MEDIEVAL MELEE - CONSTRUCTION KIT
DATA SHEET

FILENAME	DESCRIPTION
CLOTHMisc_SWEETENER-Cloth Bag Grab Impact_B00M_MMCK.wav	Single hit resembling hard click.
CLOTHMisc_SWEETENER-Cloth Bag Hit Swipe Impact_B00M_MMCK.wav	Single soft slap like hit.
CLOTHMisc_SWEETENER-Cloth Bag Shake Impact_B00M_MMCK.wav	Single hit and shaking.
CLOTHMisc_SWEETENER-Cloth Bag Squeeze Impact_B00M_MMCK.wav	Single quick and hard hit.
CLOTHMisc_SWEETENER-Cloth Bag Swipe Impact_B00M_MMCK.wav	Single short and hard hit.
CLOTHMisc_SWEETENER-Cloth Duffle Bag Drag Impact_B00M_MMCK.wav	Single short and heavy slide.
CLOTHMisc_SWEETENER-Cloth Duffle Bag Rolled Hit Hand	Single soft hit resembling slap.
CLOTHMisc_SWEETENER-Cloth Duffle Bag Shake Impact_B00M_MMCK.wav	Cloth bag is softly shaking.
CLOTHMisc_SWEETENER-Cloth Duffle Bag Step Impact_B00M_MMCK.wav	Single hard and heavy hit.
CLOTHMisc_SWEETENER-Cloth Duffle Bag Swipe Impact_B00M_MMCK.wav	Hard, heavy, and textured hit.
CLOTHMisc_SWEETENER-Cloth Impact 01_B00M_MMCK.wav	Hard and textured hit.
CLOTHMisc_SWEETENER-Cloth Impact 02_B00M_MMCK.wav	Hard and textured hit.
CLOTHMisc_SWEETENER-Cloth Impact 03_B00M_MMCK.wav	Hard and textured hit.
CLOTHMisc_SWEETENER-Cloth Impact 04_B00M_MMCK.wav	Hard and textured hit.
CLOTHMisc_SWEETENER-Cloth Impact 05_B00M_MMCK.wav	Hard and textured hit.
FGHTImpt_SWEETENER-Body Impact Wet 01_B00M_MMCK.wav	Hard and deep hit.
FGHTImpt_SWEETENER-Body Impact Wet 02_B00M_MMCK.wav	Hard and deep hit.
FGHTImpt_SWEETENER-Body Impact Wet 03_B00M_MMCK.wav	Hard and deep hit.
FGHTImpt_SWEETENER-Body Impact Wet 04_B00M_MMCK.wav	Hard and deep hit.
FGHTImpt_SWEETENER-Body Impact Wet 05_B00M_MMCK.wav	Hard and deep hit.
GOREBlood_GORE-Grapefruit Liquid Debris Movement_B00M_MMCK.wav	Wet and squishy particles moved around.
GOREBlood_GORE-Grapefruit Liquid Dripping_B00M_MMCK.wav	Liquid is softly dripping.
GOREBlood_GORE-Grapefruit Squeeze Movement Slow_B00M_MMCK.wav	Grapefruit is slowly smashed.
GOREBlood_GORE-Grapefruit Squeeze Movement_B00M_MMCK.wav	Grapefruit is smashed. Liquid squish.
GOREBlood_GORE-Grapefruit Squeezes Debris Juicy_B00M_MMCK.wav	Grapefruit is smashed. Squishing wet parts.
GOREBlood_GORE-Grapefruit Squeezes Fast Alt_B00M_MMCK.wav	Grapefruit is rapidly smashed. Liquid squish.
GOREBlood_GORE-Grapefruit Squeezes Fast_B00M_MMCK.wav	Grapefruit is rapidly smashed. Liquid squish.
GOREBlood_GORE-Grapefruit Squeezes Short Fast Alt_B00M_MMCK.wav	Quick and wet smash.
GOREBlood_GORE-Grapefruit Squeezes Short Fast_B00M_MMCK.wav	Quick and wet smash.
GOREBlood_GORE-Grapefruit Squeezes_B00M_MMCK.wav	Wet and squishy squeezes.

FILENAME	DESCRIPTION
GOREBlood_GORE-Grapefruit Stab Skin_B00M_MMCK.wav	Short and knock like hit.
GOREBlood_GORE-Rag Leather Squeeze Flow_B00M_MMCK.wav	Wet squeeze and water dripping.
GOREBlood_GORE-Rag Leather Squeeze Stab_B00M_MMCK.wav	Wet and squishy hit.
GOREBlood_GORE-Rag Rinse Out_B00M_MMCK.wav	Squeeze makes water slowly drip.
GOREBlood_GORE-Rag Several Wring Out_B00M_MMCK.wav	Hard squeeze and water dripping.
GOREBlood_GORE-Rag Squeeze On Floor_B00M_MMCK.wav	Hard squeeze with whoosh like element and water dripping.
GOREBlood_GORE-Rinse Rag_B00M_MMCK.wav	Water droplets roughly squeezed out.
GOREBlood_GORE-Sponge Squeeze Harsh_B00M_MMCK.wav	Rapid, short, and wet squeeze.
GOREBlood_GORE-Sponge Squeeze Meaty_B00M_MMCK.wav	Rapid, short, squishy, and wet squeeze.
GOREBlood_GORE-Squeeze Splash Fast_B00M_MMCK.wav	Water is squeezed out and dripping.
GOREBlood_GORE-Squeeze Splash Slow_B00M_MMCK.wav	Water is slowly squeezed out and dripping.
GOREBlood_GORE-Water Rinse On Rag_B00M_MMCK.wav	Water is squeezed out and softly dripping.
GOREBlood_GORE-Watermelon Hand Carve_B00M_MMCK.wav	Watermelon is cut with rough motion. Scratches.
GOREBlood_GORE-Watermelon Knife Twists Aggressive_B00M_MMCK.wav	Rough motion with a knife into a watermelon shell.
GOREBlood_GORE-Watermelon Knife Twists_B00M_MMCK.wav	Moving a knife around in a watermelon shell.
GOREBlood_GORE-Watermelon Liquid Debris Drips_B00M_MMCK.wav	Watermelon juice is softly dripping.
GOREBlood_GORE-Watermelon Stab Soft Juicy_B00M_MMCK.wav	Quick and short scratch like hit with a knife.
GOREBlood_GORE-Watermelon Stabs Hard_B00M_MMCK.wav	Quick, rough, and liquid hits with a knife.
GOREBlood_GORE-Watermelon Stabs Slash_B00M_MMCK.wav	Hit with a knife. Hard scratch like sound.
GOREBlood_GORE-Watermelon Stabs_B00M_MMCK.wav	Hard and liquid hits with a knife.
GOREBlood_GORE-Watermelon Wet Debris Drops SHort_B00M_MMCK.wav	Wet parts of a watermelon rapidly falling.
GOREBlood_GORE-Watermelon Wet Debris Drops Soft_B00M_MMCK.wav	Wet parts of a watermelon softly falling.
GOREBlood_GORE-Watermelon Wet Debris Drops_B00M_MMCK.wav	Wet parts of a watermelon falling.
GOREBlood_GORE-Watermelon Wet Debris Grabs Thick_B00M_MMCK.wav	Wet parts of a watermelon roughly taken.
GOREBlood_GORE-Watermelon Wet Debris Grabs_B00M_MMCK.wav	Wet parts of a watermelon taken.
GOREBlood_GORE-Watermelon Wet Debris Movements_B00M_MMCK.wav	Liquid movement of watermelon debris.
GOREBlood_GORE-Watermelon Wet Grabs Movement_B00M_MMCK.wav	Wet parts of a watermelon are moving around while being taken.
GOREBlood_GORE-Watermelon Wet Juicy Squeezes_B00M_MMCK.wav	Juicy parts are squished and liquid is dripping.
GOREBlood_GORE-Watermelon Wet Plunger Bubbles Slow_B00M_MMCK.wav	Watermelon juice is slowly bubbling,
GOREBlood_GORE-Watermelon Wet Plunger Bubbles_B00M_MMCK.wav	Watermelon juice is quickly bubbling,

FILENAME	DESCRIPTION
GOREBlood_GORE-Watermelon Wet Plunger Release_B00M_MMCK.wav	Short and liquid squish.
GOREBlood_GORE-Watermelon Wet Plunger_B00M_MMCK.wav	Short, fast, and liquid squish.
GOREBlood_GORE-Watermelon Wet Squeeze Drips_B00M_MMCK.wav	Watermelon is squished and juice is dripping.
GOREBlood_GUTS-Blood Drop Melon_B00M_MMCK.wav	Soft and slow dripping.
GOREBlood_GUTS-Blood Drop Thick Melon_B00M_MMCK.wav	Soft, slow, and thick dripping.
GOREBlood_GUTS-Blood Impact Long_B00M_MMCK.wav	Rough movement of wet debris.
GOREBlood_GUTS-Blood Impact Short_B00M_MMCK.wav	Quick and rough movement of wet debris.
GOREBlood_GUTS-Blood Impact Small High Short_B00M_MMCK.wav	Quick movement of wet debris.
GOREBlood_GUTS-Blood Impact Tight_B00M_MMCK.wav	Fast and soft movement of wet debris.
GOREBlood_GUTS-Blood Squeeze Melon_B00M_MMCK.wav	Soft movement of wet debris.
GOREBone_BONES-Carrot Snap Twist Crunch_B00M_MMCK.wav	Quick, short, and crunchy click.
GOREBone_BONES-Celery Crunchy Snaps_B00M_MMCK.wav	Slow and crunchy breaking.
GOREBone_BONES-Celery Debris Crunchy Moves_B00M_MMCK.wav	Slow, soft, and crunchy movement
GOREBone_BONES-Celery Frozen Crunches_B00M_MMCK.wav	Slow, hard, and crunchy movement.
GOREBone_BONES-Celery In Cloth Moves_B00M_MMCK.wav	Rustly and crunchy movement.
GOREBone_BONES-Celery Rubbery Move_B00M_MMCK.wav	Slow, crunchy, and rubbery movement.
GOREBone_BONES-Celery Single Snaps_B00M_MMCK.wav	Short and soft breaking sound.
GOREBone_BONES-Celery Snap Cracking Small_B00M_MMCK.wav	Short and soft cracking sound.
GOREBone_BONES-Celery Snaps Cracking Fast_B00M_MMCK.wav	Short and quick cracking sound.
GOREBone_BONES-Celery Snaps Cracking_B00M_MMCK.wav	Slow and crunchy cracking.
GOREBone_BONES-Celery Snaps Subtle_B00M_MMCK.wav	Soft and crunchy movement.
GOREBone_BONES-Cornflakes Crush Hand Fast_B00M_MMCK.wav	Crunchy and rustly sound.
GOREBone_BONES-Cornflakes Crush Hand Slow_B00M_MMCK.wav	Slow, crunchy, and rustly sound.
GOREBone_BONES-Crispbread Crunches Fast_B00M_MMCK.wav	Quick and crunchy movement.
GOREBone_BONES-Crispbread Crunches Slow_B00M_MMCK.wav	Slow and crunchy movement.
GOREBone_BONES-Crispbread Crunches Squeeze_B00M_MMCK.wav	Hard, fast, and crunchy movement.
GOREBone_BONES-Ice Bag Crunches_B00M_MMCK.wav	Hard and crunchy movement.
GOREBone_BONES-Lettuce Claw Crunch Fast Aggressive_B00M_MMCK.wav	Quick, hard, and crunchy movement.
GOREBone_BONES-Lettuce Claw Crunch Fast_B00M_MMCK.wav	Quick and crunchy movement.
GOREBone_BONES-Lettuce Claw Crunch Slow_B00M_MMCK.wav	Slow and crunchy movement.

FILENAME	DESCRIPTION
GOREBone_BONES-Lettuce Crunch Carve Light_B00M_MMCK.wav	Slow, soft, and crunchy movement
GOREBone_BONES-Lettuce Crunch Debris Twist Fast Hand	Quick and crunchy twist.
GOREBone_BONES-Lettuce Crunch Debris Twist Fast_B00M_MMCK.wav	Short, crunchy, and quick twist.
GOREBone_BONES-Lettuce Crunch Debris Twist Slow Hand	Slow and crunchy twist.
GOREBone_BONES-Lettuce Crunch Debris Twist Slow_B00M_MMCK.wav	Slowly twisting crunchy lettuce.
GOREBone_BONES-Lettuce Debris Drops Fast_B00M_MMCK.wav	Hard, short, and crunchy fall.
GOREBone_BONES-Lettuce Debris Drops_B00M_MMCK.wav	Hard and crunchy fall.
GOREBone_BONES-Lettuce Frozen Carve_B00M_MMCK.wav	Hard and crunchy scratch like sound.
GOREBone_BONES-Lettuce Frozen Stab_B00M_MMCK.wav	Quick and short hit.
GOREBone_BONES-Mixed Nuts Cloth Bag Crunch_B00M_MMCK.wav	Hard and fast rustling.
GOREBone_BONES-Monkey Nuts Cloth Bag Slow Crunch_B00M_MMCK.wav	Slow and hard rustling.
GOREBone_BONES-Monkey Nuts Cloth Bag Twist Fast_B00M_MMCK.wav	Quick and crunchy rustling.
GOREBone_BONES-Monkey Nuts Cloth Bag Twist Slow_B00M_MMCK.wav	Slow and crunchy rustling.
GOREBone_BONES-Pepper Crunch Fast_B00M_MMCK.wav	Hard, deep, and crunchy movement.
GOREBone_BONES-Pepper Crunch Slow Movement_B00M_MMCK.wav	Slow and crunchy movement.
GOREBone_BONES-Pepper Crush Shell_B00M_MMCK.wav	Hard and crunchy smash.
GOREBone_BONES-Pepper Juicy Wet Squeeze 01_B00M_MMCK.wav	Squishing a juicy pepper. Liquid squeezes.
GOREBone_BONES-Pepper Juicy Wet Squeeze 02_B00M_MMCK.wav	Squishing a juicy pepper. Liquid squeezes.
GOREBone_BONES-Pepper Rips 02_B00M_MMCK.wav	Wet and crunchy tearing.
GOREBone_BONES-Pepper Rips Skin 01_B00M_MMCK.wav	Wet, hard, and crunchy tearing.
GOREBone_GUTS-Break Fast Celery_B00M_MMCK.wav	Quick and crunchy movement.
GOREBone_GUTS-Break High Celery_B00M_MMCK.wav	Fast and crunchy cracks.
GOREBone_GUTS-Break Long Celery_B00M_MMCK.wav	Crunchy and hard cracks.
GOREBone_GUTS-Break Short Celery_B00M_MMCK.wav	Quick, short, and crunchy cracks.
GOREBone_GUTS-Break Slow Celery_B00M_MMCK.wav	Slow, hard, and crunchy cracks.
GOREBone_GUTS-Impact Short_B00M_MMCK.wav	Quick and crunchy hit.
GOREBone_GUTS-Impact Splatter Low_B00M_MMCK.wav	Quick, crunchy, and rustling hit.
GOREBone_GUTS-Impact Tight Low_B00M_MMCK.wav	Quick, hard, and crunchy hit.
GOREFlsh_GORE-Rag Leather Movement In Bucket Constant_B00M_MMCK.wav	Continuous, wet, and rustling movement.
GOREFlsh_GORE-Rag Leather Movement In Hand Constant_B00M_MMCK.wav	Continuous, wet, soft, and rustling movement.

FILENAME	DESCRIPTION
GOREFlsh_GORE-Wet Pasta Drop Floor_B00M_MMCK.wav	Wet and mushy hit.
GOREFlsh_GORE-Wet Pasta Movement Constant 01_B00M_MMCK.wav	Continuous, wet, and mushy movement.
GOREFlsh_GORE-Wet Pasta Movement Constant 02_B00M_MMCK.wav	Continuous, wet, and mushy movement.
GOREFlsh_GORE-Wet Pasta Movement Constant Aggressive_B00M_MMCK.wav	Continuous, hard, wet, and mushy movement.
GOREFlsh_GORE-Wet Pasta Pick Up Squeeze_B00M_MMCK.wav	Short, wet, and mushy movement.
GOREFlsh_GORE-Wet Pasta Squeeze Fast_B00M_MMCK.wav	Quick, short, wet, and mushy squeeze.
GOREFlsh_GORE-Wet Pasta Squeeze Handling_B00M_MMCK.wav	Soft, wet and mushy movement.
GOREFlsh_GORE-Wet Pasta Squeeze Slow Wet_B00M_MMCK.wav	Slow, soft, wet, and mushy movement.
GOREFlsh_GORE-Wet Pasta Squeeze Slow_B00M_MMCK.wav	Soft, short, wet, and mushy movement.
GORESplt_GORE-Leather Rag Pull Out _B00M_MMCK.wav	Wet and rustling movement.
GORESplt_GORE-Puddle Impact Hand_B00M_MMCK.wav	Quick, wet, and squishy hit.
GORESplt_GORE-Rag Leather Drop_B00M_MMCK.wav	Hard, wet, and rustling hit.
GORESplt_GORE-Rag Leather Impact Hand_B00M_MMCK.wav	Soft, wet, and rustling hit.
GORESplt_GORE-Rag Leather Punch Rinse_B00M_MMCK.wav	Soft, short, and wet hit.
GORESplt_GORE-Rag Leather Punch Squeeze _B00M_MMCK.wav	Soft, short, wet, and mushy hit.
GORESplt_GORE-Rag Leather Stab Finger_B00M_MMCK.wav	Light, wet, and mushy hit.
GORESplt_GORE-Rag Several Drop_B00M_MMCK.wav	Wet and crunchy hit.
GORESplt_GORE-Rag Several Impact Squeeze_B00M_MMCK.wav	Hard, wet, and rustling hit.
GORESplt_GORE-Rag Several Stab Hand_B00M_MMCK.wav	Soft, wet, and rustling hit.
GORESplt_GORE-Rag Slap Hand_B00M_MMCK.wav	Wet and softly crunchy slap.
GORESplt_GORE-Rug Several Squeeze Punch_B00M_MMCK.wav	Wet, crunchy, and rustling movement.
GORESplt_GUTS-Break Crack Pepper_B00M_MMCK.wav	Slow and soft cracking.
GORESplt_GUTS-Cut Salad_B00M_MMCK.wav	Crunchy and crackle like sound.
GORESplt_GUTS-Cut Salat Soft_B00M_MMCK.wav	Soft and crunchy movement.
GORESplt_GUTS-Impact Splatter Guts Bones Blood_B00M_MMCK.wav	Hard, wet, and mushy hit.
GORESplt_GUTS-Rip Off Melon_B00M_MMCK.wav	Soft crack and scratch like sound.
GORESplt_GUTS-Rip Off Pepper Soft_B00M_MMCK.wav	Soft and crunchy tearing.
GORESplt_GUTS-Rip Off Pepper_B00M_MMCK.wav	Slow, hard, and crunchy tearing.
GORESplt_GUTS-Rip Off Salad Hard_B00M_MMCK.wav	Loud and crunchy tearing.
GORESplt_GUTS-Rip Off Salad Medium_B00M_MMCK.wav	Hard and crunchy tearing.

FILENAME	DESCRIPTION
GORESplt_GUTS-Rip Off Salad Soft_B00M_MMCK.wav	Soft, slow, and crunchy tearing.
GORESplt_GUTS-Rip Off Salad Various_B00M_MMCK.wav	Hard and crunchy tearing with movement.
GORESplt_GUTS-Slice Salad Medium_B00M_MMCK.wav	Making crunchy cuts, with scratches.
GORESplt_GUTS-Slice Salad Soft_B00M_MMCK.wav	Making soft and crunchy cuts, with scratches.
GORESplt_GUTS-Splash Impact Salad Processed Crumble_B00M_MMCK.wav	Soft and heavy rattle like sound, with crunch.
GORESplt_GUTS-Splash Impact Salad Processed_B00M_MMCK.wav	Heavy and fast rattle like sound, with crunch.
GORESplt_GUTS-Stab Fast Wet Salad_B00M_MMCK.wav	Quick, short, and crunchy hit.
GORESplt_GUTS-Stab Hard Melon_B00M_MMCK.wav	Quick, short, and hit, with scratch.
GORESplt_GUTS-Stab Impact Crunch Heavy Salad_B00M_MMCK.wav	Hard, quick, and crunchy hit.
GORESplt_GUTS-Stab Impact Crunch Pepper_B00M_MMCK.wav	Fast and wet hit, resembling quick rustling.
GORESplt_GUTS-Stab Impact Crunch Salad_B00M_MMCK.wav	Hard, heavy, and crunchy hit.
GORESplt_GUTS-Stab Impact Crunch Short In Salad_B00M_MMCK.wav	Quick, hard, heavy, and crunchy hit.
GORESplt_GUTS-Stab Impact Fast Pepper_B00M_MMCK.wav	Quick, short, wet, and crunchy hit.
GORESplt_GUTS-Stab Impact Heavy Pepper_B00M_MMCK.wav	Quick, hard, wet, and crunchy hit.
GORESplt_GUTS-Stab Impact Transient Pepper_B00M_MMCK.wav	Quick, wet, and squishy hit.
GORESplt_GUTS-Stab Pull Out Salad_B00M_MMCK.wav	Quick and crunchy hit, followed by scratch.
GORESplt_GUTS-Stab Salad Hard_B00M_MMCK.wav	Hard and crunchy hit.
GORESplt_GUTS-Stab Salad Short Wet_B00M_MMCK.wav	Short, hard, crunchy, and wet hit.
GORESplt_GUTS-Stab Salad Soft_B00M_MMCK.wav	Short, soft, and crunchy hit.
GORESplt_GUTS-Stress Salad Constant_B00M_MMCK.wav	Continuous, slow, and hard rusting.
GOREStab_GORE-Cut Salt Horseshoe_B00M_MMCK.wav	Crusty hit with metal clang like sound.
GOREStab_GORE-Cut Salt Knife_B00M_MMCK.wav	Crusty hit with quick scratch.
GOREStab_GORE-Cut Salt Metal Wardrobe_B00M_MMCK.wav	Quick hit with clang and short scratch.
GOREStab_GORE-Cut Salt Perforated Sheet Metal _B00M_MMCK.wav	Soft and textured hit with scratch.
GOREStab_GORE-Cut Salt Rod Thin_B00M_MMCK.wav	Soft and textures hit with subtle scratch.
GOREStab_GORE-Cut Salt Rod_B00M_MMCK.wav	Hard hit with metal clang like sound.
GOREStab_GORE-Cut Salt Saw_B00M_MMCK.wav	Slow, soft, and textured hit.
GOREStab_GORE-Cut Salt Scythe Small_B00M_MMCK.wav	Textured clunk with soft scratching.
GOREStab_GORE-Cut Salt Stainless Steel Sheet_B00M_MMCK.wav	Textured hit with soft clunk.
GOREStab_GORE-Cut Sand Knife_B00M_MMCK.wav	Fast, short, and textured scratching.

MEDIEVAL MELEE - CONSTRUCTION KIT
DATA SHEET

FILENAME	DESCRIPTION
GOREStab_GORE-Cut Sand Scythe Small_B00M_MMCK.wav	Soft and textured hit with clunk like sound.
GOREStab_GORE-Earth Horseshoe_B00M_MMCK.wav	Quick and hard hit.
GOREStab_GORE-Earth Knife_B00M_MMCK.wav	Quick, hard, and textured hit.
GOREStab_GORE-Earth Metal Wardrobe_B00M_MMCK.wav	Quick, hard, and deep hit.
GOREStab_GORE-Earth Rod Thin_B00M_MMCK.wav	Quick, hard, and short hit.
GOREStab_GORE-Earth Rod_B00M_MMCK.wav	Quick, soft, and textured hit.
GOREStab_GORE-Earth Saw_B00M_MMCK.wav	Hard, heavy, and textured hit.
GOREStab_GORE-Earth Scythe Small_B00M_MMCK.wav	Quick, soft, and textured hit.
GOREStab_GORE-Earth Scythe_B00M_MMCK.wav	Quick, short, and soft hit.
GOREStab_GORE-Earth Stainless Steel Sheet_B00M_MMCK.wav	Soft, heavy, and deep hit.
GOREStab_GORE-Pull Out Earth Knife_B00M_MMCK.wav	Soft scratch and clang.
GOREStab_GORE-Pull Out Earth Rod Thin_B00M_MMCK.wav	Metal clang and short scratching.
GOREStab_GORE-Pull Out Earth Rod_B00M_MMCK.wav	Metal clang and soft scratching.
GOREStab_GORE-Pull Out Earth Saw_B00M_MMCK.wav	Textured and crunchy scratching.
GOREStab_GORE-Pull Out Earth Scythe Small_B00M_MMCK.wav	Hard scratching with metal clang like sound.
GOREStab_GORE-Pull Out Rod_B00M_MMCK.wav	Soft and metal clang with short scratching.
GOREStab_GORE-Pull Out Salt Horseshoe_B00M_MMCK.wav	Hard clang with short scratching.
GOREStab_GORE-Pull Out Salt Knife_B00M_MMCK.wav	Quick and textured scratching.
GOREStab_GORE-Pull Out Salt Metal Wardrobe_B00M_MMCK.wav	Metal clang with short and soft scratching.
GOREStab_GORE-Pull Out Salt Perforated Sheet Metal _B00M_MMCK.wav	Metal clang with short scratching.
GOREStab_GORE-Pull Out Salt Rod Thin_B00M_MMCK.wav	Hard clang with short scratching.
GOREStab_GORE-Pull Out Salt Saw_B00M_MMCK.wav	Textured and slow scratching.
GOREStab_GORE-Pull Out Salt Scythe Small_B00M_MMCK.wav	Short and textured scratching.
GOREStab_GORE-Pull Out Salt Stainless Steel Sheet_B00M_MMCK.wav	Short scratching with metal clang like sound.
GOREStab_GORE-Pull Out Sand Horseshoe_B00M_MMCK.wav	Short clang and textured scratching.
GOREStab_GORE-Pull Out Sand Knife_B00M_MMCK.wav	Textured, short, and soft scratching.
GOREStab_GORE-Pull Out Sand Metal Wardrobe_B00M_MMCK.wav	Hard, short, and textured scratching.
GOREStab_GORE-Pull Out Sand Perforated Sheet Metal _B00M_MMCK.wav	Soft, textured scratching with metal clang.
GOREStab_GORE-Pull Out Sand Rod Thin_B00M_MMCK.wav	Soft and short scratching with metal clang like sound.
GOREStab_GORE-Pull Out Sand Rod_B00M_MMCK.wav	Short scratching with metal clang like sound.
GOREStab_GORE-Pull Out Sand Saw_B00M_MMCK.wav	Short, fast, and textured scratching.
GOREStab_GORE-Pull Out Sand Scythe Small_B00M_MMCK.wav	Short and textured scratching.
GOREStab_GORE-Pull Out Sand Scythe_B00M_MMCK.wav	Short, quick, and textured scratching.

FILENAME	DESCRIPTION
GOREStab_GORE-Pull Out Sand Stainless Steel Sheet_B00M_MMCK.wav	Quick scratching with metal clang.
GOREStab_GORE-Pull Out Scythe Earth_B00M_MMCK.wav	Soft scratching with metal clang.
GOREStab_GORE-Rag Several Grab Impact_B00M_MMCK.wav	Hard, wet, and mushy hits.
GOREStab_GORE-Salt Horseshoe_B00M_MMCK.wav	Quick, hard, and textured hit.
GOREStab_GORE-Salt Knife_B00M_MMCK.wav	Fast, deep, and textured hit.
GOREStab_GORE-Salt Metal Wardrobe_B00M_MMCK.wav	Quick and textured hit.
GOREStab_GORE-Salt Perforated Sheet Metal _B00M_MMCK.wav	Hard, heavy, and textured hit.
GOREStab_GORE-Salt Rod Thin_B00M_MMCK.wav	Fast, deep, and textured hit.
GOREStab_GORE-Salt Rod_B00M_MMCK.wav	Fast, deep, and textured hit.
GOREStab_GORE-Salt Saw_B00M_MMCK.wav	Heavy and textured hit.
GOREStab_GORE-Salt Scythe Small_B00M_MMCK.wav	Soft, deep, and textured hit.
GOREStab_GORE-Salt Stainless Steel Sheet_B00M_MMCK.wav	Soft and textured hit.
GOREStab_GORE-Sand Horseshoe_B00M_MMCK.wav	Deep, fast, and textured hit.
GOREStab_GORE-Sand Knife_B00M_MMCK.wav	Fast hit with scratch like sound.
GOREStab_GORE-Sand Metal Wardrobe_B00M_MMCK.wav	Fast, short, and deep hit.
GOREStab_GORE-Sand Perforated Sheet Metal _B00M_MMCK.wav	Short, quick, and textured hit.
GOREStab_GORE-Sand Rod Thin_B00M_MMCK.wav	Short, textured, and fast hit.
GOREStab_GORE-Sand Rod_B00M_MMCK.wav	Short, textured, and fast hit.
GOREStab_GORE-Sand Saw_B00M_MMCK.wav	Short, hard, deep, and textured hit.
GOREStab_GORE-Sand Scythe Small_B00M_MMCK.wav	Soft, fast, and textured hit.
GOREStab_GORE-Sand Scythe_B00M_MMCK.wav	Fast, short, and textured hit.
GOREStab_GORE-Sand Stainless Steel Sheet_B00M_MMCK.wav	Short, hard, and quick hit.
LETHRImpt_SWEETENER-Leather Backpack Combined Step	Single hard and heavy hit.
LETHRImpt_SWEETENER-Leather Backpack Drag Impact_B00M_MMCK.wav	Short, soft, and heavy hit.
LETHRImpt_SWEETENER-Leather Backpack Rolled Hit Hand	Hard and heavy hit.
LETHRImpt_SWEETENER-Leather Backpack Step Impact_B00M_MMCK.wav	Quick, hard, and heavy hit.
LETHRImpt_SWEETENER-Leather Bad Three Combined Grab	Hard and textured hit.
LETHRImpt_SWEETENER-Leather Bag Big Drag Impact_B00M_MMCK.wav	Hard hit resembling quick swish.
LETHRImpt_SWEETENER-Leather Bag Big Hit Swipe Impact_B00M_MMCK.wav	Single fast and heavy hit.
LETHRImpt_SWEETENER-Leather Bag Big Rolled Hit Hand Impact_B00M_MMCK.wav	Single soft and short hit.
LETHRImpt_SWEETENER-Leather Bag Combined Shake Impact_B00M_MMCK.wav	Heavy rattle like shaking.
LETHRImpt_SWEETENER-Leather Bag Combined Slap Impact_B00M_MMCK.wav	Single hard and heavy hit.
LETHRImpt_SWEETENER-Leather Bag Combined Throw Traveller	Hard and textured hit.

FILENAME	DESCRIPTION
LETHRImpt_SWEETENER-Leather Bag Creaky Grab Impact_B00M_MMCK.wav	Single heavy and short hit.
LETHRImpt_SWEETENER-Leather Bag Creaky Hit Hand Impact_B00M_MMCK.wav	Single fast and soft hit.
LETHRImpt_SWEETENER-Leather Bag Small Hit Hand Impact_B00M_MMCK.wav	Single quick and hard hit.
LETHRImpt_SWEETENER-Leather Bag Small Hit Tight Impact_B00M_MMCK.wav	Single soft and short hit.
LETHRImpt_SWEETENER-Leather Bag Small Shake Impact_B00M_MMCK.wav	Single soft hit with shaking.
LETHRImpt_SWEETENER-Leather Bag Traveller Impact_B00M_MMCK.wav	Single soft and textured hit.
LETHRImpt_SWEETENER-Leather Bag Two Combined Grab	Single short, soft, and textured hit.
LETHRImpt_SWEETENER-Leather Bags Four Combined Shake	Single textured hit and subtle shaking.
LETHRImpt_SWEETENER-Leather Belts Shake Impact_B00M_MMCK.wav	Quick shaking with soft rattling.
LETHRImpt_SWEETENER-Leather Gloves Hit Hand Impact_B00M_MMCK.wav	Single hard and sharp hit.
LETHRImpt_SWEETENER-Leather Gloves Shake Impact_B00M_MMCK.wav	Single textured hit with subtle shaking.
LETHRImpt_SWEETENER-Leather Impact 01_B00M_MMCK.wav	Hard and heavy hit.
LETHRImpt_SWEETENER-Leather Impact 02_B00M_MMCK.wav	Hard and heavy hit.
LETHRImpt_SWEETENER-Leather Impact 03_B00M_MMCK.wav	Hard and heavy hit.
LETHRImpt_SWEETENER-Leather Impact 04_B00M_MMCK.wav	Hard and heavy hit.
LETHRImpt_SWEETENER-Leather Impact 05_B00M_MMCK.wav	Hard and heavy hit.
LETHRImpt_SWEETENER-Leather Jacket Drag Impact_B00M_MMCK.wav	Single textured and soft hit.
LETHRImpt_SWEETENER-Leather Jacket Rolled Hit Hand Impact_B00M_MMCK.wav	Single hard and deep hit.
LETHRImpt_SWEETENER-Leather Jacket Shake Impact_B00M_MMCK.wav	Single soft hit resembling short rustling.
LETHRImpt_SWEETENER-Leather Jacket Step Impact_B00M_MMCK.wav	Single soft and quick hit.
METLFric_SWEETENER-Gritty Scrape 01_B00M_MMCK.wav	Hard and heavy scraping.
METLFric_SWEETENER-Gritty Scrape 02_B00M_MMCK.wav	Hard and heavy scraping.
METLFric_SWEETENER-Gritty Scrape Long_B00M_MMCK.wav	Hard, heavy, and slow scraping.
METLImpt_SWEETENER-Hook Impact 01_B00M_MMCK.wav	Short rattling with clangs.
METLImpt_SWEETENER-Hook Impact 02_B00M_MMCK.wav	Short rattling with clangs.
METLImpt_SWEETENER-Hook Impact 03_B00M_MMCK.wav	Short rattling with clangs.
METLImpt_SWEETENER-Hook Impact 04_B00M_MMCK.wav	Short rattling with clangs.
METLImpt_SWEETENER-Hook Impact Box_B00M_MMCK.wav	Short rattling with hard clang.
METLImpt_SWEETENER-Hook Impact Concrete_B00M_MMCK.wav	Soft and very short rattling.
METLImpt_SWEETENER-Hook Impact Table_B00M_MMCK.wav	Short and hard hit.
METLImpt_SWEETENER-Metal Impact 01_B00M_MMCK.wav	Hard and short hit with ringing.
METLImpt_SWEETENER-Metal Impact 02_B00M_MMCK.wav	Hard and short hit with ringing.
METLImpt_SWEETENER-Metal Impact 03_B00M_MMCK.wav	Hard and short hit with ringing.

FILENAME	DESCRIPTION
METLImpt_SWEETENER-Metal Impact 04_B00M_MMCK.wav	Hard and short hit with ringing.
METLImpt_SWEETENER-Metal Impact 05_B00M_MMCK.wav	Hard and short hit with ringing.
METLImpt_SWEETENER-Metal Impact 06_B00M_MMCK.wav	Hard and short hit with ringing.
METLImpt_SWEETENER-Metal Impact 07_B00M_MMCK.wav	Hard and short hit with ringing.
METLImpt_SWEETENER-Metal Impact 08_B00M_MMCK.wav	Hard and short hit with ringing.
METLImpt_SWEETENER-Metal Impact 09_B00M_MMCK.wav	Hard and short hit with ringing.
METLImpt_SWEETENER-Metal Impact 10_B00M_MMCK.wav	Hard and short hit with ringing.
METLImpt_SWEETENER-Metal Impact 11_B00M_MMCK.wav	Hard and short hit with ringing.
METLImpt_SWEETENER-Metal Impact Feedback 01_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Metal Impact Feedback 02_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Metal Impact Feedback 03_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Metal Impact Feedback 04_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Metal Impact Feedback 05_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Metal Impact Feedback 06_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Metal Impact Feedback 07_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Metal Impact Feedback 08_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Metal Impact Feedback 09_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Metal Impact Feedback 10_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Metal Impact Feedback 11_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Metal Impact Feedback 12_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Metal Impact Feedback 13_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Metal Impact Feedback 14_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Metal Impact Feedback 15_B00M_MMCK.wav	Hard hit with long ringing.
METLImpt_SWEETENER-Plate Impact_B00M_MMCK.wav	Short and hard hit.
METLImpt_SWEETENER-Sword Click_B00M_MMCK.wav	Hard hit with some rattling.
METLMisc_SWEETENER-One Handed Metal Buckler Equip_B00M_MMCK.wav	Soft clangs and fast movements.
METLMisc_SWEETENER-One Handed Metal Buckler Grab 01_B00M_MMCK.wav	Single soft and subtle hit.
METLMisc_SWEETENER-One Handed Metal Buckler Grab 02_B00M_MMCK.wav	Single soft and subtle hit.
METLMisc_SWEETENER-One Handed Metal Buckler Handling	Soft sliding and short scratches.
METLMisc_SWEETENER-One Handed Metal Buckler Handling_B00M_MMCK.wav	Short movements resembling clicks.
METLMisc_SWEETENER-One Handed Metal Buckler Impact Hard	Soft rattling and metallic clangs.
METLMisc_SWEETENER-One Handed Metal Buckler Impact Hard	Soft rattling and metallic clangs.
METLMisc_SWEETENER-One Handed Metal Buckler Impact Hard	Soft hit and metallic clang.

FILENAME	DESCRIPTION
METLMisc_SWEETENER-One Handed Metal Buckler Impact Soft_B00M_MMCK.wav	Light rattling and clangs.
METLMisc_SWEETENER-One Handed Metal Buckler Sword Slash	Soft scratches and subtle ringing.
METLMisc_SWEETENER-One Handed Metal Buckler Sword Slash	Soft scratches and subtle ringing.
METLMisc_SWEETENER-One Handed Metal Buckler Sword Stab	Soft scratches, rattling, and subtle ringing.
METLMisc_SWEETENER-One Handed Metal Buckler Sword Stab	Soft, short, and dull hit.
METLMisc_SWEETENER-One Handed Metal Buckler Unequip_B00M_MMCK.wav	Fast and dull shaking and subtle clang.
METLMvmt_ROD-Scrape Constant 01_B00M_MMCK.wav	Continuous scratches with metal clangs.
METLMvmt_ROD-Scrape Constant 02_B00M_MMCK.wav	Continuous scratches with metal clangs.
METLMvmt_ROD-Scrape Fast_B00M_MMCK.wav	Quick scratching with metal clang.
METLTonl_ROD-Ringout_B00M_MMCK.wav	Single metal clang like sound.
SWSH_SWEETENER-Scrape 01_B00M_MMCK.wav	Metallic swish, resembling scratching.
SWSH_SWEETENER-Scrape 02_B00M_MMCK.wav	Metallic swish, resembling scratching.
SWSH_SWEETENER-Scrape 03_B00M_MMCK.wav	Metallic swish, resembling scratching.
SWSH_SWEETENER-Scrape 04_B00M_MMCK.wav	Metallic swish, resembling scratching.
SWSH_SWEETENER-Scrape 05_B00M_MMCK.wav	Metallic swish, resembling scratching.
SWSH_SWEETENER-Scrape 06_B00M_MMCK.wav	Metallic swish, resembling scratching.
SWSH_SWEETENER-Scrape 07_B00M_MMCK.wav	Metallic swish, resembling scratching.
SWSH_SWEETENER-Scrape 08_B00M_MMCK.wav	Metallic swish, resembling scratching.
SWSH_SWEETENER-Scrape 09_B00M_MMCK.wav	Metallic swish, resembling scratching.
SWSH_SWEETENER-Scrape 10_B00M_MMCK.wav	Metallic swish, resembling scratching.
SWSH_SWEETENER-Scrape 11_B00M_MMCK.wav	Metallic swish, resembling scratching.
SWSH_SWEETENER-Scrape 12_B00M_MMCK.wav	Metallic swish, resembling scratching.
SWSH_SWEETENER-Tonal 01_B00M_MMCK.wav	Soft and melodic clang like sound.
SWSH_SWEETENER-Tonal 02_B00M_MMCK.wav	Soft and melodic clang like sound.
SWSH_SWEETENER-Tonal 03_B00M_MMCK.wav	Soft and melodic clang like sound.
SWSH_SWEETENER-Tonal 04_B00M_MMCK.wav	Soft and melodic clang like sound.
SWSH_SWEETENER-Tonal 05_B00M_MMCK.wav	Soft and melodic clang like sound.
SWSH_SWEETENER-Tonal 06_B00M_MMCK.wav	Soft and melodic clang like sound.
SWSH_SWEETENER-Tonal 07_B00M_MMCK.wav	Soft and melodic clang like sound.
SWSH_SWEETENER-Tonal 08_B00M_MMCK.wav	Soft and melodic clang like sound.
SWSH_SWEETENER-Tonal 09_B00M_MMCK.wav	Soft and melodic clang like sound.
SWSH_SWEETENER-Tonal 10_B00M_MMCK.wav	Soft and melodic clang like sound.
SWSH_SWEETENER-Tonal 11_B00M_MMCK.wav	Soft and melodic clang like sound.

FILENAME	DESCRIPTION
SWSH_SWISH-Cable 3 Pole Constant_B00M_MMCK.wav	Continuous swishing back and forth.
SWSH_SWISH-Cable 3 Pole_B00M_MMCK.wav	Short and soft swish.
SWSH_SWISH-Cable Antenna Constant_B00M_MMCK.wav	Continuous swishing back and forth.
SWSH_SWISH-Cable Antenna_B00M_MMCK.wav	Fast, short, and soft swish.
SWSH_SWISH-Cable Chinch Constant_B00M_MMCK.wav	Continuous swishing back and forth.
SWSH_SWISH-Cable Chinch_B00M_MMCK.wav	Quick and short swish.
SWSH_SWISH-Cable Hose Constant_B00M_MMCK.wav	Continuous swishing back and forth.
SWSH_SWISH-Cable Hose_B00M_MMCK.wav	Fast, short, and subtle swish.
SWSH_SWISH-Cable IEC Constant_B00M_MMCK.wav	Continuous swishing back and forth.
SWSH_SWISH-Cable IEC_B00M_MMCK.wav	Fast swishing with a tail.
SWSH_SWISH-Cable Powerline With Cable Ties Constant_B00M_MMCK.wav	Continuous swishing back and forth.
SWSH_SWISH-Cable Powerline With Cable Ties_B00M_MMCK.wav	Fast and high pitched swish.
SWSH_SWISH-Cable Scart Constant_B00M_MMCK.wav	Continuous swishing back and forth.
SWSH_SWISH-Cable Scart_B00M_MMCK.wav	Fast and short swish.
SWSH_SWISH-Cable XLR Constant_B00M_MMCK.wav	Continuous swishing back and forth.
SWSH_SWISH-Cable XLR_B00M_MMCK.wav	Quick and soft swish.
SWSH_SWISH-Carpet Beater_B00M_MMCK.wav	Quick and hard swish.
SWSH_SWISH-Door Seal Constant_B00M_MMCK.wav	Continuous swishing back and forth.
SWSH_SWISH-Door Seal_B00M_MMCK.wav	Fast, hard, and high pitched swish.
SWSH_SWISH-Hose Garden Constant_B00M_MMCK.wav	Continuous swishing back and forth.
SWSH_SWISH-Hose Garden_B00M_MMCK.wav	Hard and heavy swish.
SWSH_SWISH-Hose Large Combined Constant_B00M_MMCK.wav	Continuous swishing back and forth.
SWSH_SWISH-Hose Large Combined_B00M_MMCK.wav	Fast and high pitched swish.
SWSH_SWISH-Hose Large_B00M_MMCK.wav	Fast and hard swish.
SWSH_SWISH-Hose Medium Constant_B00M_MMCK.wav	Continuous swishing back and forth.
SWSH_SWISH-Hose Medium_B00M_MMCK.wav	Fast, hard, and heavy swish.
SWSH_SWISH-Hose Small Constant_B00M_MMCK.wav	Continuous swishing back and forth.
SWSH_SWISH-Hose Small_B00M_MMCK.wav	Fast and high pitched swish.
SWSH_SWISH-Perforated Tape_B00M_MMCK.wav	Very fast and short swish, resembling a click.
SWSH_SWISH-Racket Badminton_B00M_MMCK.wav	Fast and short swish.
SWSH_SWISH-Racket Speedminton_B00M_MMCK.wav	Fast and heavy swish.
SWSH_SWISH-Rope Constant_B00M_MMCK.wav	Continuous swishing back and forth.
SWSH_SWISH-Rope_B00M_MMCK.wav	Quick and wavering swish.

FILENAME	DESCRIPTION
SWSH_SWISH-Stick Bamboo_B00M_MMCK.wav	Very short and fast swish.
SWSH_SWISH-Stick Wandering_B00M_MMCK.wav	Very short and hard swish, resembling hit.
SWSH_SWISH-Stick With Grater_B00M_MMCK.wav	Short and light swish.
SWSH_SWISH-Stick With Wiper Grid Large_B00M_MMCK.wav	Short, fast, and heavy swish.
SWSH_SWISH-Stick With Wiper Grid Sharp_B00M_MMCK.wav	Short, fast, and textured swish.
SWSH_SWISH-Stick With Wiper Grid_B00M_MMCK.wav	Fast and textured swish.
SWSH_SWISH-Stick_B00M_MMCK.wav	Fast and heavy swish.
WEAPArmr_SHIELD-Impact Metal 01_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 02_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 03_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 04_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 05_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 06_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 07_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 08_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 09_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 10_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 11_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 12_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 13_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 14_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 15_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 16_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 17_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 18_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal 19_B00M_MMCK.wav	Hard hit with metallic clang.
WEAPArmr_SHIELD-Impact Metal Large Hard_B00M_MMCK.wav	Heavy hit with metal clang and some ringing.
WEAPArmr_SHIELD-Impact Metal Large Soft_B00M_MMCK.wav	Hit with some shaking.
WEAPArmr_SHIELD-Impact Metal Large Sweetener_B00M_MMCK.wav	Hit and soft ringing.
WEAPArmr_SHIELD-Impact Metal Small Hard_B00M_MMCK.wav	Hard hit and soft ringing.
WEAPArmr_SHIELD-Impact Metal Small Soft_B00M_MMCK.wav	Hit and soft ringing.
WEAPArmr_SHIELD-Impact Wood 01_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 02_B00M_MMCK.wav	Hard, heavy, and low pitched hit.

FILENAME	DESCRIPTION
WEAPArmr_SHIELD-Impact Wood 03_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 04_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 05_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 06_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 07_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 08_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 09_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 10_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 11_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 12_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 13_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 14_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 15_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 16_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 17_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 18_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 19_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 20_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood 21_B00M_MMCK.wav	Hard, heavy, and low pitched hit.
WEAPArmr_SHIELD-Impact Wood Bash Metal Hard_B00M_MMCK.wav	Very short and hard hits.
WEAPArmr_SHIELD-Impact Wood Bash Metal Soft_B00M_MMCK.wav	Very short and soft hits.
WEAPArmr_SHIELD-Impact Wood Large Axe Bash Hard_B00M_MMCK.wav	Hard and heavy hit.
WEAPArmr_SHIELD-Impact Wood Large Axe Bash Soft_B00M_MMCK.wav	Light hit with subtle rattling in some variations.
WEAPArmr_SHIELD-Impact Wood Large Hard_B00M_MMCK.wav	Hard and heavy hit with soft shaking.
WEAPArmr_SHIELD-Impact Wood Large Soft_B00M_MMCK.wav	Hard hit and soft shaking.
WEAPArmr_SHIELD-Impact Wood Large Sweetener_B00M_MMCK.wav	Single deep and heavy hit.
WEAPArmr_SHIELD-Impact Wood Small 01_B00M_MMCK.wav	Short and fast hits.
WEAPArmr_SHIELD-Impact Wood Small 02_B00M_MMCK.wav	Hard and fast hit.
WEAPArmr_SHIELD-Impact Wood Small Hard_B00M_MMCK.wav	Fast, short, and hard hit.
WEAPArmr_SHIELD-Impact Wood Small Ringout_B00M_MMCK.wav	Short and quick hits.
WEAPArmr_SHIELD-Impact Wood Small Soft_B00M_MMCK.wav	Single hard and heavy hit.
WEAPArmr_SHIELD-Metal Large Bash_B00M_MMCK.wav	Metallic rattling and soft ringing.
WEAPArmr_SHIELD-Metal Large Equip_B00M_MMCK.wav	Metallic rattling and scratches.

FILENAME	DESCRIPTION
WEAPArmr_SHIELD-Metal Large Grab_B00M_MMCK.wav	Soft scratches and subtle ringing.
WEAPArmr_SHIELD-Metal Large Handling _B00M_MMCK.wav	Hits and soft scratches.
WEAPArmr_SHIELD-Metal Large Unequip_B00M_MMCK.wav	Hitting, rattling, and soft clangs.
WEAPArmr_SHIELD-Metal Small Bash 01_B00M_MMCK.wav	Hard hit and fast rattling.
WEAPArmr_SHIELD-Metal Small Bash 02_B00M_MMCK.wav	Hard hit and fast rattling.
WEAPArmr_SHIELD-Metal Small Equip_B00M_MMCK.wav	Hits and metallic clangs.
WEAPArmr_SHIELD-Metal Small Grab_B00M_MMCK.wav	Single hard and heavy hit.
WEAPArmr_SHIELD-Metal Small Handling_B00M_MMCK.wav	Dull hits and short movements.
WEAPArmr_SHIELD-Metal Small Unequip_B00M_MMCK.wav	Sliding and soft hits.
WEAPArmr_SHIELD-Wood Large Bash Sweetener_B00M_MMCK.wav	Hard and heavy hit with shaking.
WEAPArmr_SHIELD-Wood Large Bash_B00M_MMCK.wav	Heavy and fast rattling.
WEAPArmr_SHIELD-Wood Large Equip_B00M_MMCK.wav	Soft slides and hits.
WEAPArmr_SHIELD-Wood Large Grab_B00M_MMCK.wav	Dull hits and movements.
WEAPArmr_SHIELD-Wood Large Handling_B00M_MMCK.wav	Chaotic movements and hits.
WEAPArmr_SHIELD-Wood Large Unequip_B00M_MMCK.wav	Sliding and soft rattling.
WEAPArmr_SHIELD-Wood Small Bash_B00M_MMCK.wav	Soft rattling and movements.
WEAPArmr_SHIELD-Wood Small Equip _B00M_MMCK.wav	Hits and soft rattling.
WEAPArmr_SHIELD-Wood Small Grab_B00M_MMCK.wav	Soft hit with movement.
WEAPArmr_SHIELD-Wood Small Handling_B00M_MMCK.wav	Dragging and soft hits.
WEAPArmr_SHIELD-Wood Small Ringout_B00M_MMCK.wav	Short and fast hits.
WEAPArmr_SHIELD-Wood Small Unequip_B00M_MMCK.wav	Soft scrapes and rattling.
WEAPBlnt_FLAIL-One Handed 01 Block_B00M_MMCK.wav	Fast and hard rattling.
WEAPBlnt_FLAIL-One Handed 01 Chain Block_B00M_MMCK.wav	Quick and short rattling.
WEAPBlnt_FLAIL-One Handed 01 Chain Handling_B00M_MMCK.wav	Clicks and rattling.
WEAPBlnt_FLAIL-One Handed 01 Chain Impact_B00M_MMCK.wav	Short and hard rattling.
WEAPBlnt_FLAIL-One Handed 01 Equip_B00M_MMCK.wav	Hard rattling and clicks.
WEAPBlnt_FLAIL-One Handed 01 Handling_B00M_MMCK.wav	Hard and short rattling.
WEAPBlnt_FLAIL-One Handed 01 Impact Hard_B00M_MMCK.wav	Hard hit with some rattling.
WEAPBlnt_FLAIL-One Handed 01 Impact Soft_B00M_MMCK.wav	Soft hit with some rattling.
WEAPBlnt_FLAIL-One Handed 02 Block_B00M_MMCK.wav	Hard hit with rattling.
WEAPBlnt_FLAIL-One Handed 02 Chain Block_B00M_MMCK.wav	Hit with soft rattling.
WEAPBlnt_FLAIL-One Handed 02 Chain Handling_B00M_MMCK.wav	Rattling and soft movements.
WEAPBlnt_FLAIL-One Handed 02 Chain Impact_B00M_MMCK.wav	Short and fast rattling.

FILENAME	DESCRIPTION
WEAPBlnt_FLAIL-One Handed 02 Equip_BOOM_MMCK.wav	Short and fast movements with rattling.
WEAPBlnt_FLAIL-One Handed 02 Handling_BOOM_MMCK.wav	Soft rattling and clicks.
WEAPBlnt_FLAIL-One Handed 02 Impact Hard_BOOM_MMCK.wav	Hard and short hit.
WEAPBlnt_FLAIL-One Handed 02 Impact Soft_BOOM_MMCK.wav	Soft and short hit.
WEAPBlnt_FLAIL-One Handed 03 Chain Drop_BOOM_MMCK.wav	Hard rattling and clangs.
WEAPBlnt_FLAIL-One Handed 03 Chain Movement _BOOM_MMCK.wav	Soft rattling and ringing.
WEAPBlnt_FLAIL-One Handed 03 Equip_BOOM_MMCK.wav	Soft rattling and clangs.
WEAPBlnt_FLAIL-One Handed 03 Grab Add_BOOM_MMCK.wav	Soft and subtle click like sound.
WEAPBlnt_FLAIL-One Handed 03 Grab_BOOM_MMCK.wav	Soft rattling and movements.
WEAPBlnt_FLAIL-One Handed 03 Handling_BOOM_MMCK.wav	Soft rattling and clangs.
WEAPBlnt_FLAIL-One Handed 03 Impact 01_BOOM_MMCK.wav	Hard and fast rattling.
WEAPBlnt_FLAIL-One Handed 03 Impact 02_BOOM_MMCK.wav	Hard and fast rattling.
WEAPBlnt_FLAIL-One Handed 03 Movement Constant 01_BOOM_MMCK.wav	Continuous and soft rattling.
WEAPBlnt_FLAIL-One Handed 03 Movement Constant 02_BOOM_MMCK.wav	Continuous and soft rattling.
WEAPBlnt_FLAIL-One Handed 03 Scrape Fast_BOOM_MMCK.wav	Fast and hard rattling with ringing.
WEAPBlnt_FLAIL-One Handed 03 Scrape Rattle Long_BOOM_MMCK.wav	Fast movement and short clangs.
WEAPBlnt_FLAIL-One Handed 03 Scrape Slow_BOOM_MMCK.wav	Fast movement and rattling.
WEAPBlnt_FLAIL-One Handed 03 Unequip_BOOM_MMCK.wav	Short movement and rattling.
WEAPBlnt_FLAIL-One Handed 03 Whip Movement_BOOM_MMCK.wav	Metallic and soft hits.
WEAPBlnt_HAMMER-One Handed 01 Block_BOOM_MMCK.wav	Hard hit with rattling.
WEAPBlnt_HAMMER-One Handed 01 Equip_BOOM_MMCK.wav	Soft and short scraping.
WEAPBlnt_HAMMER-One Handed 01 Handling_BOOM_MMCK.wav	Soft and subtle scraping.
WEAPBlnt_HAMMER-One Handed 01 Impact Hard_BOOM_MMCK.wav	Single hard hit with clang.
WEAPBlnt_HAMMER-One Handed 01 Impact Soft_BOOM_MMCK.wav	Single soft hit with clang.
WEAPBlnt_HAMMER-One Handed 01 Ringout_BOOM_MMCK.wav	Single hard hit with ringing.
WEAPBlnt_HAMMER-One Handed 01 Unequip_BOOM_MMCK.wav	Soft and short hits.
WEAPBlnt_HAMMER-Two Handed 01 Block_BOOM_MMCK.wav	Short and fast scraping.
WEAPBlnt_HAMMER-Two Handed 01 Equip_BOOM_MMCK.wav	Rattling with soft clangs.
WEAPBlnt_HAMMER-Two Handed 01 Handling_BOOM_MMCK.wav	Very short and subtle clangs.
WEAPBlnt_HAMMER-Two Handed 01 Impact Hard_BOOM_MMCK.wav	Hard hits with ringing.
WEAPBlnt_HAMMER-Two Handed 01 Impact Soft_BOOM_MMCK.wav	Soft hits with ringing.
WEAPBlnt_HAMMER-Two Handed 01 Ringout_BOOM_MMCK.wav	Single hit with sharp ringing.
WEAPBlnt_HAMMER-Two Handed 01 Unequip_BOOM_MMCK.wav	Hard hits with clangs.

FILENAME	DESCRIPTION
WEAPBlnt_HAMMER-Two Handed 02 Block_B00M_MMCK.wav	Fast and short hits with ringing.
WEAPBlnt_HAMMER-Two Handed 02 Equip_B00M_MMCK.wav	Short hits with clangs.
WEAPBlnt_HAMMER-Two Handed 02 Handling_B00M_MMCK.wav	Short and soft scraping.
WEAPBlnt_HAMMER-Two Handed 02 Impact Hard_B00M_MMCK.wav	Hard hit with ringing.
WEAPBlnt_HAMMER-Two Handed 02 Impact Soft_B00M_MMCK.wav	Soft hit with ringing.
WEAPBlnt_HAMMER-Two Handed 02 Ringout_B00M_MMCK.wav	Single hit with sharp ringing.
WEAPBlnt_HAMMER-Two Handed 02 Unequip_B00M_MMCK.wav	Short and hard hits.
WEAPBlnt_HAMMER-Two Handed 03 Equip_B00M_MMCK.wav	Sharp and slow scraping.
WEAPBlnt_HAMMER-Two Handed 03 Grab 02_B00M_MMCK.wav	Short and subtle hit.
WEAPBlnt_HAMMER-Two Handed 03 Grab_B00M_MMCK.wav	Soft and subtle hit.
WEAPBlnt_HAMMER-Two Handed 03 Handling_B00M_MMCK.wav	Short and soft hits.
WEAPBlnt_HAMMER-Two Handed 03 Impact Dampened_B00M_MMCK.wav	Hard and short hit.
WEAPBlnt_HAMMER-Two Handed 03 Impact_B00M_MMCK.wav	Hard hit with ringing.
WEAPBlnt_HAMMER-Two Handed 03 Parry_B00M_MMCK.wav	Soft hits with clangs.
WEAPBlnt_HAMMER-Two Handed 03 Scrape Fast_B00M_MMCK.wav	Short and hard scraping.
WEAPBlnt_HAMMER-Two Handed 03 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPBlnt_HAMMER-Two Handed 03 Unequip_B00M_MMCK.wav	Slow and textured scraping.
WEAPBlnt_MACE-One Handed Equip_B00M_MMCK.wav	Short and heavy scrapes.
WEAPBlnt_MACE-One Handed Grab_B00M_MMCK.wav	Single short and quick hit.
WEAPBlnt_MACE-One Handed Handling_B00M_MMCK.wav	Soft and short scraping.
WEAPBlnt_MACE-One Handed Impact Hard_B00M_MMCK.wav	Hard and metallic hit.
WEAPBlnt_MACE-One Handed Impact Soft 01_B00M_MMCK.wav	Soft and metallic hit.
WEAPBlnt_MACE-One Handed Impact Soft 02_B00M_MMCK.wav	Soft and metallic hit.
WEAPBlnt_MACE-One Handed Impact Soft 03_B00M_MMCK.wav	Soft and metallic hit.
WEAPBlnt_MACE-One Handed Ringout_B00M_MMCK.wav	Hard and metallic hit with clang.
WEAPBlnt_MACE-One Handed Scrape Fast Parry_B00M_MMCK.wav	Short, quick, and soft scraping with clang.
WEAPBlnt_MACE-One Handed Scrape Fast_B00M_MMCK.wav	Heavy and short scraping.
WEAPBlnt_MACE-One Handed Scrape Parry 01_B00M_MMCK.wav	Scraping in short and fast motions.
WEAPBlnt_MACE-One Handed Scrape Parry 02_B00M_MMCK.wav	Short and soft scraping with clang.
WEAPBlnt_MACE-One Handed Scrape Slow_B00M_MMCK.wav	Heavy and slow scraping.
WEAPBlnt_MACE-One Handed Unequip_B00M_MMCK.wav	Soft rattling and clangs.
WEAPBlnt_STAFF-Wood Double Impact_B00M_MMCK.wav	Two soft and fast hits.
WEAPBlnt_STAFF-Wood Grab_B00M_MMCK.wav	Soft and light hit.

FILENAME	DESCRIPTION
WEAPBlnt_STAFF-Wood Handling_B00M_MMCK.wav	Soft and light rattling.
WEAPBlnt_STAFF-Wood Impact_B00M_MMCK.wav	Single hard and short hit.
WEAPBlnt_STAFF-Wood Scrape Fast_B00M_MMCK.wav	Quick and short scraping.
WEAPBlnt_STAFF-Wood Scrape Slow_B00M_MMCK.wav	Long and hard scraping.
WEAPBlnt_STAFF-Wood Unequip_B00M_MMCK.wav	Soft hit with rustling in some variations.
WEAPKnif_DAGGER-One Handed 01 Block_B00M_MMCK.wav	Hard and short scraping.
WEAPKnif_DAGGER-One Handed 01 Drag _B00M_MMCK.wav	Hard and heavy scraping.
WEAPKnif_DAGGER-One Handed 01 Equip_B00M_MMCK.wav	Short and soft scraping with clang.
WEAPKnif_DAGGER-One Handed 01 Handling_B00M_MMCK.wav	Short and quick hits with clangs.
WEAPKnif_DAGGER-One Handed 01 Impact Hard_B00M_MMCK.wav	Hard and short hit with ringing.
WEAPKnif_DAGGER-One Handed 01 Impact Soft_B00M_MMCK.wav	Soft and short hit with ringing.
WEAPKnif_DAGGER-One Handed 01 Ringout_B00M_MMCK.wav	Single hard hit with ringing.
WEAPKnif_DAGGER-One Handed 01 Scrape Fast Ringout_B00M_MMCK.wav	Quick and short scraping.
WEAPKnif_DAGGER-One Handed 01 Scrape Fast_B00M_MMCK.wav	Slow and short scraping.
WEAPKnif_DAGGER-One Handed 01 Scrape Slow_B00M_MMCK.wav	Hard and heavy scraping.
WEAPKnif_DAGGER-One Handed 01 Unequip_B00M_MMCK.wav	Metallic clangs with dragging.
WEAPKnif_DAGGER-One Handed 02 Block_B00M_MMCK.wav	Hard hits and metallic clangs.
WEAPKnif_DAGGER-One Handed 02 Equip_B00M_MMCK.wav	Short scraping with ringing.
WEAPKnif_DAGGER-One Handed 02 Handling_B00M_MMCK.wav	Chaotic movements and metallic hits.
WEAPKnif_DAGGER-One Handed 02 Impact Hard_B00M_MMCK.wav	Hard hit with ringing.
WEAPKnif_DAGGER-One Handed 02 Impact Soft._B00M_MMCK.wav	Soft hit with ringing.
WEAPKnif_DAGGER-One Handed 02 Ringout_B00M_MMCK.wav	Hard hit with sharp ringing.
WEAPKnif_DAGGER-One Handed 02 Scrape Fast_B00M_MMCK.wav	Quick and short scraping.
WEAPKnif_DAGGER-One Handed 02 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPKnif_DAGGER-One Handed 02 Unequip_B00M_MMCK.wav	Short and hard scraping.
WEAPKnif_DAGGER-One Handed Small 01 Equip_B00M_MMCK.wav	Soft hit and scraping.
WEAPKnif_DAGGER-One Handed Small 01 Grab_B00M_MMCK.wav	Soft and short hit.
WEAPKnif_DAGGER-One Handed Small 01 Handling_B00M_MMCK.wav	Soft rattling with clangs.
WEAPKnif_DAGGER-One Handed Small 01 Impact Hard_B00M_MMCK.wav	Hard and short hit.
WEAPKnif_DAGGER-One Handed Small 01 Impact Soft_B00M_MMCK.wav	Soft and short hit.
WEAPKnif_DAGGER-One Handed Small 01 Parry_B00M_MMCK.wav	Soft rattling with clangs.
WEAPKnif_DAGGER-One Handed Small 01 Ringout_B00M_MMCK.wav	Soft hit with ringing.
WEAPKnif_DAGGER-One Handed Small 01 Scrape Fast_B00M_MMCK.wav	Short and light scraping.

FILENAME	DESCRIPTION
WEAPKnif_DAGGER-One Handed Small 01 Scrape Slow_B00M_MMCK.wav	Slow and light scraping.
WEAPKnif_DAGGER-One Handed Small 01 Unequip_B00M_MMCK.wav	Soft scraping and click.
WEAPKnif_DAGGER-One Handed Small 02 Equip_B00M_MMCK.wav	Hard and heavy scraping.
WEAPKnif_DAGGER-One Handed Small 02 Grab_B00M_MMCK.wav	Soft and short clicks.
WEAPKnif_DAGGER-One Handed Small 02 Handling_B00M_MMCK.wav	Soft hits and metallic clangs.
WEAPKnif_DAGGER-One Handed Small 02 Impact Hard_B00M_MMCK.wav	Hard hits and metallic clangs.
WEAPKnif_DAGGER-One Handed Small 02 Impact Soft_B00M_MMCK.wav	Soft hits and metallic clangs.
WEAPKnif_DAGGER-One Handed Small 02 Parry_B00M_MMCK.wav	Hard hit and soft rattling.
WEAPKnif_DAGGER-One Handed Small 02 Ringout_B00M_MMCK.wav	Hard hit and ringing.
WEAPKnif_DAGGER-One Handed Small 02 Scrape Fast_B00M_MMCK.wav	Hard and slow scraping.
WEAPKnif_DAGGER-One Handed Small 02 Scrape Slow_B00M_MMCK.wav	Quick and short scraping.
WEAPKnif_DAGGER-One Handed Small 02 Unequip_B00M_MMCK.wav	Hard and long scraping.
WEAPKnif_DAGGER-One Handed Small 03 Equip_B00M_MMCK.wav	Fast and short scraping.
WEAPKnif_DAGGER-One Handed Small 03 Handling 01_B00M_MMCK.wav	Soft and metallic clangs.
WEAPKnif_DAGGER-One Handed Small 03 Handling 02_B00M_MMCK.wav	Soft and metallic clangs.
WEAPKnif_DAGGER-One Handed Small 03 Impact Hard_B00M_MMCK.wav	Hard hit with ringing.
WEAPKnif_DAGGER-One Handed Small 03 Impact Soft_B00M_MMCK.wav	Soft hit with subtle ringing.
WEAPKnif_DAGGER-One Handed Small 03 Parry_B00M_MMCK.wav	Hard hits with clangs.
WEAPKnif_DAGGER-One Handed Small 03 Ringout_B00M_MMCK.wav	Light hit with ringing.
WEAPKnif_DAGGER-One Handed Small 03 Scrape Fast_B00M_MMCK.wav	Hard and short scraping.
WEAPKnif_DAGGER-One Handed Small 03 Scrape Slow_B00M_MMCK.wav	Hard and slow scraping.
WEAPKnif_DAGGER-One Handed Small 03 Unequip_B00M_MMCK.wav	Hard and short scraping.
WEAPKnif_KNIFE-One Handed Large Equip_B00M_MMCK.wav	Soft and short scraping.
WEAPKnif_KNIFE-One Handed Large Grab_B00M_MMCK.wav	Soft and short click.
WEAPKnif_KNIFE-One Handed Large Impact Hard_B00M_MMCK.wav	Hard and short hit.
WEAPKnif_KNIFE-One Handed Large Impact Soft_B00M_MMCK.wav	Soft and short hit.
WEAPKnif_KNIFE-One Handed Large Parry_B00M_MMCK.wav	Soft hit and subtle rattling.
WEAPKnif_KNIFE-One Handed Large Ringout_B00M_MMCK.wav	Soft and short hit.
WEAPKnif_KNIFE-One Handed Large Scrape Fast_B00M_MMCK.wav	Quick and short scraping.
WEAPKnif_KNIFE-One Handed Large Scrape Slow_B00M_MMCK.wav	Slow and short scraping.
WEAPKnif_KNIFE-One Handed Large Unequip_B00M_MMCK.wav	Slow scraping with clangs.
WEAPKnif_KNIFE-One Handed Small Equip_B00M_MMCK.wav	Soft and short scraping.
WEAPKnif_KNIFE-One Handed Small Grab_B00M_MMCK.wav	Short and soft hits.

FILENAME	DESCRIPTION
WEAPKnif_KNIFE-One Handed Small Handling_B00M_MMCK.wav	Soft and subtle hits.
WEAPKnif_KNIFE-One Handed Small Impact Hard_B00M_MMCK.wav	Hard and short hits.
WEAPKnif_KNIFE-One Handed Small Impact Soft_B00M_MMCK.wav	Soft and short hits.
WEAPKnif_KNIFE-One Handed Small Parry_B00M_MMCK.wav	Short hits with clangs.
WEAPKnif_KNIFE-One Handed Small Ringout_B00M_MMCK.wav	Single hit with sharp ringing.
WEAPKnif_KNIFE-One Handed Small Scrape Fast_B00M_MMCK.wav	Quick and short scraping.
WEAPKnif_KNIFE-One Handed Small Scrape Slow_B00M_MMCK.wav	Slow and soft scraping.
WEAPKnif_KNIFE-One Handed Small Unequip_B00M_MMCK.wav	Soft and wavering scraping.
WEAPKnif_KNIFE-Scrape Slice 01_B00M_MMCK.wav	Quick and short scraping.
WEAPKnif_KNIFE-Scrape Slice 02_B00M_MMCK.wav	Quick and short scraping.
WEAPKnif_KNIFE-Scrape Slice 03_B00M_MMCK.wav	Quick and short scraping.
WEAPKnif_KNIFE-Scrape Slice 04_B00M_MMCK.wav	Quick and short scraping.
WEAPKnif_KNIFE-Scrape Slice 05_B00M_MMCK.wav	Quick and short scraping.
WEAPMisc_AXE-One Handed 01 Equip_B00M_MMCK.wav	Hit and soft scraping.
WEAPMisc_AXE-One Handed 01 Grab_B00M_MMCK.wav	Soft and subtle hit.
WEAPMisc_AXE-One Handed 01 Handling_B00M_MMCK.wav	Quiet and soft clangs.
WEAPMisc_AXE-One Handed 01 Impact Hard_B00M_MMCK.wav	Hard hit with some ringing.
WEAPMisc_AXE-One Handed 01 Impact Soft_B00M_MMCK.wav	Soft hit with clang.
WEAPMisc_AXE-One Handed 01 Parry_B00M_MMCK.wav	Hard hits with clangs.
WEAPMisc_AXE-One Handed 01 Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.
WEAPMisc_AXE-One Handed 01 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPMisc_AXE-One Handed 01 Unequip_B00M_MMCK.wav	Soft scraping with hit.
WEAPMisc_AXE-One Handed 02 Equip_B00M_MMCK.wav	Short hits with clangs.
WEAPMisc_AXE-One Handed 02 Grab_B00M_MMCK.wav	Soft and subtle hits.
WEAPMisc_AXE-One Handed 02 Handling_B00M_MMCK.wav	Soft and short hits.
WEAPMisc_AXE-One Handed 02 Impact Hard_B00M_MMCK.wav	Hard and short hit.
WEAPMisc_AXE-One Handed 02 Impact Soft_B00M_MMCK.wav	Soft and short hit.
WEAPMisc_AXE-One Handed 02 Parry_B00M_MMCK.wav	Soft hits with clangs.
WEAPMisc_AXE-One Handed 02 Ringout_B00M_MMCK.wav	Soft hit with ringing.
WEAPMisc_AXE-One Handed 02 Scrape Fast_B00M_MMCK.wav	Short and fast scraping.
WEAPMisc_AXE-One Handed 02 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPMisc_AXE-One Handed 02 Unequip_B00M_MMCK.wav	Short and soft scraping with clang.
WEAPMisc_AXE-One Handed 03 Equip_B00M_MMCK.wav	Hard hits with clangs.

FILENAME	DESCRIPTION
WEAPMisc_AXE-One Handed 03 Grab 01_B00M_MMCK.wav	Single hard and dull hit.
WEAPMisc_AXE-One Handed 03 Grab 02_B00M_MMCK.wav	Single hard and short hit.
WEAPMisc_AXE-One Handed 03 Handling_B00M_MMCK.wav	Hard hits with clangs.
WEAPMisc_AXE-One Handed 03 Impact 01 _B00M_MMCK.wav	Single hard hit with ringing.
WEAPMisc_AXE-One Handed 03 Impact 02_B00M_MMCK.wav	Hard hit with ringing.
WEAPMisc_AXE-One Handed 03 Impact Hard_B00M_MMCK.wav	Hard and short hit.
WEAPMisc_AXE-One Handed 03 Impact Soft 01_B00M_MMCK.wav	Soft and short hit.
WEAPMisc_AXE-One Handed 03 Impact Soft 02_B00M_MMCK.wav	Soft and short hit.
WEAPMisc_AXE-One Handed 03 Ringout_B00M_MMCK.wav	Soft hit with ringing.
WEAPMisc_AXE-One Handed 03 Scrape Fast_B00M_MMCK.wav	Short and hard scraping.
WEAPMisc_AXE-One Handed 03 Scrape Parry_B00M_MMCK.wav	Metallic clangs with short scrapings.
WEAPMisc_AXE-One Handed 03 Scrape Slow_B00M_MMCK.wav	Long and shaky scraping.
WEAPMisc_AXE-One Handed 03 Scrape Sweetener_B00M_MMCK.wav	Single short and fast scraping.
WEAPMisc_AXE-One Handed 03 Unequip_B00M_MMCK.wav	Short and soft scraping with clang.
WEAPMisc_AXE-Two Handed 01 Block_B00M_MMCK.wav	Hard and short scraping.
WEAPMisc_AXE-Two Handed 01 Equip_B00M_MMCK.wav	Hard hit and heavy scraping.
WEAPMisc_AXE-Two Handed 01 Handling_B00M_MMCK.wav	Metallic hits and short scrapings.
WEAPMisc_AXE-Two Handed 01 Impact Hard_B00M_MMCK.wav	Soft and high pitched hit.
WEAPMisc_AXE-Two Handed 01 Impact Soft_B00M_MMCK.wav	Light hit with ringing.
WEAPMisc_AXE-Two Handed 01 Ring Out_B00M_MMCK.wav	Single hard hit with ringing.
WEAPMisc_AXE-Two Handed 01 Scrape_B00M_MMCK.wav	Single hard and fast scraping.
WEAPMisc_AXE-Two Handed 01 Unequip_B00M_MMCK.wav	Single hard, short, and heavy scraping.
WEAPMisc_AXE-Two Handed 02 Block_B00M_MMCK.wav	Hard hits and metallic clangs.
WEAPMisc_AXE-Two Handed 02 Equip_B00M_MMCK.wav	Soft hits and metallic clangs.
WEAPMisc_AXE-Two Handed 02 Handling_B00M_MMCK.wav	Hard hits and rattling.
WEAPMisc_AXE-Two Handed 02 Impact Hard_B00M_MMCK.wav	Hard hit and ringing.
WEAPMisc_AXE-Two Handed 02 Impact Soft_B00M_MMCK.wav	Soft and short hit.
WEAPMisc_AXE-Two Handed 02 Ring Out_B00M_MMCK.wav	Hard hit and sharp ringing.
WEAPMisc_AXE-Two Handed 02 Scrape_B00M_MMCK.wav	Hard and quick scraping.
WEAPMisc_AXE-Two Handed 02 Unequip_B00M_MMCK.wav	Fast and short scraping.
WEAPPole_PARTISAN-One Handed Equip_B00M_MMCK.wav	Hit and soft scraping.
WEAPPole_PARTISAN-One Handed Grab_B00M_MMCK.wav	Soft and subtle hit.
WEAPPole_PARTISAN-One Handed Handling_B00M_MMCK.wav	Soft hits with clangs.

FILENAME	DESCRIPTION
WEAPPole_PARTISAN-One Handed Impact Hard_B00M_MMCK.wav	Single hard hit with ringing.
WEAPPole_PARTISAN-One Handed Impact Soft_B00M_MMCK.wav	Single soft hit with ringing.
WEAPPole_PARTISAN-One Handed Parry_B00M_MMCK.wav	Soft and quiet rattling.
WEAPPole_PARTISAN-One Handed Ringout_B00M_MMCK.wav	Single hit with sharp ringing.
WEAPPole_PARTISAN-One Handed Scrape Fast_B00M_MMCK.wav	Quick and short scraping.
WEAPPole_PARTISAN-One Handed Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPPole_PARTISAN-One Handed Unequip_B00M_MMCK.wav	Slow and quiet scraping.
WEAPPole_PIKE-One Handed Equip_B00M_MMCK.wav	Soft hit and scraping.
WEAPPole_PIKE-One Handed Grab_B00M_MMCK.wav	Soft and subtle hit.
WEAPPole_PIKE-One Handed Handling_B00M_MMCK.wav	Soft and fast hits.
WEAPPole_PIKE-One Handed Impact Hard_B00M_MMCK.wav	Hard hit with some ringing.
WEAPPole_PIKE-One Handed Parry_B00M_MMCK.wav	Soft hit with subtle shaking.
WEAPPole_PIKE-One Handed Ringout_B00M_MMCK.wav	Hard hit with ringing.
WEAPPole_PIKE-One Handed Scrape Fast_B00M_MMCK.wav	Quick and sharp scraping.
WEAPPole_PIKE-One Handed Scrape Slow_B00M_MMCK.wav	Slow and sharp scraping.
WEAPPole_PIKE-One Handed Unequip_B00M_MMCK.wav	Fast and gritty scraping.
WEAPPole_POLE-One Handed 01 Equip_B00M_MMCK.wav	Soft and subtle scraping.
WEAPPole_POLE-One Handed 01 Grab_B00M_MMCK.wav	Short and subtle hit.
WEAPPole_POLE-One Handed 01 Handling_B00M_MMCK.wav	Soft and short hits.
WEAPPole_POLE-One Handed 01 Impact Hard_B00M_MMCK.wav	Single hard hit with ringing.
WEAPPole_POLE-One Handed 01 Impact Soft_B00M_MMCK.wav	Single soft and short hit.
WEAPPole_POLE-One Handed 01 Parry_B00M_MMCK.wav	Fast and soft rattling.
WEAPPole_POLE-One Handed 01 Ringout_B00M_MMCK.wav	Single hit with sharp ringing.
WEAPPole_POLE-One Handed 01 Scrape Fast_B00M_MMCK.wav	Quick and soft scraping.
WEAPPole_POLE-One Handed 01 Scrape Slow_B00M_MMCK.wav	Slow and soft scraping.
WEAPPole_POLE-One Handed 01 Unequip_B00M_MMCK.wav	Light and long scraping.
WEAPPole_POLE-One Handed 02 Equip_B00M_MMCK.wav	Soft, short, and subtle scrapings.
WEAPPole_POLE-One Handed 02 Grab_B00M_MMCK.wav	Soft and subtle hit.
WEAPPole_POLE-One Handed 02 Handling_B00M_MMCK.wav	Soft and quiet hits with clangs.
WEAPPole_POLE-One Handed 02 Impact Hard_B00M_MMCK.wav	Single short and hard hit.
WEAPPole_POLE-One Handed 02 Impact Soft_B00M_MMCK.wav	Single short and light hit.
WEAPPole_POLE-One Handed 02 Parry_B00M_MMCK.wav	Quiet rattling with clangs.
WEAPPole_POLE-One Handed 02 Ringout_B00M_MMCK.wav	Single hard hit with sharp ringing.

FILENAME	DESCRIPTION
WEAPPole_POLE-One Handed 02 Scrape Fast_B00M_MMCK.wav	Quick and short scraping.
WEAPPole_POLE-One Handed 02 Scrape Slow_B00M_MMCK.wav	Slow and soft scraping.
WEAPPole_POLE-One Handed 02 Unequip_B00M_MMCK.wav	Slow and gritty scraping.
WEAPPole_POLEARM-Two Handed Scythe Block_B00M_MMCK.wav	Hard hits with ringing.
WEAPPole_POLEARM-Two Handed Scythe Equip_B00M_MMCK.wav	Fast and hard hits with ringing.
WEAPPole_POLEARM-Two Handed Scythe Handling_B00M_MMCK.wav	Chaotic and short scraping.
WEAPPole_POLEARM-Two Handed Scythe Impact Hard_B00M_MMCK.wav	Hard hit with ringing.
WEAPPole_POLEARM-Two Handed Scythe Impact Soft_B00M_MMCK.wav	Soft hit with ringing.
WEAPPole_POLEARM-Two Handed Scythe Ringout_B00M_MMCK.wav	Single hard hit with sharp ringing.
WEAPPole_POLEARM-Two Handed Scythe Scrape Fast_B00M_MMCK.wav	Single sharp and hard scraping.
WEAPPole_POLEARM-Two Handed Scythe Scrape Slow_B00M_MMCK.wav	Single sharp and slow scraping.
WEAPPole_POLEARM-Two Handed Scythe Unequip_B00M_MMCK.wav	Single hard and gritty scraping.
WEAPPole_POLLAXE-Two Handed Equip_B00M_MMCK.wav	Hit and soft scraping.
WEAPPole_POLLAXE-Two Handed Grab_B00M_MMCK.wav	Soft and subtle hit.
WEAPPole_POLLAXE-Two Handed Handling_B00M_MMCK.wav	Quiet and soft clangs.
WEAPPole_POLLAXE-Two Handed Impact Hard_B00M_MMCK.wav	Hard hit with some ringing.
WEAPPole_POLLAXE-Two Handed Impact Soft_B00M_MMCK.wav	Soft hit with clang.
WEAPPole_POLLAXE-Two Handed Parry_B00M_MMCK.wav	Hard hits with clangs.
WEAPPole_POLLAXE-Two Handed Ringout_B00M_MMCK.wav	Single hit with ringing.
WEAPPole_POLLAXE-Two Handed Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.
WEAPPole_POLLAXE-Two Handed Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPPole_POLLAXE-Two Handed Unequip_B00M_MMCK.wav	Soft scraping with hit.
WEAPPole_SPEAR-Two Handed Equip 01_B00M_MMCK.wav	Short and slow scarping.
WEAPPole_SPEAR-Two Handed Equip 02_B00M_MMCK.wav	Short and fast scraping.
WEAPPole_SPEAR-Two Handed Grab_B00M_MMCK.wav	Soft and dull hit.
WEAPPole_SPEAR-Two Handed Handling_B00M_MMCK.wav	Soft and quiet rattling.
WEAPPole_SPEAR-Two Handed Impact Hard_B00M_MMCK.wav	Hard hit with some ringing.
WEAPPole_SPEAR-Two Handed Impact_B00M_MMCK.wav	Hard hit with some ringing.
WEAPPole_SPEAR-Two Handed Parry_B00M_MMCK.wav	Fast and soft hits.
WEAPPole_SPEAR-Two Handed Scrape Fast_B00M_MMCK.wav	Hard and sharp scraping.
WEAPPole_SPEAR-Two Handed Scrape Slow_B00M_MMCK.wav	Slow and sharp scraping.
WEAPPole_SPEAR-Two Handed Unequip 01_B00M_MMCK.wav	Heavy dragging with some clicks.
WEAPPole_SPEAR-Two Handed Unequip 02_B00M_MMCK.wav	Heavy dragging with some clicks.

FILENAME	DESCRIPTION
WEAPPole_SPEAR-Two Handed Unequip 03_B00M_MMCK.wav	Heavy dragging with some clicks.
WEAPSwrd_KATANA-One Handed Equip_B00M_MMCK.wav	Fast and hard scraping.
WEAPSwrd_KATANA-One Handed Ringout_B00M_MMCK.wav	Hard hit with sharp ringing.
WEAPSwrd_KATANA-One Handed Scrape Constant 01_B00M_MMCK.wav	Continuous and sharp scraping.
WEAPSwrd_KATANA-One Handed Scrape Constant 02_B00M_MMCK.wav	Continuous and sharp scraping.
WEAPSwrd_KATANA-One Handed Scrape Fast 01_B00M_MMCK.wav	Quick and short scraping with ringing.
WEAPSwrd_KATANA-One Handed Scrape Fast 02_B00M_MMCK.wav	Fast swish with sharp ringing.
WEAPSwrd_KATANA-One Handed Scrape Slow_B00M_MMCK.wav	Slow and sharp scraping.
WEAPSwrd_KATANA-One Handed Unequip_B00M_MMCK.wav	Short and soft scraping.
WEAPSwrd_SWORD-Clash Block 01_B00M_MMCK.wav	Hard hits with clangs.
WEAPSwrd_SWORD-Clash Block 02_B00M_MMCK.wav	Hard hits with clangs.
WEAPSwrd_SWORD-Clash Block Complex_B00M_MMCK.wav	Several hard hits with clangs.
WEAPSwrd_SWORD-Clash Block Ringout High_B00M_MMCK.wav	Single hard hit with high pitched ringing.
WEAPSwrd_SWORD-Clash Block Ringout Resonate_B00M_MMCK.wav	Single rough hit with ringing.
WEAPSwrd_SWORD-Clash Block Ringout_B00M_MMCK.wav	Hard hit with clang and some ringing.
WEAPSwrd_SWORD-One And A Half Handed Equip_B00M_MMCK.wav	Hard and heavy scraping.
WEAPSwrd_SWORD-One And A Half Handed Grab_B00M_MMCK.wav	Hard and dull hit.
WEAPSwrd_SWORD-One And A Half Handed Handle Clash_B00M_MMCK.wav	Hard and loud clangs.
WEAPSwrd_SWORD-One And A Half Handed Handling Short_B00M_MMCK.wav	Hard hit with some rattling.
WEAPSwrd_SWORD-One And A Half Handed Impact Hard 01_B00M_MMCK.wav	Hard hit with clang.
WEAPSwrd_SWORD-One And A Half Handed Impact Hard 02_B00M_MMCK.wav	Hard hit with clang.
WEAPSwrd_SWORD-One And A Half Handed Impact Soft_B00M_MMCK.wav	Soft hit with clang.
WEAPSwrd_SWORD-One And A Half Handed Ringout_B00M_MMCK.wav	Single hit with ringing.
WEAPSwrd_SWORD-One And A Half Handed Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-One And A Half Handed Scrape Parry_B00M_MMCK.wav	Hard hits with clangs.
WEAPSwrd_SWORD-One And A Half Handed Scrape Slow_B00M_MMCK.wav	Hard and slow scraping.
WEAPSwrd_SWORD-One And A Half Handed Unequip_B00M_MMCK.wav	Hit and hard scraping.
WEAPSwrd_SWORD-One Handed 01 Block_B00M_MMCK.wav	Hard and short scraping with some ringing.
WEAPSwrd_SWORD-One Handed 01 Drag_B00M_MMCK.wav	Hard and slow dragging.
WEAPSwrd_SWORD-One Handed 01 Equip_B00M_MMCK.wav	Hit and hard scraping.
WEAPSwrd_SWORD-One Handed 01 Handling_B00M_MMCK.wav	Hard hits with some rattling.
WEAPSwrd_SWORD-One Handed 01 Impact Hard_B00M_MMCK.wav	Hard hit with sharp ringing.
WEAPSwrd_SWORD-One Handed 01 Impact Soft_B00M_MMCK.wav	Soft hit with ringing.

FILENAME	DESCRIPTION
WEAPSwrd_SWORD-One Handed 01 Ringout_B00M_MMCK.wav	Heavy hit with sharp ringing.
WEAPSwrd_SWORD-One Handed 01 Scrape Fast_B00M_MMCK.wav	Quick and heavy scraping.
WEAPSwrd_SWORD-One Handed 01 Scrape Slow_B00M_MMCK.wav	Slow and heavy scraping.
WEAPSwrd_SWORD-One Handed 01 Sheat_B00M_MMCK.wav	Slow scraping and hit.
WEAPSwrd_SWORD-One Handed 02 Block_B00M_MMCK.wav	Hard and short scraping with some ringing.
WEAPSwrd_SWORD-One Handed 02 Drag_B00M_MMCK.wav	Hard and slow dragging.
WEAPSwrd_SWORD-One Handed 02 Equip_B00M_MMCK.wav	Hard and heavy scraping.
WEAPSwrd_SWORD-One Handed 02 Handling_B00M_MMCK.wav	Hard hits with some rattling.
WEAPSwrd_SWORD-One Handed 02 Impact Sharp Solid_B00M_MMCK.wav	Hard hit with sharp ringing.
WEAPSwrd_SWORD-One Handed 02 Impact Sharp Tonal_B00M_MMCK.wav	Soft hit with ringing.
WEAPSwrd_SWORD-One Handed 02 Impact Soft_B00M_MMCK.wav	Heavy hit with sharp ringing.
WEAPSwrd_SWORD-One Handed 02 Ring Out Solid_B00M_MMCK.wav	Single hard and sharp ringing.
WEAPSwrd_SWORD-One Handed 02 Ringout Tonal_B00M_MMCK.wav	Single hard, sharp, and tonal ringing.
WEAPSwrd_SWORD-One Handed 02 Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-One Handed 02 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPSwrd_SWORD-One Handed 02 Sheat_B00M_MMCK.wav	Slow scraping and hit.
WEAPSwrd_SWORD-One Handed 03 Block_B00M_MMCK.wav	Hard and short scraping with rattling.
WEAPSwrd_SWORD-One Handed 03 Drag_B00M_MMCK.wav	Hard and slow dragging.
WEAPSwrd_SWORD-One Handed 03 Equip_B00M_MMCK.wav	Short, hard and heavy scraping.
WEAPSwrd_SWORD-One Handed 03 Handling_B00M_MMCK.wav	Hard and slow scraping.
WEAPSwrd_SWORD-One Handed 03 Impact Hard_B00M_MMCK.wav	Hard hit with sharp ringing.
WEAPSwrd_SWORD-One Handed 03 Impact Soft_B00M_MMCK.wav	Soft hit with ringing.
WEAPSwrd_SWORD-One Handed 03 Ringout_B00M_MMCK.wav	Heavy hit with sharp ringing.
WEAPSwrd_SWORD-One Handed 03 Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-One Handed 03 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPSwrd_SWORD-One Handed 03 Sheat_B00M_MMCK.wav	Slow scraping and hit.
WEAPSwrd_SWORD-One Handed 04 Block_B00M_MMCK.wav	Hard and short scraping.
WEAPSwrd_SWORD-One Handed 04 Drag_B00M_MMCK.wav	Hard and slow dragging.
WEAPSwrd_SWORD-One Handed 04 Equip_B00M_MMCK.wav	Short and hard scraping.
WEAPSwrd_SWORD-One Handed 04 Handling_B00M_MMCK.wav	Hard and short scraping.
WEAPSwrd_SWORD-One Handed 04 Impact Soft_B00M_MMCK.wav	Soft hit with ringing.
WEAPSwrd_SWORD-One Handed 04 Impact_B00M_MMCK.wav	Hard hit with sharp ringing.
WEAPSwrd_SWORD-One Handed 04 Ringout_B00M_MMCK.wav	Heavy hit with sharp ringing.

FILENAME	DESCRIPTION
WEAPSwrd_SWORD-One Handed 04 Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-One Handed 04 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPSwrd_SWORD-One Handed 04 Sheat_B00M_MMCK.wav	Slow scraping and hit.
WEAPSwrd_SWORD-One Handed 05 Block_B00M_MMCK.wav	Hard and short scraping with clang.
WEAPSwrd_SWORD-One Handed 05 Drag_B00M_MMCK.wav	Hard and slow dragging.
WEAPSwrd_SWORD-One Handed 05 Equip_B00M_MMCK.wav	Short and hard scraping.
WEAPSwrd_SWORD-One Handed 05 Handling_B00M_MMCK.wav	Quiet and short scraping.
WEAPSwrd_SWORD-One Handed 05 Impact Hard_B00M_MMCK.wav	Hard hit with sharp ringing.
WEAPSwrd_SWORD-One Handed 05 Impact Soft_B00M_MMCK.wav	Soft hit with ringing.
WEAPSwrd_SWORD-One Handed 05 Ringout_B00M_MMCK.wav	Heavy hit with sharp ringing.
WEAPSwrd_SWORD-One Handed 05 Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-One Handed 05 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPSwrd_SWORD-One Handed 05 Sheat_B00M_MMCK.wav	Slow scraping and hit.
WEAPSwrd_SWORD-One Handed 06 Block_B00M_MMCK.wav	Hard and slow scraping.
WEAPSwrd_SWORD-One Handed 06 Drag_B00M_MMCK.wav	Hard and short dragging.
WEAPSwrd_SWORD-One Handed 06 Equip_B00M_MMCK.wav	Short and hard scraping.
WEAPSwrd_SWORD-One Handed 06 Handling_B00M_MMCK.wav	Hard hits with clangs.
WEAPSwrd_SWORD-One Handed 06 Impact Hard_B00M_MMCK.wav	Single hard hit with sharp ringing.
WEAPSwrd_SWORD-One Handed 06 Impact Soft_B00M_MMCK.wav	Single soft hit with ringing.
WEAPSwrd_SWORD-One Handed 06 Ringout_B00M_MMCK.wav	Single hit with sharp ringing.
WEAPSwrd_SWORD-One Handed 06 Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-One Handed 06 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPSwrd_SWORD-One Handed 06 Sheat_B00M_MMCK.wav	Slow scraping and hit.
WEAPSwrd_SWORD-One Handed 07 Block_B00M_MMCK.wav	Hard and short scraping.
WEAPSwrd_SWORD-One Handed 07 Equip_B00M_MMCK.wav	Short and hard rattling.
WEAPSwrd_SWORD-One Handed 07 Handling_B00M_MMCK.wav	Soft hits with clangs.
WEAPSwrd_SWORD-One Handed 07 Impact Hard_B00M_MMCK.wav	Single hard hit with sharp ringing.
WEAPSwrd_SWORD-One Handed 07 Impact Soft_B00M_MMCK.wav	Single soft hit with ringing.
WEAPSwrd_SWORD-One Handed 07 Ringout_B00M_MMCK.wav	Single hit with sharp ringing.
WEAPSwrd_SWORD-One Handed 07 Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-One Handed 07 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPSwrd_SWORD-One Handed 07 Sheat_B00M_MMCK.wav	Slow scraping and hit.
WEAPSwrd_SWORD-One Handed 08 Equip_B00M_MMCK.wav	Hit and soft scraping.

FILENAME	DESCRIPTION
WEAPSwrd_SWORD-One Handed 08 Grab_B00M_MMCK.wav	Soft and subtle hit.
WEAPSwrd_SWORD-One Handed 08 Handling_B00M_MMCK.wav	Quiet and soft clangs.
WEAPSwrd_SWORD-One Handed 08 Impact Hard_B00M_MMCK.wav	Hard hit with some ringing.
WEAPSwrd_SWORD-One Handed 08 Impact Soft_B00M_MMCK.wav	Soft hit with clang.
WEAPSwrd_SWORD-One Handed 08 Parry_B00M_MMCK.wav	Soft and quiet hits.
WEAPSwrd_SWORD-One Handed 08 Ringout_B00M_MMCK.wav	Single soft hit with ringing.
WEAPSwrd_SWORD-One Handed 08 Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-One Handed 08 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPSwrd_SWORD-One Handed 08 Unequip_B00M_MMCK.wav	Soft scraping with hit.
WEAPSwrd_SWORD-One Handed Clean Impact_B00M_MMCK.wav	Hit with subtle clang.
WEAPSwrd_SWORD-One Handed Rapier Equip_B00M_MMCK.wav	Hard, deep, and gritty hit.
WEAPSwrd_SWORD-One Handed Rapier Unequip 01_B00M_MMCK.wav	Hard and wavering scraping.
WEAPSwrd_SWORD-One Handed Rapier Unequip 02_B00M_MMCK.wav	Hard and wavering scraping.
WEAPSwrd_SWORD-One Handed Rapier Unequip 03_B00M_MMCK.wav	Hard and wavering scraping.
WEAPSwrd_SWORD-One Handed Rusty Sabre Equip Sheath_B00M_MMCK.wav	Soft and smooth scraping.
WEAPSwrd_SWORD-One Handed Rusty Sabre Equip_B00M_MMCK.wav	Hard and slow scraping.
WEAPSwrd_SWORD-One Handed Rusty Sabre Grab_B00M_MMCK.wav	Hard and dull hit.
WEAPSwrd_SWORD-One Handed Rusty Sabre Handling Alt_B00M_MMCK.wav	Soft and quiet rattling.
WEAPSwrd_SWORD-One Handed Rusty Sabre Handling Long_B00M_MMCK.wav	Soft and heavy rattling.
WEAPSwrd_SWORD-One Handed Rusty Sabre Handling Subtle_B00M_MMCK.wav	Hard and quick hit with some rattling.
WEAPSwrd_SWORD-One Handed Rusty Sabre Handling_B00M_MMCK.wav	Hard, short, and wavering scraping.
WEAPSwrd_SWORD-One Handed Rusty Sabre Impact Hard 01_B00M_MMCK.wav	Single hard hit with some ringing.
WEAPSwrd_SWORD-One Handed Rusty Sabre Impact Hard	Hard hit with some ringing.
WEAPSwrd_SWORD-One Handed Rusty Sabre Impact Soft_B00M_MMCK.wav	Soft hit with clang.
WEAPSwrd_SWORD-One Handed Rusty Sabre Ringout_B00M_MMCK.wav	Single hard hit with sharp ringing.
WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Parry_B00M_MMCK.wav	Hard and short scraping.
WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Slow In_B00M_MMCK.wav	Slow and hard scraping.
WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Slow Out_B00M_MMCK.wav	Slow and hard scraping with ringing.
WEAPSwrd_SWORD-One Handed Rusty Sabre Unequip Sheath_B00M_MMCK.wav	Short, hard, and fast taps.
WEAPSwrd_SWORD-One Handed Rusty Sabre Unequip_B00M_MMCK.wav	Hard and slow scraping.
WEAPSwrd_SWORD-One Handed Sabre Grab_B00M_MMCK.wav	Single hard and dull hit.
WEAPSwrd_SWORD-One Handed Sabre Handling_B00M_MMCK.wav	Soft and quiet rattling.

FILENAME	DESCRIPTION
WEAPSwrd_SWORD-One Handed Sabre Impact Dampened_B00M_MMCK.wav	Hard and quick hit.
WEAPSwrd_SWORD-One Handed Sabre Impact_B00M_MMCK.wav	Single hard hit with ringing.
WEAPSwrd_SWORD-One Handed Sabre Parry_B00M_MMCK.wav	Hard and short scrapings.
WEAPSwrd_SWORD-One Handed Sabre Scrape Fast_B00M_MMCK.wav	Hard and quick scraping with ringing.
WEAPSwrd_SWORD-One Handed Sabre Scrape Slow 01_B00M_MMCK.wav	Hard and slow scraping with ringing.
WEAPSwrd_SWORD-One Handed Sabre Scrape Slow 02_B00M_MMCK.wav	Hard and slow scraping with ringing.
WEAPSwrd_SWORD-One Handed Sabre Unequip 01_B00M_MMCK.wav	Hard and short taps.
WEAPSwrd_SWORD-One Handed Sabre Unequip 02_B00M_MMCK.wav	Very short and hard scraping.
WEAPSwrd_SWORD-One Handed Small 01 Equip_B00M_MMCK.wav	Soft and short scraping.
WEAPSwrd_SWORD-One Handed Small 01 Grab_B00M_MMCK.wav	Quiet and dull hit.
WEAPSwrd_SWORD-One Handed Small 01 Handling_B00M_MMCK.wav	Soft and short rattling.
WEAPSwrd_SWORD-One Handed Small 01 Impact Hard_B00M_MMCK.wav	Hard and short hit.
WEAPSwrd_SWORD-One Handed Small 01 Impact Soft_B00M_MMCK.wav	Soft and short hit.
WEAPSwrd_SWORD-One Handed Small 01 Parry_B00M_MMCK.wav	Fast and short rattling.
WEAPSwrd_SWORD-One Handed Small 01 Ringout_B00M_MMCK.wav	Hard hit with ringing.
WEAPSwrd_SWORD-One Handed Small 01 Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-One Handed Small 01 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPSwrd_SWORD-One Handed Small 01 Unequip_B00M_MMCK.wav	Short and quiet scraping.
WEAPSwrd_SWORD-One Handed Small 02 Equip_B00M_MMCK.wav	Soft and quiet scraping.
WEAPSwrd_SWORD-One Handed Small 02 Grab_B00M_MMCK.wav	Soft and subtle hit.
WEAPSwrd_SWORD-One Handed Small 02 Handling_B00M_MMCK.wav	Soft hits with clangs.
WEAPSwrd_SWORD-One Handed Small 02 Impact Hard_B00M_MMCK.wav	Hard hit with sharp ringing.
WEAPSwrd_SWORD-One Handed Small 02 Impact Soft_B00M_MMCK.wav	Soft hit with ringing.
WEAPSwrd_SWORD-One Handed Small 02 Parry_B00M_MMCK.wav	Soft and quiet clicks.
WEAPSwrd_SWORD-One Handed Small 02 Ringout_B00M_MMCK.wav	Single hit with sharp ringing.
WEAPSwrd_SWORD-One Handed Small 02 Scrape Fast_B00M_MMCK.wav	Quick and short scraping.
WEAPSwrd_SWORD-One Handed Small 02 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPSwrd_SWORD-One Handed Small 02 Unequip_B00M_MMCK.wav	Slow and light scraping.
WEAPSwrd_SWORD-Scrape Slice 01_B00M_MMCK.wav	Fast and hard scraping.
WEAPSwrd_SWORD-Scrape Slice 02_B00M_MMCK.wav	Fast and hard scraping.
WEAPSwrd_SWORD-Scrape Slice_B00M_MMCK.wav	Quiet and hard scraping.
WEAPSwrd_SWORD-Scrape Stab_B00M_MMCK.wav	Hard and short hit.
WEAPSwrd_SWORD-Two Handed 01 Block_B00M_MMCK.wav	Hard hit with some ringing.

FILENAME	DESCRIPTION
WEAPSwrd_SWORD-Two Handed 01 Drag_BOOM_MMCK.wav	Long and hard dragging.
WEAPSwrd_SWORD-Two Handed 01 Equip_BOOM_MMCK.wav	Short and hard hits.
WEAPSwrd_SWORD-Two Handed 01 Handling_BOOM_MMCK.wav	Soft clangs and some rattling.
WEAPSwrd_SWORD-Two Handed 01 Impact Hard_BOOM_MMCK.wav	Hard hit with sharp ringing.
WEAPSwrd_SWORD-Two Handed 01 Impact Soft_BOOM_MMCK.wav	Soft hit with sharp ringing.
WEAPSwrd_SWORD-Two Handed 01 Ringout_BOOM_MMCK.wav	Single heavy hit with sharp ringing.
WEAPSwrd_SWORD-Two Handed 01 Scrape Fast_BOOM_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-Two Handed 01 Scrape Slow_BOOM_MMCK.wav	Slow and hard scraping.
WEAPSwrd_SWORD-Two Handed 01 Sheat_BOOM_MMCK.wav	Slow and hard scraping with hit.
WEAPSwrd_SWORD-Two Handed 02 Block_BOOM_MMCK.wav	Hard hit with some ringing.
WEAPSwrd_SWORD-Two Handed 02 Drag_BOOM_MMCK.wav	Long and hard dragging.
WEAPSwrd_SWORD-Two Handed 02 Equip_BOOM_MMCK.wav	Short and hard hits.
WEAPSwrd_SWORD-Two Handed 02 Handling_BOOM_MMCK.wav	Soft clangs and some rattling.
WEAPSwrd_SWORD-Two Handed 02 Impact Hard_BOOM_MMCK.wav	Hard hit with sharp ringing.
WEAPSwrd_SWORD-Two Handed 02 Impact Soft_BOOM_MMCK.wav	Soft hit with some ringing.
WEAPSwrd_SWORD-Two Handed 02 Ringout_BOOM_MMCK.wav	Single heavy hit with sharp ringing.
WEAPSwrd_SWORD-Two Handed 02 Scrape Fast_BOOM_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-Two Handed 02 Scrape Slow_BOOM_MMCK.wav	Slow and hard scraping.
WEAPSwrd_SWORD-Two Handed 02 Sheat_BOOM_MMCK.wav	Slow and hard scraping with hit.
WEAPSwrd_SWORD-Two Handed 03 Block_BOOM_MMCK.wav	Hard hit with some ringing.
WEAPSwrd_SWORD-Two Handed 03 Drag_BOOM_MMCK.wav	Long and hard dragging.
WEAPSwrd_SWORD-Two Handed 03 Equip_BOOM_MMCK.wav	Short and hard hits.
WEAPSwrd_SWORD-Two Handed 03 Handling_BOOM_MMCK.wav	Soft clangs and some rattling.
WEAPSwrd_SWORD-Two Handed 03 Impact Hard _BOOM_MMCK.wav	Hard hit with sharp ringing.
WEAPSwrd_SWORD-Two Handed 03 Impact Soft_BOOM_MMCK.wav	Soft hit with some ringing.
WEAPSwrd_SWORD-Two Handed 03 Ringout_BOOM_MMCK.wav	Single heavy hit with sharp ringing.
WEAPSwrd_SWORD-Two Handed 03 Scrape Fast_BOOM_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-Two Handed 03 Scrape Slow_BOOM_MMCK.wav	Slow and hard scraping.
WEAPSwrd_SWORD-Two Handed 03 Sheat_BOOM_MMCK.wav	Slow and hard scraping with hit.
WEAPSwrd_SWORD-Two Handed 04 Handling_BOOM_MMCK.wav	Soft clangs with some rattling.
WEAPSwrd_SWORD-Two Handed 04 Impact Dampened_BOOM_MMCK.wav	Short and hard hits.
WEAPSwrd_SWORD-Two Handed 04 Impact Hard_BOOM_MMCK.wav	Short and hard hit with ringing.
WEAPSwrd_SWORD-Two Handed 04 Impact Scrape_BOOM_MMCK.wav	Short and hard scraping.

FILENAME	DESCRIPTION
WEAPSwrd_SWORD-Two Handed 04 Impact Soft_B00M_MMCK.wav	Soft and hard hits with clangs.
WEAPSwrd_SWORD-Two Handed 04 Parry 01_B00M_MMCK.wav	Hard and short rattling.
WEAPSwrd_SWORD-Two Handed 04 Parry 02_B00M_MMCK.wav	Hard and short rattling.
WEAPSwrd_SWORD-Two Handed 04 Scrape Fast 01_B00M_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-Two Handed 04 Scrape Fast 02_B00M_MMCK.wav	Quick and hard scraping.
WEAPSwrd_SWORD-Two Handed 04 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.
WEAPSwrd_SWORD-Two Handed 04 Unequip_B00M_MMCK.wav	Slow and hard dragging with hit.