

gun

overkill weapons:

Interceptor: Get out of jail free card
Marcom Mamba MGL: Carpet bomber!
sociopath: Bonk
HET-5 Red Fox: Payday 2 Graze
M135 Arges: Brass Beast

pistols:

Garstini Viper .50AE: My wrists hurt
Jackknife SE5: Where Did My Dozer Go?
Picchio Duro 5: Random bullets go
Bullkick 500: My Shoulder is Gone :(
signature 40 : Peashooter
J&M Castigo 44: It's High Noon
Stryk 7: I GOT A GLOCK IN MY RARI
SP Model 11: Zombies Starter
signature 403 (default but tan): Repeater
sforza bison : Lowercase Castigo

assault rifles:

vf-7s: Fortnite Golden Scar
ku-59: Ol' Reliable
blyspruta mx63: Bottomless mag
car-4: Jack Of All Traits
adelig rg5: The Falcon Payday 2
chanit s3: Ewww, French
Northwest B-9: AK Made in China

MARKSMAN RIFLE:

Reinfeld 900S: THE Sniper
sa a144: The Classic
fik 22 tlr: Marksman Rifle Apparently?
Spearfish 1895: Point and Click Adventure

shotguns:

reinfeld 880: God Tier Feel
fsa-12g: Dozers Be Gone!
tas-12: Trepang2 Shotgun
m7 pursuivant: Pop Pop Pop
Mosconi 12 classic: Super Shotgun
Justicar: Executioner BO2

smg:

atk-7: The Cloaker's Blaster
war-45: That one John Wick dlc gun
ziv commando: Jiro's coming back, I promise!
sg compact-7: Where's the extended stock :(
tribune 32 : Damage per sometimes
fik pc9 : Joy's piece 2

presets from dlcs:

miami decadence: Not Jacket's piece!!!

freedom's fortune: Mustang Without Sally

Queen's revenge: Pimp My CAR4

presets:

sentinel: Angry birds

porch king: BORN IN THE USA!!!

long rager: Goldfinger

tin hammer: Not The Bullkick

monument: Sicario's Revenge

the poacher: Unfair Hunting

square off: Be There or Be Square

ruthless: 3 cents on steam market

hard cough: *cough* *cough*

hard liquid: Victim Shower

featherlight: 3 cents wolf skin

thunder scythe: Ka-chow!

kick-murder: Pocket Sized Massacre

lycan: "Monster" by Skillet <https://www.youtube.com/shorts/jvJo1AsmiB0>

R900S "The Lance": HITMAN World of Assassination

Maniacal moonshiner: Compact Patriotism

PC9 "Veteran Ranger": LOOOOONG Gun

NW B-9 "Wraith": AK Made in China But Silent