LM  Carl laod magazine  Image in the second seco											
LLMCan't laod magazineImage: state in the state i											
LLMCan't laod magazineImage: state in the state i											
LLMCan't laod magazineImage: state in the state i	CHAB	Carrier hits action bar									
CO  Cut-off  Image: Cut-off  Image: Cut-off  Image: Cut-off  Image: Cut-off    CR  Catas am  Image: Cut-off  Image: Cut-off  Image: Cut-off  Image: Cut-off    SS  Catas am  Image: Cut-off  Image: Cut-off  Image: Cut-off  Image: Cut-off  Image: Cut-off    SS  Catas am  Catas am  Image: Cut-off  Image: Cut-off  Image: Cut-off  Image: Cut-off    CGC  Camber tom of gouged  Image: Cut-off  Image: Cut-off  Image: Cut-off  Image: Cut-off  Image: Cut-off    CVBB  Carns wrong side of action bar  Image: Cut-off  Image: Cut-off <td>CLM</td> <td>2/ DOCODE DECODO</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>	CLM	2/ DOCODE DECODO									
IS  Cdsestwell  Image: strate stra	со		~~~								]
TOG  Chamber tom or gouged  Image: Construction of the second	CR										
TP  Creepy trigger pull  Image: Second Se	CS										
Checky bage put  Composition of action bar    VMSB  Cams wrong side of action bar    VBB  Doesn't blow back    VCS  Double click in safety switch    VCT  Double click in trigger    VCU  Doesn't close-up    VEL  Doesn't eject    VEL  Doesn't eject live round    VFU  Doesn't tok open (after last shell)    VLU  Doesn't lock-up    VSB  Dead safe    VSB  Dead safe    VSB  Doesn't tip latch    VX  Doesn't karad live round    VSL  Doesn't karad live round    VSL  Dessn't textrad live round    VSL  Dessn't textrad live round    VSL  Dessn't karad    VSL  Dessn't karad    VSL  Dessn't karad    VSL  Extractor drops shell    VSS  Extractor shell	стод	Chamber torn or gouged		200000	34						
Deskin blow back	СТР	Creepy trigger pull				22.					
Deskin blow back	CWSB	Cams wrong side of action bar	12								
CT  Double click in trigger  C <thc< th="">  C  C  C<td>DBB</td><td>Doesn't blow back</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></thc<>	DBB	Doesn't blow back									
Double click in frigger  A <td>DCS</td> <td>Double click in safety switch</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>	DCS	Double click in safety switch									
Desn't ejectDesn't ejectImage: Construction of the c	DCT	Double click in trigger			1977 - Al		2007				
Desn't ejectDesn't ejectImage: Construction of the c	DCU	Doesn't close-up									
FU  Doesn't feed up  Image: Construct open (after last shell)  Image: Construct open (after last shell)    DLO  Doesn't lock open (after last shell)  Image: Construct open (after last shell)  Image: Construct open (after last shell)    DLU  Doesn't lock open (after last shell)  Image: Construct open (after last shell)	DE	Doesn't eject									
DLODoesn't lock open (after last shell)Image: Construct open (after last shell)Image: Construct open (after last shell)DLUDoesn't lock-upImage: Construct open (after last shell)Image: Construct open (after last shell)Image: Construct open (after last shell)DSDead safeImage: Construct open (after last shell)Image: Construct open (after last shell)Image: Construct open (after last shell)Image: Construct open (after last shell)DSDead safeImage: Construct open (after last shell)Image: Construct open (after last shell)Image: Construct open (after last shell)Image: Construct open (after last shell)DXDoesn't extract live roundImage: Construct open (after last shell)Image: Construct open (after last shell)Image: Construct open (after last shell)Image: Construct open (after last shell)DSExtractor stems shellImage: Construct open (after last shell)Image: Construct open (after last shell)Image: Construct open (after last shell)Image: Construct open (after last shell)EXSExtractor stems shellImage: Construct open (after last shell)Image: Construct open (after last shell)Image: Construct open (after last shell)Image: Construct open (after last shell)EXAImage: Construct and to all to	DEL	Doesn't eject live round									
DLUDoesn't lock-upImage: Construction of the constru	DFU	Doesn't feed up									
DSDead safeImage: Construction of the sector of the	DLO	Doesn't lock open (after last shell)					S C C C C C C C C C C C C C C C C C C C	in and the second s		č.	
DSMDrops shell-magazineImage: Construct of the place of the pl	DLU	Doesn't lock-up									
DSMDrops shell-magazineImage: Construct of the place of the pl	DS	Dead safe									
Doesn't extract  Image: Constraint of the stract  Image: Constrat  Image: Constrat	DSM	Drops shell-magazine							- and the second se		
Doesn't extract live round  Image: Construction of the stract live round  Image: Construction of the stract live round    DS  Extractor drops shell  Image: Construction of the stract live round  Image: Construction of the stract lite<	DTL	Doesn't trip latch									
Extractor drops shell  Image: Construction of the shell  Image: Con	DX	Doesn't extract									1***
SB  Ejector sticks back  Image: Sector steps shell	DXL	Doesn't extract live round									
SS  Extractor stems shell  Image: stems shell <td>EDS</td> <td>Extractor drops shell</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>	EDS	Extractor drops shell									
A Fires automatically	ESB	Ejector sticks back									
	ESS	Extractor stems shell									
B Follower binds	FA	Fires automatically									
	FB	Follower binds									