	10	5	14	12	14	-4	7	-6	7	1	13	-6
SMG	PPSH-41	Hotel	CW	-3	1	6	0	13	4	12	-1	6	1	-5	-6	10	4	9	-5	6
	CX9		CW	-2	8	5	1	-5	10	13	15	2	1	4	-1	5	-5	3	1	-6
	OTS9		CW	0	8	2	4	0	1	14	6	-2	15	7	-2	5	12	14	15	2
	TEC 9			12	12	-4	-6	14	8	-1	13	6	1	15	11	1	-5	3	7	

Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	-1	1	-2	8	-2	0	-1	-6	2	0	1	-1	-1	1	4	10	-4
SMG	P90	Bravo	MW	4	5	9	0	1	5	10	3	-3	6	-4	5	-5	8	-6	-1	-5
SMG	MP5 MW	Charlie	MW	-3	2	-6	6	-6	-6	-2	10	-4	-4	8	7	1	-2	-4	1	3
SMG	UZI	Delta	MW	0	0	5	7	10	-4	-4	9	-2	6	0	-1	1	10	7	10	-6
SMG	PP19 BIZON	Echo	MW	-4	2	-4	10	7	6	4	5	9	10	-5	5	1	7	9	-2	6
SMG	MP7	Foxtrot	MW	3	3	-3	0	5	10	10	-6	-2	2	1	-3	4	3	-5	0	-5
SMG	STRIKER 45	Golf	MW	8	9	-6	6	-3	-5	5	0	6	4	7	8	-4	5	2	7	1
SMG	FENNEC	Hotel	MW	8	5	2	2	-6	-6	3	-5	1	-2	0	4	-5	4	4	9	-2
SMG	ISO	India	MW	10	6	8	6	9	1	8	1	9	6	6	9	-6	2	-4	-5	5
SMG	MP5 CW	Alpha	CW	0	2	2	6	4	7	-4	-1	-1	-5	7	7	0	9	10	0	2
SMG	MILANO 821	Bravo	CW	7	10	5	9	5	0	-4	7	-2	-1	6	3	4	-6	3	8	6
SMG	AK74u	Charlie	CW	0	10	-2	-6	0	-4	0	-4	-6	-6	8	6	-6	-5	-5	-6	1
SMG	KSP 45	Delta	CW	7	0	7	10	-2	4	0	-3	1	4	-5	2	-1	8	-2	9	-6
SMG	BULLFROG	Echo	CW	0	-6	6	-6	-3	-2	-1	7	0	1	4	8	-2	3	0	-4	10
SMG	MAC 10	Foxtrot	CW	3	10	3	-5	2	-4	1	0	-2	8	10	9	-4	7	9	-2	-1
SMG	LC10	Golf	CW	2	-4	-3	-3	-6	6	-3	-2	-3	-2	5	1	-2	7	3	-4	-5
SMG	PPSH-41	Hotel	CW	2	1	-5	1	0	6	2	7	6	8	4	2	8	3	-2	-6	-4
	CX9		CW	6	8	-2	8	-3	5	3	1	6	-4	5	-3	7	10	4	4	4

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

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

CX9				CX-38a	Tac laser			Merc forgrip	50 mag	CX-9 Tac grip	
OTS9				Sound supp	Task force			Field agent/ Spet	40 mag	GRU Elastic rap	
TEC9				Full Auto Repeat	Task Force			Field agent/ Spet	48 mag	Raider stock	

Vertical Value- Y

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	-3	-2	14	-5	-6	0	2	-4	4	7	-4	6	5	10	-1	-6	6
SMG	P90	Bravo	MW	3	14	3	14	12	-5	5	-6	12	-3	-4	13	13	-1	15	13	15
SMG	MP5 MW	Charlie	MW	11	8	-4	7	2	8	14	11	7	7	5	-1	15	2	4	10	4
SMG	UZI	Delta	MW	8	10	0	-5	-3	14	5	14	13	14	13	-4	3	-1	-5	9	15
SMG	PP19 BIZON	Echo	MW	-1	9	-3	6	12	-5	12	-4	0	0	2	6	12	5	15	10	14
SMG	MP7	Foxtrot	MW	-2	6	10	13	7	6	11	-4	6	1	9	4	0	3	9	7	-1
SMG	STRIKER 45	Golf	MW	-4	14	-3	2	1	12	9	11	-3	9	11	9	4	0	-6	2	12
SMG	FENNEC	Hotel	MW	11	-2	13	3	9	-2	8	14	-5	1	-1	15	9	-3	14	4	4
SMG	ISO	India	MW	-3	11	5	8	5	13	12	14	4	-1	14	15	1	5	-2	-3	-3
SMG	MP5 CW	Alpha	CW	-3	7	9	8	-4	-1	4	12	5	14	4	15	-3	2	15	12	-3
SMG	MILANO 821	Bravo	CW	-4	11	12	3	13	5	-4	7	-5	12	-4	15	2	13	-1	2	5
SMG	AK74u	Charlie	CW	-4	-5	1	15	7	0	-1	-5	15	10	15	-5	-5	-6	-3	10	12
SMG	KSP 45	Delta	CW	11	3	5	2	13	-3	1	0	-4	12	14	-3	-5	5	8	8	10
SMG	BULLFROG	Echo	CW	-3	-6	7	7	-3	1	14	-3	-2	12	2	-4	-1	15	7	11	
SMG	MAC 10	Foxtrot	CW	11	8	-4	2	-4	-5	6	9	-3	-2	6	7	0	15	-4	13	13
SMG	LC10	Golf	CW	1	0	8	3	8	7	-3	5	1	15	-1	10	-1	0	10	4	2
SMG	PPSH-41	Hotel	CW	-1	0	6	6	-2	11	3	11	15	1	-3	8	12	10	3	6	1
CX9				12	11	-6	13	3	-5	2	3	7	-4	-2	14	-1	14	6	-6	3
OTS9				1	13	13	-3	-3	2	-2	9	13	3	13	13	5	-1	3	6	2
TEC 9				-6	-4	8	5	-3	15	-2	3	10	11	6	-5	-6	11	10	14	-3

Horizontal Value- X

GUN TYPE	NAME	CLASS	GAME	RECOIL for 5,5	RECOIL for 6,6	RECOIL for 7,7	RECOIL for 8,8	RECOIL for 9,9	RECOIL for 10,10	RECOIL for 11,11	RECOIL for 12,12	RECOIL for 13,13	RECOIL for 14,14	RECOIL for 15,15	RECOIL for 16,16	RECOIL for 17,17	RECOIL for 18,18	RECOIL for 19,19	RECOIL for 20,20	RECOIL for 4,4
SMG	AUG MW	Alpha	MW	5	9	0	-1	6	2	-5	10	9	2	7	7	4	-6	-3	6	4
SMG	P90	Bravo	MW	-4	-4	1	-5	7	9	-4	5	-5	4	0	0	5	0	3	2	1
SMG	MP5 MW	Charlie	MW	-2	10	-6	1	10	2	6	10	4	2	-6	-1	2	-3	-6	9	5
SMG	UZI	Delta	MW	9	-3	-1	4	-5	2	9	-1	10	-3	4	3	3	-2	0	2	-2
SMG	PP19 BIZON	Echo	MW	3	2	0	2	7	4	10	-3	4	5	-5	4	-1	8	3	-6	-1
SMG	MP7	Foxtrot	MW	7	-1	0	-4	-4	6	2	9	-6	1	-5	-2	4	3	-4	7	8
SMG	STRIKER 45	Golf	MW	0	6	-2	10	8	-2	9	7	2	5	2	10	10	-6	8	0	5
SMG	FENNEC	Hotel	MW	9	0	1	3	-4	-3	3	3	-1	3	3	1	8	9	-4	-3	8
SMG	ISO	India	MW	9	-5	-1	9	8	-5	-1	2	7	3	10	-3	-1	7	1	0	-6
SMG	MP5 CW	Alpha	CW	-4	5	1	6	-3	0	5	-2	8	6	10	5	9	0	-6	-1	4
SMG	MILANO 821	Bravo	CW	-3	9	8	10	-3	4	1	-1	6	1	0	-2	7	8	7	9	-1
SMG	AK74u	Charlie	CW	1	8	7	-2	-3	7	9	10	6	-1	6	7	-2	-5	4	-4	10
SMG	KSP 45	Delta	CW	5	-2	9	-6	3	4	-5	6	-5	8	-5	10	5	10	-6	1	-1
SMG	BULLFROG	Echo	CW	2	0	6	5	4	5	10	5	6	3	9	6	2	-2	-4	6	8
SMG	MAC 10	Foxtrot	CW	7	7	-2	4	3	3	5	2	-6	4	7	-3	2	-4	-5	1	4
SMG	LC10	Golf	CW	-1	9	2	-4	-1	8	1	3	-6	2	2	-4	5	-1	3	4	-6
SMG	PPSH-41	Hotel	CW	0	-5	0	7	4	-5	-4	6	4	8	1	1	0	-5	8	7	8
CX9				2	1	3	-6	-4	-4	1	9	7	-4	0	-5	4	2	7	7	8

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

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	12	8	3	-3	10	-1	10	7	14	15	15	0	10	14	10	8	-1
SMG	P90	Bravo	MW	11	2	3	13	13	-5	8	-6	8	7	6	10	-5	-1	-5	-2	8
SMG	MP5 MW	Charlie	MW	13	11	7	1	-6	14	-6	-2	2	12	15	-4	2	11	5	7	8
SMG	UZI	Delta	MW	7	-2	0	-3	15	11	14	-5	14	-5	-4	-3	14	-3	12	-5	-6
SMG	PP19 BIZON	Echo	MW	15	5	5	-4	-2	-3	11	4	-5	4	-2	-3	8	7	6	7	10
SMG	MP7	Foxtrot	MW	-4	9	6	12	-1	-1	11	12	11	1	11	11	-5	12	7	-5	7
SMG	STRIKER 45	Golf	MW	11	-2	1	5	9	5	2	4	3	-5	6	-6	-3	2	-3	11	-2
SMG	FENNEC	Hotel	MW	10	0	12	-2	13	1	6	1	-1	13	-1	5	3	2	5	11	10
SMG	ISO	India	MW	-2	-1	11	-2	4	2	3	13	0	5	-6	9	15	15	-5	-5	0
SMG	MP5 CW	Alpha	CW	6	-3	-3	-6	12	10	11	15	-3	-3	4	0	14	-6	7	5	5
SMG	MILANO 821	Bravo	CW	3	-1	2	-3	-3	-5	-2	8	9	4	-1	2	-5	2	15	5	5
SMG	AK74u	Charlie	CW	13	15	-1	-3	11	-3	7	6	7	-2	13	-5	6	-6	-6	9	0
SMG	KSP 45	Delta	CW	1	4	15	-3	8	10	-5	-3	12	5	3	8	5	9	12	15	-5
SMG	BULLFROG	Echo	CW	1	8	12	15	3	-3	0	7	-4	-3	3	-6	4	6	-6	13	-1
SMG	MAC 10	Foxtrot	CW	2	9	-3	0	11	6	8	14	-5	-1	9	10	8	-5	-4	-2	13
SMG	LC10	Golf	CW	-4	-3	14	0	7	-6	-4	12	1	-2	7	-6	-4	12	2	-4	-1
SMG	PPSH-41	Hotel	CW	-3	-5	1	12	-4	10	-6	12	15	15	6	9	0	11	11	5	2
CX9 OTS9			CW	0	-1	14	-2	-2	0	1	10	13	8	-4	-3	-5	12	4	-6	-3
			CW	-6	-6	13	0	8	5	15	1	15	13	-4	3	5	11	4	-3	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
SMG	AUG MW	Alpha	MW	-1	3	-5	6	0	1	-4	1	5	9	6	-3	-5	-3	5	1	
SMG	P90	Bravo	MW	-6	6	5	6	10	-1	7	5	9	7	6	0	4	5	1	10	10
SMG	MP5 MW	Charlie	MW	1	6	-5	0	-1	6	0	4	-2	3	3	1	-5	-3	-4	7	-3
SMG	UZI	Delta	MW	4	6	5	8	2	1	-1	3	3	10	-2	-4	4	2	-4	10	-1
SMG	PP19 BIZON	Echo	MW	-4	-1	7	10	-6	-2	2	-2	7	6	-2	-5	0	1	2	-3	-5
SMG	MP7	Foxtrot	MW	-5	-2	2	2	-4	-6	4	-2	5	9	6	-6	2	0	-3	-1	7
SMG	STRIKER 45	Golf	MW	0	3	7	2	3	10	5	-2	9	8	0	6	-4	10	10	2	-2
SMG	FENNEC	Hotel	MW	-3	-2	-6	-1	-6	6	6	-3	1	8	7	5	8	-1	10	2	5
SMG	ISO	India	MW	-5	10	-2	10	9	0	5	0	-3	7	1	9	7	8	-5	-2	-3
SMG	MP5 CW	Alpha	CW	5	10	3	7	8	3	-6	6	0	6	-1	10	0	1	8	0	9
SMG	MILANO 821	Bravo	CW	6	-4	-3	2	10	7	0	-1	10	0	-1	9	6	4	8	-2	-1
SMG	AK74u	Charlie	CW	8	-4	4	-6	3	-6	-1	-3	-2	-6	-2	2	8	8	8	-1	8
SMG	KSP 45	Delta	CW	3	-6	-4	7	-3	-2	2	8	-5	10	10	1	-6	10	5	8	8
SMG	BULLFROG	Echo	CW	-2	2	1	-2	1	3	10	-4	-2	-2	1	6	6	-1	-3	7	10
SMG	MAC 10	Foxtrot	CW	2	-1	4	3	7	-6	-3	4	4	2	8	2	0	3	1	9	-4
SMG	LC10	Golf	CW	7	10	-1	-4	8	4	-5	8	6	9	-6	10	-4	0	6	1	8
SMG	PPSH-41	Hotel	CW	-1	-6	-2	10	0	5	6	4	1	-6	4	8	7	6	-2	2	5
	CX9		CW	3	3	4	3	5	1	6	-6	1	1	5	-5	-1	10	8	-2	10

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