

ARMAGEDDON

FILENAME	DESCRIPTION
DIRTCrsh_EARTH DEBRIS-Earth Slide Dense_B00M_AGCK.wav	Dense earth particles sliding with thick debris layers and sustained ground movement.
DIRTCrsh_EARTH DEBRIS-Earth Slide Medium_B00M_AGCK.wav	Moderate earth particle slide with balanced debris density and steady motion.
DIRTCrsh_EARTH DEBRIS-Earth Slide Sparse_B00M_AGCK.wav	Sparse earth particles shifting intermittently with light debris contact.
DIRTCrsh_EARTH DEBRIS-Gravel Dirt Debris Noise Long_B00M_AGCK.wav	Extended gravel and dirt movement producing continuous debris noise and rolling texture.
DIRTMisc_EARTH DEBRIS-Construction Debris Stone Drag_B00M_AGCK.wav	Construction debris dragged across the ground with grinding stone friction and heavy scrape texture.
DIRTMisc_EARTH DEBRIS-Contact Mic Dirt Moves_B00M_AGCK.wav	Close contact dirt movement with amplified granular detail and internal friction texture.
DIRTMisc_EARTH DEBRIS-Debris Gravel Rocks Constant_B00M_AGCK.wav	Constant gravel and rock debris motion with steady collisions and rolling texture.
DIRTMisc_EARTH DEBRIS-Debris Stone Paving Stone Throw On Pile_B00M_AGCK.wav	Paving stones thrown onto a rock pile with layered impacts and scattered debris.
DIRTMisc_EARTH DEBRIS-Drag Stone Paving Stone From Pile_B00M_AGCK.wav	Paving stone dragged from a pile with scraping friction and shifting rock contact.
DIRTMisc_EARTH DEBRIS-Gravel Burst Short_B00M_AGCK.wav	Short gravel burst with rapid particle scatter and compact debris release.
DIRTMisc_EARTH DEBRIS-Gravel Dirt Debris_B00M_AGCK.wav	Gravel and dirt debris shifting with uneven impacts and granular friction.
DIRTMisc_EARTH DEBRIS-Gravel Kicks_B00M_AGCK.wav	Gravel kicked outward with sharp particle impacts and scattered stone movement.
DIRTMisc_EARTH DEBRIS-Heavy Stone Rolls_B00M_AGCK.wav	Heavy rocks rolling with deep impacts and weighty rotational movement.
DIRTMisc_EARTH DEBRIS-Heavy Stone Scatters_B00M_AGCK.wav	Large rocks scattering with forceful collisions and chaotic debris spread.
DIRTMisc_EARTH DEBRIS-Messy Stone Drops_B00M_AGCK.wav	Irregular rock drops with overlapping impacts and uncontrolled debris movement.
DIRTMisc_EARTH DEBRIS-Short Stone Fall_B00M_AGCK.wav	Brief rock fall with fast impacts and minimal debris continuation.
DIRTMisc_EARTH DEBRIS-Stone Cobble Rummage_B00M_AGCK.wav	Cobble stones rummaged together producing rough friction and clattering contact.
DIRTMisc_EARTH DEBRIS-Stone Paving Stone Pile_B00M_AGCK.wav	Paving stone pile with intermittent shifts, impacts, and layered stone contact.
DIRTMisc_EARTH DEBRIS-Stones Rolling Long Constant_B00M_AGCK.wav	Long, constant stone rolling with sustained motion and continuous surface contact.
DIRTMisc_EARTH DEBRIS-Stones Rolling Short_B00M_AGCK.wav	Short stone rolling pass with quick movement and compact rotational texture.
DIRTMisc_EARTH DEBRIS-Tarmac Moves_B00M_AGCK.wav	Loose tarmac pieces shifting with rough scrape texture and broken surface contact.
DIRTMisc_EARTH DEBRIS-Topsoil Heavy Constant_B00M_AGCK.wav	Heavy topsoil movement with dense particulate flow and sustained ground friction.
DIRTMisc_EARTH DEBRIS-Topsoil Medium_B00M_AGCK.wav	Moderate topsoil movement with balanced soil displacement and soft granular texture.
DIRTMisc_EARTH DEBRIS-Topsoil Slide_B00M_AGCK.wav	Sliding topsoil mass with continuous particulate flow and smooth ground movement.
DSGNRmbI_EARTH SWEETENER-Burst Distorted Midrange_B00M_AGCK.wav	Short midrange burst with distortion layers and compressed debris energy.
DSGNRmbI_EARTH SWEETENER-Burst Tight Crack_B00M_AGCK.wav	Tight cracking burst with sharp fracture snap and focused transient detail.

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DSGNRmbI_EARTH SWEETENER-Debris Stone Crumble Movement Constant_B00M_AGCK.wav	Constant stone crumble with continuous debris movement and granular collapse.
DSGNRmbI_EARTH SWEETENER-Dirt Thick Debris Drop_B00M_AGCK.wav	Thick dirt and debris drop with heavy particulate fallout and muted impacts.
DSGNRmbI_EARTH SWEETENER-Explosion Head Pops_B00M_AGCK.wav	Sharp debris pops layered at the front of an explosive earth release.
DSGNRmbI_EARTH SWEETENER-Filtered Rock Slam_B00M_AGCK.wav	Rock slam shaped by filtering, emphasizing weight while softening transient edges.
DSGNRmbI_EARTH SWEETENER-Filtered Rumble Short_B00M_AGCK.wav	Short filtered rumble with compact low movement and quick decay.
DSGNRmbI_EARTH SWEETENER-Gravel Sand Moves_B00M_AGCK.wav	Loose gravel and sand shifting with dry friction and light particle scatter.
DSGNRmbI_EARTH SWEETENER-Low End Strike_B00M_AGCK.wav	Focused low strike delivering weighty impact and dense pressure hit.
DSGNRmbI_EARTH SWEETENER-Sand Dirt Movement_B00M_AGCK.wav	Sand and dirt shifting with soft granular flow and uneven surface contact.
DSGNRmbI_EARTH TREMOR-Cardboard Rocks Constant_B00M_AGCK.wav	Constant rock like rumble using hollow textures and softened impact layers.
DSGNRmbI_EARTH TREMOR-Cardboard Texture_B00M_AGCK.wav	Dry, hollow texture with processed resonance and lightweight debris character.
DSGNRmbI_EARTH TREMOR-Constant Rummage Low_B00M_AGCK.wav	Low constant rummage with continuous shifting mass and subdued movement.
DSGNRmbI_EARTH TREMOR-Debris Avalanche Constant_B00M_AGCK.wav	Relentless debris avalanche with continuous collapse and sustained mass flow.
DSGNRmbI_EARTH TREMOR-Debris Avalanche Slow Constant_B00M_AGCK.wav	Slow moving avalanche debris with heavy mass drag and extended collapse texture.
DSGNRmbI_EARTH TREMOR-Debris Heavy Distant Constant_B00M_AGCK.wav	Distant heavy debris movement with softened impacts and deep rolling pressure.
DSGNRmbI_EARTH TREMOR-Debris Heavy Mass Movement Constant_B00M_AGCK.wav	Heavy debris mass shifting continuously with dense low movement.
DSGNRmbI_EARTH TREMOR-Debris Impacts Large Constant_B00M_AGCK.wav	Constant large debris impacts layered with sustained rumble and rolling mass.
DSGNRmbI_EARTH TREMOR-Debris Static Noise Distorted Constant_B00M_AGCK.wav	Distorted static debris texture with constant abrasive noise and unstable motion.
DSGNRmbI_EARTH TREMOR-Distant Earthquake Constant_B00M_AGCK.wav	Distant seismic rumble with slow oscillation and deep ground movement.
DSGNRmbI_EARTH TREMOR-Distorted Rock Constant_B00M_AGCK.wav	Rough rock movement with natural mass shift and gritty distortion artifacts.
DSGNRmbI_EARTH TREMOR-Large Rock Movement Constant_B00M_AGCK.wav	Large rock mass shifting with heavy motion and layered debris pressure.
DSGNRmbI_EARTH TREMOR-Low Crackling_B00M_AGCK.wav	Low crackling earth texture with intermittent fractures and subtle debris motion.
DSGNRmbI_EARTH TREMOR-Low Filter Crumble Constant_B00M_AGCK.wav	Filtered low crumble emphasizing weight, collapse, and muted debris detail.
DSGNRmbI_EARTH TREMOR-Low Mid Rock Constant_B00M_AGCK.wav	Low mid rock rumble with steady movement and balanced mass response.

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DSGNRmbL_EARTH TREMOR-Low Movement_B00M_AGCK.wav	Subtle low earth movement with restrained debris motion and deep pressure.
DSGNRmbL_EARTH TREMOR-Low Scrape_B00M_AGCK.wav	Low scraping earth texture with dragging friction and grounded movement.
DSGNRmbL_EARTH TREMOR-Low Tonal Processed Constant_B00M_AGCK.wav	Processed low tonal rumble with sustained pitch content and earth mass weight.
DSGNRmbL_EARTH TREMOR-Massive Rock Shift Constant_B00M_AGCK.wav	Large rock mass shifting with heavy internal movement and deep ground response.
DSGNRmbL_EARTH TREMOR-Overblown Corn Constant_B00M_AGCK.wav	Air filled granular movement with popping texture and uneven internal pressure.
DSGNRmbL_EARTH TREMOR-Rock Distorted Movement Constant_B00M_AGCK.wav	Constant rock movement with distortion layers and aggressive mass motion.
DSGNRmbL_EARTH TREMOR-Rock Movement Low Constant_B00M_AGCK.wav	Low frequency rock movement with slow shifting weight and deep pressure.
DSGNRmbL_EARTH TREMOR-Rumble Particles Cardboard Explosion Dense_B00M_AGCK.wav	Dense particle rumble with hollow textures and explosive debris clustering.
DSGNRmbL_EARTH TREMOR-Straight Low Mid_B00M_AGCK.wav	Straight low mid rumble with consistent energy and minimal modulation.
DSGNRmbL_EARTH TREMOR-Straight Low Wide_B00M_AGCK.wav	Wide low rumble with broad spatial spread and steady movement.
DSGNRmbL_EARTH TREMOR-Thumpy Cracking Constant_B00M_AGCK.wav	Thumpy earth rumble punctuated by cracking hits and irregular fracture pulses.
EXPLDsgn_BLAST-Atomic_B00M_AGCK.wav	Massive, devastating detonation with a wide, crushing blast body and overwhelming power.
EXPLDsgn_BLAST-Crunch Hit Slow Filter_B00M_AGCK.wav	Heavy, crunchy detonation with a slow, filtered attack and dense pressure movement.
EXPLDsgn_BLAST-Crunchy Hit Strike_B00M_AGCK.wav	Aggressive, crunchy detonation strike with a sharp, forceful impact character.
EXPLDsgn_BLAST-Crushed Clipped_B00M_AGCK.wav	Harsh, crushed detonation with clipped transients and brutal distortion.
EXPLDsgn_BLAST-Distant Blow Dull_B00M_AGCK.wav	Distant, dull detonation with a softened blast body and reduced high end energy.
EXPLDsgn_BLAST-Distant Dull_B00M_AGCK.wav	Muted, distant detonation featuring a broad, subdued blast texture.
EXPLDsgn_BLAST-Distorted Crunch_B00M_AGCK.wav	Dense, distorted detonation with aggressive crunch and saturated weight.
EXPLDsgn_BLAST-Distorted Echoing Tail_B00M_AGCK.wav	Powerful, distorted detonation followed by an echoing, decaying tail.
EXPLDsgn_BLAST-Distorted Incoming Soft_B00M_AGCK.wav	Approaching, distorted detonation with softened impact and restrained force.
EXPLDsgn_BLAST-Distorted Short Transient_B00M_AGCK.wav	Compact, distorted detonation with a short, aggressive transient hit.
EXPLDsgn_BLAST-Distorted Sub Long_B00M_AGCK.wav	Extended, distorted sub heavy detonation with sustained low pressure.
EXPLDsgn_BLAST-Distorted Sub Short_B00M_AGCK.wav	Tight, distorted sub detonation with a short, focused low hit.
EXPLDsgn_BLAST-Distorted Tight Punch Tail_B00M_AGCK.wav	Tight, distorted detonation punch followed by a controlled, gritty tail.
EXPLDsgn_BLAST-Distorted Tight Punch_B00M_AGCK.wav	Compact, distorted detonation with a tight, forceful punch.

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EXPLDsgn_BLAST-Punchy Pyro_B00M_AGCK.wav	Explosive, punchy blast with fiery aggression and sharp energy release.
EXPLDsgn_BLAST-Tactical Airburst_B00M_AGCK.wav	Controlled, forceful detonation with a tight airburst character and rapid expansion.
EXPLDsgn_BLAST-Tail Crunchy Movement_B00M_AGCK.wav	Crunchy detonation featuring pronounced tail movement and shifting debris texture.
EXPLDsgn_BLAST-Transient Punch Crunch_B00M_AGCK.wav	Sharp, transient heavy detonation with a crunchy, high impact strike.
EXPLMisc_BLAST SWEETENER-Binary Roars_B00M_AGCK.wav	Aggressive, dual layered roar with heavy distortion and feral explosive energy.
EXPLMisc_BLAST SWEETENER-Distorted Crumbling_B00M_AGCK.wav	Cleaned, distorted blast with focused impact and controlled noise texture.
EXPLMisc_BLAST SWEETENER-Distorted Crunches Sustained_B00M_AGCK.wav	Sustained, distorted crunch layers with grinding explosive weight.
EXPLMisc_BLAST SWEETENER-Distorted Tail_B00M_AGCK.wav	Dirty, distorted detonation tail with extended decay and unstable texture.
EXPLMisc_BLAST SWEETENER-Fake Explosive Crunch_B00M_AGCK.wav	Artificial, exaggerated crunch hit with synthetic explosive aggression.
EXPLMisc_BLAST SWEETENER-Low Burst_B00M_AGCK.wav	Short, low burst with dense pressure and compact force.
EXPLMisc_BLAST SWEETENER-Punch In The Mouth_B00M_AGCK.wav	Violent, upfront detonation hit with crushing immediacy and brutal force.
EXPLMisc_BLAST SWEETENER-Short Crunch Smash_B00M_AGCK.wav	Compact, crunchy smash with a short, destructive impact character.
EXPLMisc_BLAST SWEETENER-Slammed Impact_B00M_AGCK.wav	Hard slammed detonation hit with overwhelming force and compressed aggression.
EXPLMisc_BLAST SWEETENER-Transient Rock Hit_B00M_AGCK.wav	Sharp, rock like transient strike with gritty explosive energy.
EXPLReal_BLAST-Big Blast_B00M_AGCK.wav	Large scale detonation with a broad shockwave, dense air displacement, and heavy blast body.
EXPLReal_BLAST-Big Bomb_B00M_AGCK.wav	Powerful bomb detonation featuring a thick pressure wave and forceful low response.
EXPLReal_BLAST-Black Powder 100g Close_B00M_AGCK.wav	Close range black powder detonation with sharp transient detail and raw combustion texture.
EXPLReal_BLAST-Black Powder 100g Far Away_B00M_AGCK.wav	Distant black powder detonation with softened transients and reduced high detail.
EXPLReal_BLAST-Black Powder 100g Medium Distance_B00M_AGCK.wav	Medium distance black powder detonation balancing clear impact with natural atmospheric roll off.
EXPLReal_BLAST-Cannon Cart Gun Close_B00M_AGCK.wav	Close range discharge of an antique breech loading cannon using 80g black powder, delivering sharp pressure release and raw explosive force.
EXPLReal_BLAST-Cannon Cart Gun Far Away_B00M_AGCK.wav	Far distance detonation from an antique breech loading cannon loaded with 80g black powder, marked by diffused impact and extended atmospheric decay.
EXPLReal_BLAST-Cannon Cart Gun Medium Distance_B00M_AGCK.wav	Medium distance blast from an antique breech loading cannon fired with 80g black powder, featuring a solid explosion core and controlled reverberant spread.
EXPLReal_BLAST-Cannon Cart Gun Medium Distant_B00M_AGCK.wav	Medium distant blast from an antique breech loading cannon charged with 80g black powder, balancing punch, air movement, and natural spatial depth.
EXPLReal_BLAST-Crackling Mid Range Tail_B00M_AGCK.wav	Medium distant detonation tail with crackling debris texture and uneven decay detail.
EXPLReal_BLAST-Diffuse Slap Back_B00M_AGCK.wav	Diffused detonation reflection with a soft slap back response and scattered energy return.

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FIREBrst_FLAMES-Aggressive Ripper_B00M_AGCK.wav	Violent fire burst with ripping intensity, tearing through the transient with raw aggression.
FIREBrst_FLAMES-Aggressive Rush In_B00M_AGCK.wav	Fast rushing fire surge with an aggressive forward motion and forceful ignition.
FIREBrst_FLAMES-Big Ignition_B00M_AGCK.wav	Large scale fire ignition with a powerful flare up and expanding blast body.
FIREBrst_FLAMES-Black Powder Short Burn_B00M_AGCK.wav	Short black powder burn with a fast ignition snap and brief combustion tail.
FIREBrst_FLAMES-Coffee Creamer Open _B00M_AGCK.wav	Rapid open fire flare with bright ignition and powder driven flame expansion.
FIREBrst_FLAMES-Crackle Blaze_B00M_AGCK.wav	Blazing fire burst layered with intense crackle and chaotic combustion texture.
FIREBrst_FLAMES-Crackle Hit_B00M_AGCK.wav	Sharp fire impact punctuated by dense crackling and brittle flame detail.
FIREBrst_FLAMES-Dirt Hit_B00M_AGCK.wav	Gritty fire burst combined with earthy impact debris and rough texture.
FIREBrst_FLAMES-Dragon Breath_B00M_AGCK.wav	Fierce, roaring fire blast with sustained heat and feral flame energy.
FIREBrst_FLAMES-Ethanol In Fire Spray Airy_B00M_AGCK.wav	Airy ethanol spray ignition with dispersed flame texture and light combustion spread.
FIREBrst_FLAMES-Ethanol In Fire Spray Punchy_B00M_AGCK.wav	Punchy ethanol spray burst featuring sharp ignition and forceful flame release.
FIREBrst_FLAMES-Ethanol In Fire Spray Soft_B00M_AGCK.wav	Soft ethanol spray ignition with reduced pressure and gentle flame bloom.
FIREBrst_FLAMES-Ethanol In Fire Spray_B00M_AGCK.wav	Ethanol spray ignition producing a broad flame burst with natural combustion noise.
FIREBrst_FLAMES-Ethanol In Fire_B00M_AGCK.wav	Direct ethanol ignition with a clean flame rise and controlled burn character.
FIREBrst_FLAMES-Ethanol Short_B00M_AGCK.wav	Brief ethanol flame burst with quick ignition and minimal residual burn.
FIREBrst_FLAMES-Fireball Impact_B00M_AGCK.wav	Heavy fireball collision featuring explosive force and rolling flame mass.
FIREBrst_FLAMES-Flaming Tail_B00M_AGCK.wav	Trailing fire burst with extended flame movement and burning decay.
FIREBrst_FLAMES-Flash Paper Ignition_B00M_AGCK.wav	Instantaneous flash paper ignition with bright flare and rapid burn off.
FIREBrst_FLAMES-Flash Powder_B00M_AGCK.wav	Sudden flash powder burst with intense brightness and explosive flame expansion.
FIREBrst_FLAMES-Gas Aggressive Short_B00M_AGCK.wav	Aggressive short gas burst with violent ignition and compressed flame output.
FIREBrst_FLAMES-Gas Medium Long_B00M_AGCK.wav	Medium length gas flame burst with sustained combustion and steady output.
FIREBrst_FLAMES-Gas Medium Short_B00M_AGCK.wav	Medium gas ignition with a controlled flame rise and shortened burn duration.
FIREBrst_FLAMES-Hit Crunch_B00M_AGCK.wav	Crunchy fire impact with hard edged ignition and dense combustion layers.
FIREBrst_FLAMES-Impact Gritty Distorted Crumble_B00M_AGCK.wav	Brutal fire impact with gritty distortion and collapsing, crumbling textures.
FIREBrst_FLAMES-Impact Large Burn Crackle_B00M_AGCK.wav	Large fire impact layered with burning sustain and intense crackling residue.
FIREBrst_FLAMES-Impact Large Low Tonal Modulation_B00M_AGCK.wav	Massive fire impact underscored by low tonal modulation and heavy flame pressure.
FIREBrst_FLAMES-Impact Sustain Noise_B00M_AGCK.wav	Forceful fire impact followed by sustained noise and turbulent combustion.
FIREBrst_FLAMES-IPA Drop On Open _B00M_AGCK.wav	IPA ignition on open fire producing a sharp flare and brief flame surge.

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FIREBrst_FLAMES-Lacquer In Fire_Soft_B00M_AGCK.wav	Soft lacquer ignition with subdued flame expansion and dampened burn intensity.
FIREBrst_FLAMES-Lamp Oil In Fire_B00M_AGCK.wav	Lamp oil ignition creating a thick flame bloom and slow burning combustion tail.
FIREBrst_FLAMES-Large Explosive_B00M_AGCK.wav	Huge explosive fire burst with overwhelming force and expanding heat energy.
FIREBrst_FLAMES-Mid Range Crush_B00M_AGCK.wav	Mid range fire burst delivering a crushing hit with dense flame pressure.
FIREBrst_FLAMES-Petrol Pour On Open_B00M_AGCK.wav	Rapid petrol ignition with aggressive flame spread and intense heat release.
FIREBrst_FLAMES-Quick Poof_B00M_AGCK.wav	Short, fast fire puff with a light ignition snap and minimal tail.
FIREBrst_FLAMES-Searing Large_B00M_AGCK.wav	Large, searing fire burst with intense heat and piercing flame energy.
FIREBrst_FLAMES-Soft Hit_B00M_AGCK.wav	Gentler fire impact with reduced force and softened ignition detail.
FIREBrst_FLAMES-Sparklers Pack_B00M_AGCK.wav	Dense spark emission with rapid crackle bursts and fluctuating ignition points.
FIREBrst_FLAMES-Subtle Move Phasey_B00M_AGCK.wav	Subtle fire movement with phase shifted texture and restrained flame motion.
FIREBrst_FLAMES-Sword Flick_B00M_AGCK.wav	Fast flame flick with sharp air movement and focused fire displacement.
FIREBrst_FLAMES-Water In Hot Oil In Fire_B00M_AGCK.wav	Violent reactive burst with explosive splatter, steam release, and chaotic flame disruption.
FIREBurn_FLAMES CONTINUOUS-Aggressive Storm_B00M_AGCK.wav	Violent, storm like fire mass with relentless turbulence and aggressive flame motion.
FIREBurn_FLAMES CONTINUOUS-Burn Distorted Heavy_B00M_AGCK.wav	Heavy, distorted fire burn with saturated heat and crushing low pressure.
FIREBurn_FLAMES CONTINUOUS-Burn Soft Large Calm Crackle_B00M_AGCK.wav	Large, soft burning fire bed with calm crackling detail and gentle flame movement.
FIREBurn_FLAMES CONTINUOUS-Burn Soft Large_B00M_AGCK.wav	Broad, soft fire burn with smooth flame spread and restrained intensity.
FIREBurn_FLAMES CONTINUOUS-Burning Rain Hard_B00M_AGCK.wav	Hard, falling fire elements with rapid impacts and aggressive combustion streaks.
FIREBurn_FLAMES CONTINUOUS-Clean Neutral Movement_B00M_AGCK.wav	Clean, neutral fire movement with steady burn texture and balanced flame motion.
FIREBurn_FLAMES CONTINUOUS-Crackle Forest Burn_B00M_AGCK.wav	Dense forest scale fire crackle with layered combustion and spreading flame activity.
FIREBurn_FLAMES CONTINUOUS-Crackle Rumble_B00M_AGCK.wav	Low rumbling fire bed punctuated by sharp crackles and unstable combustion.
FIREBurn_FLAMES CONTINUOUS-Dual Long Aerosol Burn_B00M_AGCK.wav	Sustained dual aerosol flame with continuous burn and steady combustion output.
FIREBurn_FLAMES CONTINUOUS-Extra Large Flame Movement_B00M_AGCK.wav	Massive flame body with sweeping movement and dominant, shifting fire energy.
FIREBurn_FLAMES CONTINUOUS-Extra Large Low Crackling_B00M_AGCK.wav	Extra large fire mass with deep crackling layers and heavy low texture.
FIREBurn_FLAMES CONTINUOUS-Gas Aggressive Short_B00M_AGCK.wav	Open gas flame with continuous burn, stable ignition, and even heat distribution.
FIREBurn_FLAMES CONTINUOUS-Gas Burner Medium_B00M_AGCK.wav	Medium gas burner flame with steady output and consistent combustion texture.
FIREBurn_FLAMES CONTINUOUS-Gritty Distorted Burn_B00M_AGCK.wav	Gritty, distorted fire burn with abrasive texture and unstable flame behavior.

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FIREBurn_FLAMES CONTINUOUS-Heavy Oil _B00M_AGCK.wav	Thick heavy oil fire producing dense flames and slow, weighty combustion.
FIREBurn_FLAMES CONTINUOUS-Large Calm_B00M_AGCK.wav	Large scale fire presence with calm, steady burn and minimal fluctuation.
FIREBurn_FLAMES CONTINUOUS-Large Flame Modulation_B00M_AGCK.wav	Large fire body featuring slow modulation and evolving flame intensity.
FIREBurn_FLAMES CONTINUOUS-Medium Mid Range Crackling_B00M_AGCK.wav	Medium fire bed with mid range crackling detail and balanced combustion texture.
FIREBurn_FLAMES CONTINUOUS-Medium Splatty Coals_B00M_AGCK.wav	Active fire burn with splatting coal pops and uneven ember movement.
FIREBurn_FLAMES CONTINUOUS-Open Camp Crackle Aggressive_B00M_AGCK.wav	Aggressive open campfire burn with loud crackling and active ember bursts.
FIREBurn_FLAMES CONTINUOUS-Plaits Spin_B00M_AGCK.wav	Spinning fire motion with braided flame patterns and rhythmic air movement.
FIREBurn_FLAMES CONTINUOUS-Raging Inferno_B00M_AGCK.wav	Furious inferno with overwhelming heat, dense flame layers, and relentless combustion.
FIREBurn_FLAMES CONTINUOUS-Rumble Drag Crumble_B00M_AGCK.wav	Dragging fire rumble with collapsing textures and crumbling combustion layers.
FIREBurn_FLAMES CONTINUOUS-Single Long Aerosol Burn_B00M_AGCK.wav	Single aerosol flame with extended burn duration and continuous fire output.
FIREBurn_FLAMES CONTINUOUS-Stick Fast Whoosh By_B00M_AGCK.wav	Fast moving fire stick pass generating a sharp flame whoosh and air displacement.
FIREBurn_FLAMES CONTINUOUS-Stick Motion_B00M_AGCK.wav	Moving fire stick producing shifting flame texture and dynamic air displacement.
FIREBurn_FLAMES CONTINUOUS-Sword Random_B00M_AGCK.wav	Irregular fire sword movement with unpredictable flame direction and intensity.
FIREBurn_FLAMES CONTINUOUS-Sword Spin Slow_B00M_AGCK.wav	Slow spinning fire sword with continuous flame sweep and smooth rotational motion.
FIREBurn_FLAMES CONTINUOUS-Thick Crunch_B00M_AGCK.wav	Thick, crunchy fire burn with dense ignition texture and heavy flame pressure.
FIREBurn_FLAMES CONTINUOUS-Water In Hot Oil In Fire_B00M_AGCK.wav	Violent reactive burn with explosive splatter, steam release, and disrupted flames.
FIREBurn_FLAMES CONTINUOUS-Wax Torches Movement Constant_B00M_AGCK.wav	Multiple wax torches burning steadily with constant flame movement and soft flicker.
FIREMisc_FLAMES SWEETENER-Burning Dry Leaves Constant_B00M_AGCK.wav	Light, brittle fire texture with rapid crackle bursts and dry organic combustion.
FIREMisc_FLAMES SWEETENER-Distorted Burn Low Constant_B00M_AGCK.wav	Low, constant fire layer with heavy distortion and sustained heat pressure.
FIREMisc_FLAMES SWEETENER-Distorted Flame Constant_B00M_AGCK.wav	Continuous distorted flame texture with unstable motion and saturated burn energy.
FIREMisc_FLAMES SWEETENER-Distorted Heavy Burn Constant_B00M_AGCK.wav	Thick, heavily distorted fire bed with relentless combustion and dense weight.
FIREMisc_FLAMES SWEETENER-Distorted Low Constant_B00M_AGCK.wav	Sub heavy distorted fire layer with steady output and restrained flame movement.
FIREMisc_FLAMES SWEETENER-Noise Moderate Distorted_B00M_AGCK.wav	Moderately distorted noise layer with fiery texture and persistent abrasive energy.

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FIREmisc_FLAMES SWEETENER-Particles Crumble Bursts Dispersed Constant_B00M_AGCK.wav	Dispersed particulate fire texture with crumbling bursts and continuous debris motion.
FIREWhsh_FLAMES WHOOSH-Aggressive Distorted_B00M_AGCK.wav	Violent fire whoosh with heavy distortion and ripping flame turbulence.
FIREWhsh_FLAMES WHOOSH-Burning Crackling Long_B00M_AGCK.wav	Extended fire whoosh layered with sustained burning crackle and trailing heat.
FIREWhsh_FLAMES WHOOSH-Burning Crackling Medium_B00M_AGCK.wav	Mid length fire whoosh carrying active crackle and dense combustion texture.
FIREWhsh_FLAMES WHOOSH-Burning Crackling Short_B00M_AGCK.wav	Short fire whoosh punctuated by sharp crackling and quick flame decay.
FIREWhsh_FLAMES WHOOSH-Crackle Fast_B00M_AGCK.wav	Fast moving fire whoosh with rapid crackle bursts and sharp flame edges.
FIREWhsh_FLAMES WHOOSH-Crackle Rumble_B00M_AGCK.wav	Heavy fire whoosh with low rumble undercurrents and unstable crackling layers.
FIREWhsh_FLAMES WHOOSH-Crunchy Pass By_B00M_AGCK.wav	Passing fire whoosh featuring crunchy combustion texture and forceful movement.
FIREWhsh_FLAMES WHOOSH-Distorted Crunch_B00M_AGCK.wav	Distorted fire whoosh with dense crunch layers and aggressive flame motion.
FIREWhsh_FLAMES WHOOSH-Distorted Filter Crunch Fast_B00M_AGCK.wav	Fast fire whoosh shaped by filtering and distortion with tight crunchy transients.
FIREWhsh_FLAMES WHOOSH-Distorted Filter Crunch Medium_B00M_AGCK.wav	Mid speed fire whoosh featuring filtered distortion and sustained crunchy texture.
FIREWhsh_FLAMES WHOOSH-Distorted Filter Crunch Slow_B00M_AGCK.wav	Slow moving fire whoosh with filtered distortion and heavy, dragging crunch.
FIREWhsh_FLAMES WHOOSH-Distorted Whistling Fast_B00M_AGCK.wav	Fast fire whoosh with distorted whistling overtones and sharp flame sweep.
FIREWhsh_FLAMES WHOOSH-Distorted Whistling Medium_B00M_AGCK.wav	Mid speed fire whoosh carrying distorted whistling tones and heated airflow.
FIREWhsh_FLAMES WHOOSH-Flanged_B00M_AGCK.wav	Modulated fire whoosh with flanged motion and sweeping flame texture.
FIREWhsh_FLAMES WHOOSH-Last Comet_B00M_AGDS.wav	Blazing fire whoosh with a comet like trail, intense forward motion, and glowing heat tail.
FIREWhsh_FLAMES WHOOSH-Low Thick Fast Attack_B00M_AGCK.wav	Low, thick fire whoosh with a rapid attack and heavy heat pressure.
FIREWhsh_FLAMES WHOOSH-Low Thick Slow_B00M_AGCK.wav	Slow, low fire whoosh with thick combustion layers and dragging movement.
FIREWhsh_FLAMES WHOOSH-Seat Belt Swing_B00M_AGCK.wav	Fast swinging motion producing a dry whoosh with sharp directional air movement.
FIREWhsh_FLAMES WHOOSH-Soft Blaze_B00M_AGCK.wav	Softer fire whoosh with smooth blaze texture and restrained flame energy.
FIREWhsh_FLAMES WHOOSH-Sticks Slow_B00M_AGCK.wav	Slow moving fire sticks producing a wide, dragging flame sweep and steady air displacement.
FIREWhsh_FLAMES WHOOSH-Sticks Textured_B00M_AGCK.wav	Fire stick motion with textured flame detail and uneven airflow turbulence.
FIREWhsh_FLAMES WHOOSH-Sticks_B00M_AGCK.wav	Natural fire stick pass with balanced flame movement and consistent air sweep.
FIREWhsh_FLAMES WHOOSH-Storm by_B00M_AGCK.wav	Massive fire storm pass with overwhelming flame density and chaotic air movement.
FIREWhsh_FLAMES WHOOSH-Sword Fast_B00M_AGCK.wav	Fast fire sword swing generating a sharp flame whoosh and rapid air cut.
FIREWhsh_FLAMES WHOOSH-Sword Lunge_B00M_AGCK.wav	Forward fire sword thrust with focused flame projection and compressed airflow.
FIREWhsh_FLAMES WHOOSH-Sword Sequence_B00M_AGCK.wav	Chained fire sword movements with continuous flame motion and layered air sweeps.

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FILENAME	DESCRIPTION
FIREWhsh_FLAMES WHOOSH-Sword Soft_B00M_AGCK.wav	Gentler fire sword pass with reduced flame force and smooth air movement.
FIREWhsh_FLAMES WHOOSH-Torches Down Fast_B00M_AGCK.wav	Rapid downward torch movement with forceful flame drag and compressed airflow.
FIREWhsh_FLAMES WHOOSH-Torches Down Slow_B00M_AGCK.wav	Slow downward torch sweep with extended flame trails and smooth air displacement.
FIREWhsh_FLAMES WHOOSH-Torches Up Fast_B00M_AGCK.wav	Fast upward torch motion with lifted flames and sharp rising air movement.
FIREWhsh_FLAMES WHOOSH-Torches Up Slow_B00M_AGCK.wav	Slow upward torch sweep with lingering flame movement and gradual air lift.
FIREWhsh_FLAMES WHOOSH-Whipped_B00M_AGCK.wav	Snapping fire whoosh with whipped motion and sharp flame acceleration.
FIREWhsh_FLAMES WHOOSH-Wick Tape Large Down Fast Soft_B00M_AGCK.wav	Large wick tape moving downward quickly with softened flame edges and light airflow.
FIREWhsh_FLAMES WHOOSH-Wick Tape Large Down Fast_B00M_AGCK.wav	Fast downward wick tape pass producing a strong flame drag and dense air sweep.
FIREWhsh_FLAMES WHOOSH-Wick Tape Large Down Slow_B00M_AGCK.wav	Slow downward wick tape motion with heavy flame trails and extended air movement.
FIREWhsh_FLAMES WHOOSH-Wick Tape Large Turn Constant Fast_B00M_AGCK.wav	Fast constant turning motion with continuous flame rotation and circular airflow.
FIREWhsh_FLAMES WHOOSH-Wick Tape Large Turn Constant Slow_B00M_AGCK.wav	Slow continuous wick tape rotation with steady flame motion and smooth air cycling.
FIREWhsh_FLAMES WHOOSH-Wick Tape Large Turn Multiple_B00M_AGCK.wav	Multiple turning passes creating overlapping flame sweeps and layered air movement.
FIREWhsh_FLAMES WHOOSH-Wick Tape Large Turn Single_B00M_AGCK.wav	Single rotational wick tape pass with focused flame arc and clean air sweep.
FIREWhsh_FLAMES WHOOSH-Wick Tape Large Up Soft_B00M_AGCK.wav	Soft upward wick tape motion with gentle flame lift and reduced air pressure.
FIREWhsh_FLAMES WHOOSH-Wick Tape Large Up Texture_B00M_AGCK.wav	Upward wick tape sweep with textured flame detail and uneven airflow response.
FIREWhsh_FLAMES WHOOSH-Wick Tape Small Fast_B00M_AGCK.wav	Small wick tape moving quickly with tight flame motion and sharp air cut.
FIREWhsh_FLAMES WHOOSH-Wick Tape Small Punch_B00M_AGCK.wav	Compact wick tape strike with punchy flame movement and abrupt air displacement.
FIREWhsh_FLAMES WHOOSH-Wick Tape Swish_B00M_AGCK.wav	Clean wick tape swish with smooth flame sweep and balanced air motion.
FIREWhsh_FLAMES WHOOSH-Windy_B00M_AGCK.wav	Wind driven fire whoosh with turbulent airflow and rolling flame motion.
ROCKBrk_EARTH CRACK-Break Celery Long_B00M_AGCK.wav	Extended celery break with fibrous tearing and sustained crackling snaps.
ROCKBrk_EARTH CRACK-Break Celery Short_B00M_AGCK.wav	Short celery snap with sharp brittle fracture and quick release.
ROCKBrk_EARTH CRACK-Cabbage Long_B00M_AGCK.wav	Long cabbage crush with layered crunch, tearing leaves, and dampened breaks.
ROCKBrk_EARTH CRACK-Cabbage Short_B00M_AGCK.wav	Compact cabbage crack with wet crunch texture and brief tearing detail.
ROCKBrk_EARTH CRACK-Corn Cakes_B00M_AGCK.wav	Light corn cake fractures with airy crunch and brittle snap detail.
ROCKBrk_EARTH CRACK-Cream Crackers Long_B00M_AGCK.wav	Extended cracker break with cascading snaps and dry layered crumble.

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ROCKBrk_EARTH CRACK-Cream Crackers Short_B00M_AGCK.wav	Short cracker snap with crisp fracture and quick debris fallout.
ROCKBrk_EARTH CRACK-Crumble Short_B00M_AGCK.wav	Brief crumble action with compact debris movement and soft break texture.
ROCKBrk_EARTH CRACK-Crunch Crispbread_B00M_AGCK.wav	Sharp crispbread crunch with brittle snap layers and dry fracture tone.
ROCKBrk_EARTH CRACK-Crunch Rice Cake_B00M_AGCK.wav	Rice cake crunch with airy collapse and granular breakup texture.
ROCKBrk_EARTH CRACK-Crunch Rusk Break Long_B00M_AGCK.wav	Long rusk break with dense crunch layers and sustained dry fracture.
ROCKBrk_EARTH CRACK-Leak Long_B00M_AGCK.wav	Extended granular spill with steady particulate flow and soft impact detail.
ROCKBrk_EARTH CRACK-Leak Short_B00M_AGCK.wav	Short granular spill with quick release and compact debris scatter.
ROCKBrk_EARTH CRACK-Parsnip_B00M_AGCK.wav	Hard vegetable snap with woody break texture and dry internal crack.
ROCKBrk_EARTH CRACK-Rice Cake Long_B00M_AGCK.wav	Long rice cake collapse with airy crunch layers and extended granular fallout.
ROCKBrk_EARTH CRACK-Rice Cake Short_B00M_AGCK.wav	Short rice cake snap with brittle crunch and fast particle release.
ROCKCrsh_EARTH CRACK-Baguette_B00M_AGCK.wav	Dry bread fracture with brittle snaps and coarse internal crumble texture.
ROCKCrsh_EARTH CRACK-Dirt Break Rip_B00M_AGCK.wav	Dirt tear with ripping breakup, gritty particles, and uneven collapse.
ROCKCrsh_EARTH CRACK-Drag Rocks On Dirt Constant_B00M_AGCK.wav	Constant rock drag over dirt with grinding friction and rolling debris texture.
ROCKCrsh_EARTH CRACK-Long Tarmac Debris Moves_B00M_AGCK.wav	Extended tarmac debris movement with rolling fragments and rough surface scrape.
ROCKCrsh_EARTH CRACK-Muted Tarmac Debris_B00M_AGCK.wav	Muted tarmac debris motion with dampened impacts and subdued surface texture.
ROCKCrsh_EARTH CRACK-Nachos_B00M_AGCK.wav	Thin chip fractures with sharp snaps and light brittle breakup.
ROCKCrsh_EARTH DEBRIS-Chunky Rock Rush_B00M_AGCK.wav	Fast moving rock debris rush with chunky impacts and aggressive downhill momentum.
ROCKCrsh_EARTH DEBRIS-Construction Debris_B00M_AGCK.wav	Loose construction debris shifting and colliding with rough, uneven stone contact.
ROCKCrsh_EARTH DEBRIS-Crunched Rock Grinds Constant_B00M_AGCK.wav	Heavy rock grinding with crushed stone textures and sustained abrasive pressure.
ROCKCrsh_EARTH DEBRIS-Ground Particles Constant_B00M_AGCK.wav	Loose ground particles shifting and colliding with dry grit movement and scatter.
ROCKCrsh_EARTH DEBRIS-Huge Land Slide_B00M_AGCK.wav	Massive landslide collapse with overwhelming debris flow and rolling earth mass.
ROCKCrsh_EARTH DEBRIS-Huge Stones Slide Constant_B00M_AGCK.wav	Large scale rock slide with heavy boulder movement and continuous debris momentum.
ROCKCrsh_EARTH DEBRIS-Large Stones Fall_B00M_AGCK.wav	Large rocks falling in sequence with heavy impacts and cascading stone fallout.
ROCKCrsh_EARTH DEBRIS-Pebble Stones Mid Crunch Constant_B00M_AGCK.wav	Constant mid range pebble crunch with processed texture and rhythmic stone pressure.
ROCKCrsh_EARTH DEBRIS-Pebble Stones Slide_B00M_AGCK.wav	Processed pebble slide with smoothed stone movement and controlled granular flow.
ROCKCrsh_EARTH DEBRIS-Sampled Rock Slides Large_B00M_AGCK.wav	Large scale sampled rock slide with layered debris motion and sustained collapse energy.
ROCKCrsh_EARTH DEBRIS-Stone Drag Dense_B00M_AGCK.wav	Dense rock dragging with constant friction, scraping textures, and heavy particle load.
ROCKCrsh_EARTH DEBRIS-Stone Drag Medium_B00M_AGCK.wav	Moderate rock drag featuring layered scraping and rolling debris interaction.

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FILENAME	DESCRIPTION
ROCKCrsh_EARTH DEBRIS-Stone Drag Sparse_B00M_AGCK.wav	Light rock drag with intermittent scrape contacts and minimal debris scatter.
ROCKCrsh_EARTH DEBRIS-Stone Fall Sequence_B00M_AGCK.wav	Sequential rock falls with staggered impacts and cascading debris layers.
ROCKCrsh_EARTH DEBRIS-Stone Movement Storm Constant_B00M_AGCK.wav	Relentless rock movement storm with constant debris flow and overwhelming mass.
ROCKCrsh_EARTH DEBRIS-Stone Slide Burst_B00M_AGCK.wav	Sudden rock slide burst with rapid debris release and explosive momentum.
ROCKCrsh_EARTH DEBRIS-Stone Slide Dense_B00M_AGCK.wav	Dense rock slide with continuous collisions and tightly packed debris movement.
ROCKCrsh_EARTH DEBRIS-Stone Slide Medium_B00M_AGCK.wav	Medium density rock slide balancing rolling stones and sliding friction layers.
ROCKCrsh_EARTH DEBRIS-Stone Slide Sparse_B00M_AGCK.wav	Sparse rock slide with isolated stone movement and reduced debris interaction.
ROCKCrsh_EARTH DEBRIS-Stone Tumbles Large_B00M_AGCK.wav	Large rocks tumbling with heavy rotational impacts and rolling debris trails.
ROCKImpt_EARTH COLLISION-Big Crunch Thud_B00M_AGCK.wav	Large crunching impact with a heavy thud and dense earth compression.
ROCKImpt_EARTH COLLISION-Break Avalanche Starter_B00M_AGCK.wav	Initial rock break with cracking force and destabilizing debris release.
ROCKImpt_EARTH COLLISION-Break Explosion Starter_B00M_AGCK.wav	Violent earth break with explosive fracture and rapid debris expansion.
ROCKImpt_EARTH COLLISION-Bucket Rock Falls_B00M_AGCK.wav	Multiple rocks falling from a container with staggered impacts and chaotic debris scatter.
ROCKImpt_EARTH COLLISION-Buried Dirt Thump_B00M_AGCK.wav	Subsurface dirt impact with muted force and compressed low pressure.
ROCKImpt_EARTH COLLISION-Chunky Rock Drops_B00M_AGCK.wav	Thick, chunky rocks dropping with heavy collisions and uneven impact spacing.
ROCKImpt_EARTH COLLISION-Cobble Rock Smash_B00M_AGCK.wav	Forceful cobble rock smash with dense stone contact and fractured debris release.
ROCKImpt_EARTH COLLISION-Cobble Rock Strike_B00M_AGCK.wav	Direct cobble rock strike producing a sharp stone hit and compact fallout.
ROCKImpt_EARTH COLLISION-Cobblestone Impact Short_B00M_AGCK.wav	Short cobblestone impact with quick contact and minimal debris continuation.
ROCKImpt_EARTH COLLISION-Cobblestone Impact_B00M_AGCK.wav	Solid cobblestone impact with layered stone collision and natural decay.
ROCKImpt_EARTH COLLISION-Debris Explosion_B00M_AGCK.wav	Explosive debris release with scattering fragments and aggressive earth rupture.
ROCKImpt_EARTH COLLISION-Dense Crush_B00M_AGCK.wav	Extremely dense earth impact with compacted mass and crushing force.
ROCKImpt_EARTH COLLISION-Dirt Explosion_B00M_AGCK.wav	Forceful dirt blast with granular spray and collapsing ground texture.
ROCKImpt_EARTH COLLISION-Distorted Cobblestone_B00M_AGCK.wav	Distorted cobblestone hit with exaggerated stone crunch and rough texture.
ROCKImpt_EARTH COLLISION-Earth Doppler Slam_B00M_AGCK.wav	High speed earth slam with doppler driven motion and sweeping impact force.
ROCKImpt_EARTH COLLISION-Giant Rock Thud_B00M_AGCK.wav	Giant rock collision with deep thud and massive ground displacement.
ROCKImpt_EARTH COLLISION-Ground Smash_B00M_AGCK.wav	Brutal ground smash with immediate fracture and heavy debris fallout.
ROCKImpt_EARTH COLLISION-Heavy Drop Sequence_B00M_AGCK.wav	Sequential heavy drops with repeated impacts and increasing ground response.
ROCKImpt_EARTH COLLISION-Heavy Rock Collapse Sequence_B00M_AGCK.wav	Progressive rock collapse with overlapping impacts and cascading debris movement.

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FILENAME	DESCRIPTION
ROCKImpt_EARTH COLLISION-High Hit_B00M_AGCK.wav	Sharp, high energy rock impact with fast transient attack.
ROCKImpt_EARTH COLLISION-Huge Low Pass Debris_B00M_AGCK.wav	Massive debris impact filtered low, emphasizing weight and subterranean pressure.
ROCKImpt_EARTH COLLISION-Huge Rock Crack Opening_B00M_AGCK.wav	Huge rock rupture opening with splitting force and widening fracture lines.
ROCKImpt_EARTH COLLISION-Huge Rock Low Split_B00M_AGCK.wav	Low heavy rock split with deep fracture energy and tearing mass separation.
ROCKImpt_EARTH COLLISION-Large Drops_B00M_AGCK.wav	Large falling rocks impacting in sequence with heavy collisions and debris bounce.
ROCKImpt_EARTH COLLISION-Large Rock Impact Complex_B00M_AGCK.wav	Large rock impact with multiple contact layers, debris scatter, and extended tail.
ROCKImpt_EARTH COLLISION-Large Rock Impact Gritty Hit_B00M_AGCK.wav	Large rock strike with gritty surface texture and forceful impact snap.
ROCKImpt_EARTH COLLISION-Large Rocks Debris Tail_B00M_AGCK.wav	After impact debris tail with rolling rocks and sustained stone movement.
ROCKImpt_EARTH COLLISION-Large Soft Lowpass_B00M_AGCK.wav	Large earth impact softened by low pass filtering and subdued transient detail.
ROCKImpt_EARTH COLLISION-Light Rock Drops Medium_B00M_AGCK.wav	Medium weight rock drops with lighter impacts and balanced debris response.
ROCKImpt_EARTH COLLISION-Light Rock Drops Short_B00M_AGCK.wav	Short light rock drops with quick impacts and minimal tail.
ROCKImpt_EARTH COLLISION-Massive Boulder_B00M_AGCK.wav	Massive boulder impact with overwhelming weight and prolonged ground response.
ROCKImpt_EARTH COLLISION-Mid Range Crack Debris_B00M_AGCK.wav	Mid range earth impact with cracking detail and scattered debris elements.
ROCKImpt_EARTH COLLISION-Rock In Gravel Pile_B00M_AGCK.wav	Rock dropped into gravel pile with cascading particles and layered collisions.
ROCKImpt_EARTH COLLISION-Rock Rope On Stone Pile Small Short_B00M_AGCK.wav	Small rock pulled by rope onto stone pile with brief impacts and light scatter.
ROCKImpt_EARTH COLLISION-Rock Rope On Stone Pile Small_B00M_AGCK.wav	Rock dragged by rope onto stone pile with scraping contact and layered collisions.
ROCKImpt_EARTH COLLISION-Sharp Crunch Attack_B00M_AGCK.wav	Sharp rock crunch with fast attack and aggressive fracture snap.
ROCKImpt_EARTH COLLISION-Single Rock Strike_B00M_AGCK.wav	Single rock strike with clean impact and focused stone contact.
ROCKImpt_EARTH COLLISION-Smashed Rock Slam_B00M_AGCK.wav	Smashed rock impact with brutal slam force and compressed debris fallout.
ROCKImpt_EARTH COLLISION-Stone Explosion_B00M_AGCK.wav	Stone explosion with violent fragmentation and outward debris propulsion.
ROCKImpt_EARTH COLLISION-Transient Rumbles_B00M_AGCK.wav	Short lived rumbling impacts with rolling low movement and quick decay.
ROCKMisc_EARTH COLLISION-Heavy Hitting Crumble Muffled_B00M_AGCK.wav	Processed large scale crumble with muffled collapse and dampened debris texture.
ROCKMisc_EARTH COLLISION-Large Lead In Crumble Muffled_B00M_AGCK.wav	Muffled large crumble preceded by a subtle lead in and collapsing debris mass.
ROCKMisc_EARTH COLLISION-Shattering Particles_B00M_AGCK.wav	Low heavy rock impact layered with processed particle debris and deep pressure.
ROCKMisc_EARTH CRACK-Celery Crunch Medium_B00M_AGCK.wav	Medium density particle crunch with brittle snap textures and layered cracking detail.

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FILENAME	DESCRIPTION
ROCKMisc_EARTH CRACK-Celery Crunch Sparse_B00M_AGCK.wav	Sparse particle crunch with isolated brittle snaps and light fracture debris.
ROCKMisc_EARTH CRACK-Cracked Impacts_B00M_AGCK.wav	Sharp rock impacts with splitting cracks and fractured stone transients.
ROCKMisc_EARTH CRACK-Crumble Low Long_B00M_AGCK.wav	Low, extended rock crumble with collapsing mass and sustained debris movement.
ROCKMisc_EARTH CRACK-Crunched Impact_B00M_AGCK.wav	Dense, crunched rock hit with compact force and compressed fracture detail.
ROCKMisc_EARTH CRACK-Crunching Constant_B00M_AGCK.wav	Heavily processed rock crunch with exaggerated fracture texture and aggressive shaping.
ROCKMisc_EARTH CRACK-Destruction Rumble Constant_B00M_AGCK.wav	Constant rock destruction rumble with continuous collapse and deep structural movement.
ROCKMisc_EARTH CRACK-Gravel Crunch_B00M_AGCK.wav	Rough gravel crunch with layered grit movement and coarse stone texture.
ROCKMisc_EARTH CRACK-Low Burst_B00M_AGCK.wav	Low rock burst with heavy pressure release and grounded impact body.
ROCKMisc_EARTH CRACK-Medium Break Stress Constant_B00M_AGCK.wav	Constant mid scale rock stress with cracking tension and ongoing structural strain.
ROCKMisc_EARTH CRACK-Mid Range Burst_B00M_AGCK.wav	Mid range rock burst featuring balanced fracture energy and controlled debris spread.
ROCKMisc_EARTH CRACK-Noodle Cracks Medium_B00M_AGCK.wav	Medium crack density with flexible snapping textures and irregular fracture movement.
ROCKMisc_EARTH CRACK-Noodle Cracks Sparse_B00M_AGCK.wav	Sparse snapping cracks with thin fracture elements and intermittent break detail.
ROCKMisc_EARTH CRACK-Rumble Destruction_B00M_AGCK.wav	Heavy rock rumble marked by large scale breakage and rolling debris mass.
ROCKMisc_EARTH CRACK-Scraping Crack_B00M_AGCK.wav	Dragging rock scrape followed by cracking fractures and grinding stone texture.
ROCKMisc_EARTH CRACK-Shatter_B00M_AGCK.wav	Explosive rock shatter with sharp fragment release and sudden structural failure.
ROCKMisc_EARTH CRACK-Short Break Crumble_B00M_AGCK.wav	Short rock break with immediate crumble and compact debris fallout.
SNOWCrsh_SNOW CRACK-Avalanche Start_B00M_AGCK.wav	Initial snow mass failure with cracking tension and cascading movement onset.
SNOWCrsh_SNOW CRACK-Cornstarch Squeeze Long_B00M_AGCK.wav	Extended granular compression with squeaky friction and sustained internal stress.
SNOWCrsh_SNOW CRACK-Creaky Iceberg_B00M_AGCK.wav	Large ice mass creaking with stressed groans and unstable internal fractures.
SNOWCrsh_SNOW CRACK-Crevasse Break_B00M_AGCK.wav	Deep ice split with widening fractures and collapsing frozen layers.
SNOWCrsh_SNOW CRACK-Crunchy Avalanche_B00M_AGCK.wav	Crunch heavy snow collapse with dense particle movement and rolling mass.
SNOWCrsh_SNOW CRACK-Ice Cornstarch_B00M_AGCK.wav	Dry ice like crunch with powdery fracture texture and brittle compression.
SNOWCrsh_SNOW CRACK-Ice Crunching_B00M_AGCK.wav	Hard ice crunch with sharp fractures and brittle collapse detail.
SNOWCrsh_SNOW CRACK-Ice Grinder_B00M_AGCK.wav	Grinding ice movement with aggressive crushing and sustained fracture noise.
SNOWCrsh_SNOW CRACK-Ice Pieces_B00M_AGCK.wav	Loose ice fragments colliding with clacks, slides, and irregular impacts.
SNOWCrsh_SNOW CRACK-Ice Stress Constant_B00M_AGCK.wav	Constant ice stress with slow creaks and continuous structural tension.
SNOWCrsh_SNOW CRACK-Iceberg Cracking Constant_B00M_AGCK.wav	Continuous iceberg cracking with layered fractures and shifting frozen mass.
SNOWCrsh_SNOW CRACK-Iceberg Cracking_B00M_AGCK.wav	Intermittent iceberg cracks with heavy breaks and resonant ice movement.

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FILENAME	DESCRIPTION
SNOWCrsh_SNOW CRACK-Incoming Movement_B00M_AGCK.wav	Approaching snow and ice movement with growing pressure and advancing mass.
SNOWCrsh_SNOW CRACK-Large Break_B00M_AGCK.wav	Large scale snow and ice rupture with explosive fracture and collapse.
SNOWCrsh_SNOW CRACK-Salt Bowl Crunch_B00M_AGCK.wav	Granular salt compression with crisp crunches and dry fracture texture.
SNOWCrsh_SNOW CRACK-Snow Ice Crunched_B00M_AGCK.wav	Mixed snow and ice compression with dampened crunch and layered fracture.
SNOWCrsh_SNOW CRACK-Snowfield Collapse_B00M_AGCK.wav	Wide snowfield collapse with layered compression and spreading debris.
SNOWCrsh_SNOW CRACK-Solid Snow Crunch_B00M_AGCK.wav	Dense snow compression producing thick crunch texture and muted internal breaks.
SNOWCrsh_SNOW CRACK-Solid Snow Texture Tear_B00M_AGCK.wav	Dense snow tearing with thick texture pull and compact fracture detail.
SNOWImpt_SNOW COLLISION-Avalanche Slam_B00M_AGCK.wav	Violent avalanche impact with massive snow compression and explosive force.
SNOWImpt_SNOW COLLISION-Avalanche Soft Long_B00M_AGCK.wav	Long, softened avalanche collapse with rolling snow mass and cushioned impact body.
SNOWImpt_SNOW COLLISION-Ball Crunch_B00M_AGCK.wav	Snowball compression with crunchy breakup and compact debris release.
SNOWImpt_SNOW COLLISION-Cornstarch Smash_B00M_AGCK.wav	Dense cornstarch compression producing a dry, brittle smash texture.
SNOWImpt_SNOW COLLISION-Crackle Low_B00M_AGCK.wav	Low snow compression with subtle crackling and restrained impact energy.
SNOWImpt_SNOW COLLISION-Crash Long Sustain_B00M_AGCK.wav	Extended snow crash with sustained compression and lingering debris movement.
SNOWImpt_SNOW COLLISION-Giant Snowball_B00M_AGCK.wav	Huge snowball collision with dense compression and broad snow displacement.
SNOWImpt_SNOW COLLISION-Heavy Slam_B00M_AGCK.wav	Heavy snow slam with thick mass impact and forceful ground contact.
SNOWImpt_SNOW COLLISION-Hit Icey_B00M_AGCK.wav	Snow impact with icy fracture elements and sharp brittle detail.
SNOWImpt_SNOW COLLISION-Hit Sharp_B00M_AGCK.wav	Sharp snow strike with crisp compression and fast transient snap.
SNOWImpt_SNOW COLLISION-Hit Soft_B00M_AGCK.wav	Soft snow hit with dampened compression and gentle breakup texture.
SNOWImpt_SNOW COLLISION-Ice Breaker_B00M_AGCK.wav	Hard ice fracture impact with sharp cracking and forceful break release.
SNOWImpt_SNOW COLLISION-Ice Thump_B00M_AGCK.wav	Solid ice hit producing a dense thump and compact fracture response.
SNOWImpt_SNOW COLLISION-Large Aggressive_B00M_AGCK.wav	Large, aggressive snow impact with compressed force and dominant mass response.
SNOWImpt_SNOW COLLISION-Large And Wide_B00M_AGCK.wav	Wide snow impact spreading across the field with broad compression and depth.
SNOWImpt_SNOW COLLISION-Large Fall_B00M_AGCK.wav	Large snow mass falling with heavy compression and extended debris fallout.
SNOWImpt_SNOW COLLISION-Large Mid Range Cracks_B00M_AGCK.wav	Large snow impact accented by mid range cracking and internal fracture detail.
SNOWImpt_SNOW COLLISION-Medium Mid Range_B00M_AGCK.wav	Medium snow impact with balanced mid range compression and controlled force.
SNOWImpt_SNOW COLLISION-Soft Fall_B00M_AGCK.wav	Soft snow fall with gradual compression and minimal debris continuation.
SNOWImpt_SNOW COLLISION-Subtle Smash_B00M_AGCK.wav	Soft snow impact with cushioned compression and minimal fracture detail.
SNOWMisc_SNOW SWEETENER-Aggressive Crumble Constant_B00M_AGCK.wav	Constant aggressive snow crumble with dense particle motion and rough texture.

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FILENAME	DESCRIPTION
SNOWMisc_SNOW SWEETENER-Avalanche Distant Rumble Constant_B00M_AGCK.wav	Distant avalanche rumble with sustained low movement and rolling mass.
SNOWMisc_SNOW SWEETENER-Big Mass Constant_B00M_AGCK.wav	Large snow mass shifting continuously with heavy compression and depth.
SNOWMisc_SNOW SWEETENER-Cornstarch Rumble_B00M_AGCK.wav	Granular cornstarch rumble with dry friction and internal movement.
SNOWMisc_SNOW SWEETENER-Cornstarch Texture Constant_B00M_AGCK.wav	Constant cornstarch texture with fine granular motion and steady compression.
SNOWMisc_SNOW SWEETENER-Crunchy Sequence Constant_B00M_AGCK.wav	Constant crunchy snow sequence with repeating compressions and debris texture.
SNOWMisc_SNOW SWEETENER-Filtered Rumble Constant_B00M_AGCK.wav	Filtered snow rumble emphasizing low weight and softened surface detail.
SNOWMisc_SNOW SWEETENER-Grinding Light Constant_B00M_AGCK.wav	Light snow grinding with subtle friction and gentle continuous movement.
SNOWMisc_SNOW SWEETENER-Leathery Constant_B00M_AGCK.wav	Rubbery snow texture with leathery resistance and steady compression motion.
SNOWMisc_SNOW SWEETENER-Movement High Detail Constant_B00M_AGCK.wav	Detailed snow movement with continuous fine grain texture and layered motion.
SNOWMisc_SNOW SWEETENER-Spray Constant_B00M_AGCK.wav	Continuous snow spray with fine particle scatter and airy movement.
SNOWMvmt_SNOW CONTINUOUS-Big One_B00M_AGCK.wav	Large scale snow movement with heavy mass flow and sustained compression texture.
SNOWMvmt_SNOW CONTINUOUS-Cornstarch Creak_B00M_AGCK.wav	Granular compression with creaking friction and stressed internal movement.
SNOWMvmt_SNOW CONTINUOUS-Distant Mid Range_B00M_AGCK.wav	Distant snow movement with mid range details and softened mass response.
SNOWMvmt_SNOW CONTINUOUS-Gravel Constant_B00M_AGCK.wav	Granular movement with continuous grit motion and rolling particulate texture.
SNOWMvmt_SNOW CONTINUOUS-Harsh Scrape_B00M_AGCK.wav	Harsh snow scrape with abrasive friction and rough surface contact.
SNOWMvmt_SNOW CONTINUOUS-Large Powder Detail_B00M_AGCK.wav	Large powder movement with fine detail layers and airy snow dispersion.
SNOWMvmt_SNOW CONTINUOUS-Medium Avalanche Fast Chunky_B00M_AGCK.wav	Fast paced avalanche section with chunky snow blocks and aggressive flow.
SNOWMvmt_SNOW CONTINUOUS-Medium Chunky_B00M_AGCK.wav	Medium density snow movement with thick chunks and compact collisions.
SNOWMvmt_SNOW CONTINUOUS-Medium Distance Detail_B00M_AGCK.wav	Mid distance snow motion with balanced texture detail and steady mass shift.
SNOWMvmt_SNOW CONTINUOUS-Particles Powdery High End_B00M_AGCK.wav	Fine powder particles moving continuously with light, high details.
SNOWMvmt_SNOW CONTINUOUS-Snow Grind Debris Scrapes_B00M_AGCK.wav	Snow grinding with debris scrapes and layered friction textures.
SNOWMvmt_SNOW CONTINUOUS-Snow Grinds_B00M_AGCK.wav	Steady snow grinding with dense friction and compact granular movement.
SNOWMvmt_SNOW CONTINUOUS-Snow Sand_B00M_AGCK.wav	Sand like snow movement with dry granular flow and soft collisions.

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SNOWMvmt_SNOW CONTINUOUS-Soft Gritty_B00M_AGCK.wav	Soft snow movement with gritty undertones and gentle surface friction.
SNOWMvmt_SNOW CONTINUOUS-Soft Powdery Fast_B00M_AGCK.wav	Fast soft powder movement with airy dispersion and light mass contact.
SNOWMvmt_SNOW CONTINUOUS-Thick Crunchy_B00M_AGCK.wav	Thick snow compression with crunchy texture and dense internal breakup.
SNOWMvmt_SNOW CONTINUOUS-White Noise Like_B00M_AGCK.wav	Continuous snow movement with diffuse texture and noise like granular flow.
THUN_LIGHTNING SWEETENER-Big Ripper_B00M_AGCK.wav	Large ripping electrical tear with aggressive energy and violent motion.
THUN_LIGHTNING SWEETENER-Counter Strike_B00M_AGCK.wav	Reactive electrical hit with sharp reversal energy and tight impact snap.
THUN_LIGHTNING SWEETENER-Medium Distant Crackling_B00M_AGCK.wav	Mid distance crackling electricity with softened transients and rolling detail.
THUN_LIGHTNING SWEETENER-Piercing Peals_B00M_AGCK.wav	Soft distant electrical drone with steady low intensity energy presence.
THUN_LIGHTNING SWEETENER-Processed Foil_B00M_AGCK.wav	Processed metallic electrical texture with brittle shimmer and sharp edges.
THUN_LIGHTNING SWEETENER-Speed Hit_B00M_AGCK.wav	Fast electrical strike with sudden energy spike and rapid decay.
THUN_LIGHTNING SWEETENER-Tonal Zap_B00M_AGCK.wav	Focused tonal zap with pitched electrical snap and tight transient.
THUN_LIGHTNING SWEETENER-Tubby Sizzling_B00M_AGCK.wav	Clean electrical movement with smoothed texture and controlled energy flow.
THUN_LIGHTNING-Big Bolt_B00M_AGCK.wav	Massive lightning bolt with explosive strike force and intense energy release.
THUN_LIGHTNING-Close Strike_B00M_AGCK.wav	Close lightning strike with sharp attack and overwhelming transient power.
THUN_LIGHTNING-Crackling Bright_B00M_AGCK.wav	Bright crackling electricity with sharp high sparks and unstable energy.
THUN_LIGHTNING-Crackling Midrange_B00M_AGCK.wav	Midrange focused electrical crackle with dense arcing texture.
THUN_LIGHTNING-Crackling_B00M_AGCK.wav	Irregular electrical crackling with rapid arcing and fluctuating intensity.
THUN_LIGHTNING-Electricity Slide_B00M_AGCK.wav	Sliding electrical discharge with sweeping energy movement and tonal glide.
THUN_LIGHTNING-Explosion_B00M_AGCK.wav	Explosive lightning discharge with violent energy release and debris like impact.
THUN_LIGHTNING-Filtered Tape_B00M_AGCK.wav	Filtered electrical texture with narrowed bandwidth and restrained energy snap.
THUN_LIGHTNING-Iron Sky_B00M_AGCK.wav	Heavy atmospheric electricity with dense charge buildup and ominous energy weight.
THUN_LIGHTNING-Large Bolt Attack_B00M_AGCK.wav	Large lightning bolt attack with forceful strike and rapid energy collapse.
THUN_LIGHTNING-Long Tail_B00M_AGCK.wav	Lightning strike followed by an extended electrical decay and rolling energy tail.
THUN_LIGHTNING-Noise Strike_B00M_AGCK.wav	Noise driven lightning hit with chaotic energy burst and abrasive texture.
THUN_LIGHTNING-Rolling Mid Range Light_B00M_AGCK.wav	Rolling electrical movement with mid range emphasis and flowing energy motion.
THUN_LIGHTNING-Rolling_B00M_AGCK.wav	Continuous lightning roll with sustained electrical turbulence.
THUN_LIGHTNING-Strike_B00M_AGCK.wav	Focused lightning strike with fast attack and compressed energy release.
THUN_LIGHTNING-Subtle Highs_B00M_AGCK.wav	Subtle electrical activity with delicate high crackle.

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THUN_LIGHTNING-Sustained Bright_B00M_AGCK.wav	Sustained bright electrical energy with constant arcing and radiant intensity.
THUN_LIGHTNING-Tonal Rip Medium_B00M_AGCK.wav	Medium length tonal lightning rip with tearing energy and focused pitch movement.
THUN_LIGHTNING-Tonal Rip Strike Short_B00M_AGCK.wav	Short tonal lightning rip ending in a sharp electrical strike.
THUN_LIGHTNING-Transient Strike_B00M_AGCK.wav	Fast transient lightning hit with sudden energy spike and rapid decay.
THUN_THUNDER SWEETENER-Crunchy Movement Constant_B00M_AGCK.wav	Crunchy energy movement with textured motion and irregular electrical grit.
THUN_THUNDER SWEETENER-Drone Light Constant_B00M_AGCK.wav	Light electrical drone with continuous presence and gentle energy motion.
THUN_THUNDER SWEETENER-Drone Mid Rolling Constant_B00M_AGCK.wav	Mid range rolling drone with slow electrical undulation and steady mass.
THUN_THUNDER SWEETENER-Drone Texture Low Constant_B00M_AGCK.wav	Low electrical texture with constant pressure and subdued motion.
THUN_THUNDER SWEETENER-Drone Texture Movement Generic Constant_B00M_AGCK.wav	Generic moving drone texture with continuous energy flow and neutral character.
THUN_THUNDER SWEETENER-Drone Very Distant Low Rumble Constant_B00M_AGCK.wav	Very distant low electrical rumble with deep, sustained atmospheric weight.
THUN_THUNDER SWEETENER-Explosion Low End_B00M_AGCK.wav	Low electrical burst delivering heavy pressure and dense impact energy.
THUN_THUNDER SWEETENER-Randomized Moves_B00M_AGCK.wav	Irregular electrical movements with unpredictable energy shifts and variation.
THUN_THUNDER SWEETENER-Stormy Clouds Constant_B00M_AGCK.wav	Charged atmospheric texture with swirling energy and unstable electrical tension.
THUN_THUNDER-Chaotic Clouds_B00M_AGCK.wav	Chaotic thunder mass with turbulent energy and unstable atmospheric movement.
THUN_THUNDER-Crack Of Doom_B00M_AGCK.wav	Massive thunder crack with explosive force and catastrophic energy release.
THUN_THUNDER-Crackling Burst_B00M_AGCK.wav	Bursting thunder energy with dense crackling and compressed impact detail.
THUN_THUNDER-Crunchy Rumble Long_B00M_AGCK.wav	Extended crunchy thunder rumble with grinding energy and sustained power.
THUN_THUNDER-Crunchy Rumble_B00M_AGCK.wav	Thick thunder rumble featuring gritty texture and heavy rolling force.
THUN_THUNDER-Crunchy Sequence_B00M_AGCK.wav	Sequential thunder impacts with crunchy textures and layered energy strikes.
THUN_THUNDER-Detailed Crackling_B00M_AGCK.wav	Detailed thunder crackling with fine electrical texture and sharp energy edges.
THUN_THUNDER-Distant Boom_B00M_AGCK.wav	Distant thunder boom with softened impact and wide atmospheric spread.
THUN_THUNDER-Distant Crackling Soft_B00M_AGCK.wav	Soft distant thunder crackling with restrained energy and gentle texture.
THUN_THUNDER-Distant Mid Range Crackling_B00M_AGCK.wav	Mid range distant crackling with balanced thunder energy and rolling detail.
THUN_THUNDER-Distant Rumble Hits_B00M_AGCK.wav	Distant thunder hits layered over rolling rumble and atmospheric weight.
THUN_THUNDER-Impact_B00M_AGCK.wav	Heavy thunder impact with dense low force and abrupt energy collapse.

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FILENAME	DESCRIPTION
THUN_THUNDER-Medium Distant Boom_B00M_AGCK.wav	Medium distance thunder boom with balanced impact and spacious decay.
THUN_THUNDER-Rumble Hit_B00M_AGCK.wav	Rumbling thunder hit combining rolling energy and focused impact force.
THUN_THUNDER-Rumbles Over The Mountains_B00M_AGCK.wav	Wide thunder rumbles traveling across terrain with layered echoes and depth.
THUN_THUNDER-Sequence Madness_B00M_AGCK.wav	Chaotic thunder sequence with rapid strikes and escalating energy movement.
THUN_THUNDER-Strike Heavy_B00M_AGCK.wav	Heavy thunder strike with crushing force and dense low pressure.
THUN_THUNDER-Strike Low End Punch_B00M_AGCK.wav	Low, focused thunder strike delivering a powerful punch and deep impact.
THUN_THUNDER-Strike Low_B00M_AGCK.wav	Low, thunder strike with grounded energy and heavy mass response.
WATRFall_WATER-Waterfall Large Constant_B00M_AGCK.wav	Large waterfall with continuous heavy flow and thunderous liquid mass.
WATRFall_WATER-Waterfall Medium Hissy Constant_B00M_AGCK.wav	Medium waterfall with elevated high spray and steady downward flow.
WATRFall_WATER-Waterfall Medium Hollow Constant_B00M_AGCK.wav	Medium waterfall emphasizing low weight and dense falling water body.
WATRLap_WATER WHOOSH-Defined Lapping_B00M_AGCK.wav	Clearly defined wave lap with smooth whoosh motion and controlled water flow.
WATRLap_WATER WHOOSH-Filtered Wave By_B00M_AGCK.wav	Passing wave motion shaped by filtering with softened splash and focused body.
WATRLap_WATER WHOOSH-Liquid Details_B00M_AGCK.wav	Detailed liquid movement with fine splashes and layered micro motion.
WATRLap_WATER-Subtle Lapping Tail_B00M_AGCK.wav	Light water lapping with a restrained tail and delicate surface motion.
WATRMisc_WATER WHOOSH-Large Wild Movement_B00M_AGCK.wav	Wild large wave motion with uncontrolled surge and aggressive surface chaos.
WATRMisc_WATER WHOOSH-Slow Large Long_B00M_AGCK.wav	Slow, large wave with extended movement and sustained liquid mass.
WATRMisc_WATER WHOOSH-Small Movement_B00M_AGCK.wav	Small wave motion with light splashes and restrained surface activity.
WATRMisc_WATER WHOOSH-Soft Long Tail_B00M_AGCK.wav	Soft wave motion ending in a long, gentle liquid tail.
WATRMisc_WATER-Colliding Cost Splashes Constant_B00M_AGCK.wav	Subtle water movement hinting at immense mass with restrained surface detail.
WATRMisc_WATER-Granular Movement_B00M_AGCK.wav	Granular water texture with detailed particulate motion and shifting density.
WATRMisc_WATER-Muffled Movement_B00M_AGCK.wav	Heavy low water movement with smoothed texture and sustained pressure.
WATRMisc_WATER-Sea Ruff Movement Noise Constant_B00M_AGCK.wav	Rough sea movement with noisy texture and chaotic surface agitation.
WATRMisc_WATER-Splashing Decay Large_B00M_AGCK.wav	Large water tail with thick flow body and sustained trailing mass.
WATRMisc_WATER-Splashing Decay Medium_B00M_AGCK.wav	Medium water tail with balanced movement and continuous flow texture.
WATRMvmt_WATER-Arms Random Movement_B00M_AGCK.wav	Random arm driven water movement with irregular splashes and surface churn.
WATRMvmt_WATER-Bucket Water Movement_B00M_AGCK.wav	Contained water movement with sloshing mass and irregular surface agitation.
WATRMvmt_WATER-Clapping Hands Constant_B00M_AGCK.wav	Random hand claps in water creating sharp splashes and irregular surface breaks.
WATRMvmt_WATER-Deep Dark Ripples Constant_B00M_AGCK.wav	Low, dark ripples with slow oscillation and submerged water movement.

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FILENAME	DESCRIPTION
WATRMvmt_WATER-Huge Water Impact_B00M_AGCK.wav	Massive water impact with explosive displacement and heavy splash fallout.
WATRMvmt_WATER-Kicking Legs Constant_B00M_AGCK.wav	Leg driven water movement with heavy splashes and uneven rhythmic churn.
WATRMvmt_WATER-Lapping Overflow Large_B00M_AGCK.wav	Thick water movement with dense flow body and reduced splash detail.
WATRMvmt_WATER-Lapping Overflow Medium_B00M_AGCK.wav	Moderate water movement with balanced flow and natural surface texture.
WATRMvmt_WATER-Large Lapping Constant_B00M_AGCK.wav	Large waves lapping continuously with steady rhythm and rolling motion.
WATRMvmt_WATER-Moving Hands And Legs Constant_B00M_AGCK.wav	Continuous random water motion with mixed splashes and shifting surface patterns.
WATRMvmt_WATER-Paddle Movement_B00M_AGCK.wav	Rhythmic paddle driven water movement with layered splashes and directional churn.
WATRMvmt_WATER-Paddle Soft Movement_B00M_AGCK.wav	Soft paddle motion producing gentle splashes and subdued surface disturbance.
WATRMvmt_WATER-Paddle Wading Constant_B00M_AGCK.wav	Continuous paddle wading with repetitive splashes and disturbed surface flow.
WATRMvmt_WATER-Submersed Constant_B00M_AGCK.wav	Underwater movement with muffled flow and diffused liquid motion.
WATRMvmt_WATER-Surfing Waves Constant_B00M_AGCK.wav	Active waves with rolling crests, splashes, and dynamic surface energy.
WATRSplsh_WATER-Cannonball Huge_B00M_AGCK.wav	Massive water displacement with explosive entry and overwhelming splash force.
WATRSplsh_WATER-Impact Slam Splash_B00M_AGCK.wav	Forceful water slam followed by a dense splash and collapsing surface waves.
WATRSplsh_WATER-Jump In Pool_B00M_AGCK.wav	Single body entry into water with broad splash and rapid surface collapse.
WATRSplsh_WATER-Splashy Soft Impact_B00M_AGCK.wav	Designed water impact with forceful splash and compressed liquid energy.
WATRSpray_WATER-River Current Constant_B00M_AGCK.wav	Steady river current with continuous directional flow and smooth surface movement.
WATRSpray_WATER-River Gurgling Constant_B00M_AGCK.wav	Gurgling river flow with bubbling texture and uneven internal movement.
WATRTurb_WATER-Aggressive Constant_B00M_AGCK.wav	Aggressive water movement with relentless force and turbulent surface energy.
WATRTurb_WATER-Fast Flow Constant_B00M_AGCK.wav	Rapid water flow with tight motion and high energy directional movement.
WATRTurb_WATER-Movement Stormy Sea Constant_B00M_AGCK.wav	Storm driven water mass with rolling turbulence and charged surface motion.
WATRTurb_WATER-Rapid Flow Sequence_B00M_AGCK.wav	Sequential rapid water surges with escalating speed and layered motion.
WATRTurb_WATER-Rapids Large Low Constant_B00M_AGCK.wav	Large rapids with heavy flow and relentless water pressure.
WATRTurb_WATER-Rapids Medium Fast Constant_B00M_AGCK.wav	Fast moving rapids with energetic turbulence and constant surface agitation.
WATRTurb_WATER-Rapids Small Calm Constant_B00M_AGCK.wav	Small rapids flowing steadily with gentle turbulence and soft motion.
WATRWave_WATER-WHOOSH-Aggressive Incoming_B00M_AGCK.wav	Aggressive incoming wave with forceful surge and heavy liquid momentum.
WATRWave_WATER-WHOOSH-Big Noisy Splash_B00M_AGCK.wav	Large turbulent splash with chaotic spray and noisy water displacement.
WATRWave_WATER-WHOOSH-Big Rolling Wave_B00M_AGCK.wav	Massive rolling wave with broad liquid movement and continuous forward push.
WATRWave_WATER-WHOOSH-Breaking Large_B00M_AGCK.wav	Large wave movement dominated by noisy turbulence and dense liquid energy.

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FILENAME	DESCRIPTION
WATWave_WATER WHOOSH-Breaking Spray_B00M_AGCK.wav	Breaking wave with explosive spray and turbulent surface breakup.
WATWave_WATER WHOOSH-Close Bubble Large_B00M_AGCK.wav	Close up bubbling wave motion with thick liquid churn and pronounced detail.
WATWave_WATER WHOOSH-Hissing Spray_B00M_AGCK.wav	Breaking wave followed by rolling rumble and collapsing water mass.
WATWave_WATER WHOOSH-Low Rumble_B00M_AGCK.wav	Low rolling wave movement with deep rumble and heavy water mass.
WATWave_WATER WHOOSH-Medium Wave By_B00M_AGCK.wav	Medium sized wave pass with balanced surge and flowing surface motion.
WATWave_WATER WHOOSH-Rolling_B00M_AGCK.wav	Rolling wave motion with continuous liquid rotation and steady forward flow.
WATWave_WATER WHOOSH-Stormy Sea_B00M_AGCK.wav	Storm driven sea movement with chaotic waves and aggressive surface turbulence.
WATWave_WATER WHOOSH-Swishy Movement_B00M_AGCK.wav	Fluid swishing wave motion with smooth arcs and light spray detail.
WATWave_WATER WHOOSH-Water Whip By_B00M_AGCK.wav	Fast whipping water motion with sharp liquid snap and directional force.
WATWave_WATER-Bubbles Aggressive Splash Constant_B00M_AGCK.wav	Aggressive waves with dense bubbles, splashes, and continuous surface chaos.
WATWave_WATER-Bubbles Medium Constant_B00M_AGCK.wav	Moderate wave action with bubbling texture and steady splash movement.
WATWave_WATER-Bubbles Medium Hard Constant_B00M_AGCK.wav	Harder wave movement with thicker bubbles and more forceful surface breaks.
WATWave_WATER-Bubbles Soft Constant_B00M_AGCK.wav	Soft wave motion with gentle bubbling and relaxed surface flow.
WATWave_WATER-Distant Crashing_B00M_AGCK.wav	Distant wave crashes with softened impacts and wide spatial spread.
WATWave_WATER-Distant Rumble Constant_B00M_AGCK.wav	Distant rolling waves with continuous low rumble and subdued surface detail.
WATWave_WATER-Movement Midrange Constant_B00M_AGCK.wav	Midrange focused water motion with glowing texture and steady internal flow.
WATWave_WATER-Movement Spray Constant_B00M_AGCK.wav	Spray heavy water movement with shimmering texture and continuous fine detail.
WATWave_WATER-Waves Ocean Large Constant_B00M_AGCK.wav	Large ocean waves rolling continuously with deep mass movement and steady surface energy.
WINDDsgn_AIR WHOOSH-Choppy Gust_B00M_AGCK.wav	Short, uneven wind gusts with abrupt motion and broken airflow.
WINDDsgn_AIR WHOOSH-Cinematic_B00M_AGCK.wav	Large cinematic wind sweep with dramatic motion and expansive airflow.
WINDDsgn_AIR WHOOSH-Deep Gust_B00M_AGCK.wav	Low, deep wind gust with heavy pressure and broad movement.
WINDDsgn_AIR WHOOSH-Distorted Long_B00M_AGCK.wav	Extended wind whoosh with distorted texture and sustained energy.
WINDDsgn_AIR WHOOSH-Dynamic Wind Whips_B00M_AGCK.wav	Fast whipping wind motions with sharp directional changes and force.
WINDDsgn_AIR WHOOSH-Elemental Gusts_B00M_AGCK.wav	Powerful elemental wind surges with raw energy and aggressive motion.
WINDDsgn_AIR WHOOSH-Generic Movement Long_B00M_AGCK.wav	Long form wind movement with smooth airflow and neutral character.
WINDDsgn_AIR WHOOSH-Heavy Breeze_B00M_AGCK.wav	Dense breeze movement with weighty airflow and controlled speed.
WINDDsgn_AIR WHOOSH-Howling Leaves Slow_B00M_AGCK.wav	Slow wind through foliage with soft howls and organic rustling motion.
WINDDsgn_AIR WHOOSH-Medium Mid Range_B00M_AGCK.wav	Mid range wind pass with balanced airflow and moderate intensity.

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FILENAME	DESCRIPTION
WINDDsgn_AIR WHOOSH-Slow_B00M_AGCK.wav	Slow moving wind whoosh with gentle acceleration and smooth decay.
WINDDsgn_AIR WHOOSH-Soft Movement_B00M_AGCK.wav	Soft wind motion with light pressure and minimal turbulence.
WINDDsgn_AIR WHOOSH-Soft_B00M_AGCK.wav	Delicate wind pass with subtle airflow and restrained energy.
WINDDsgn_AIR WHOOSH-Strong Gust_B00M_AGCK.wav	Strong wind gust with forceful surge and pronounced directional push.
WINDDsgn_AIR WHOOSH-Subtle Howler_B00M_AGCK.wav	Quiet howling wind with distant tonal movement and gentle flow.
WINDDsgn_AIR WHOOSH-Subtle Howling_B00M_AGCK.wav	Soft wind howl with restrained motion and airy resonance.
WINDDsgn_AIR WHOOSH-Tonal Howl_B00M_AGCK.wav	Tonal wind howl with sustained pitch and smooth airflow sweep.
WINDDsgn_AIR WHOOSH-Whistle Scream Texture_B00M_AGCK.wav	Piercing wind scream with intense whistle texture and aggressive motion.
WINDDsgn_AIR WHOOSH-Whistle Screams_B00M_AGCK.wav	Multiple high wind screams with chaotic airflow and sharp edges.
WINDDsgn_AIR-Air Distortion Constant_B00M_AGCK.wav	Distorted air movement with warbling pressure and unstable airflow texture.
WINDDsgn_AIR-Bottle Trickles Constant_B00M_AGCK.wav	Light trickling airflow with hollow resonance and delicate movement detail.
WINDDsgn_AIR-Creepy Constant_B00M_AGCK.wav	Unsettling wind texture with eerie movement and sustained atmospheric tension.
WINDDsgn_AIR-Crunchy Rumble_B00M_AGCK.wav	Low crunchy wind rumble with rough turbulence and gritty air pressure.
WINDDsgn_AIR-Grumpy Sea Wind Constant_B00M_AGCK.wav	Irritated coastal wind with uneven gusts and restless low movement.
WINDDsgn_AIR-Howling Vegetation Constant_B00M_AGCK.wav	Wind pushing through dense vegetation with layered howls and organic motion.
WINDDsgn_AIR-Hurricane Winds Constant_B00M_AGCK.wav	Extreme wind force with overwhelming pressure and chaotic turbulent flow.
WINDDsgn_AIR-Low Modulated Constant_B00M_AGCK.wav	Low wind movement with slow modulation and shifting intensity.
WINDDsgn_AIR-Microphone Distortion Medium_B00M_AGCK.wav	Mid intensity wind distortion with clipped texture and compressed airflow.
WINDDsgn_AIR-Midrange Whistle_B00M_AGCK.wav	Focused midrange wind whistle with steady pitch and controlled airflow.
WINDDsgn_AIR-Modulating Gusts_B00M_AGCK.wav	Pulsing wind gusts with fluctuating strength and evolving texture.
WINDDsgn_AIR-Noise Basic Movement Constant_B00M_AGCK.wav	Neutral wind noise with steady movement and consistent airflow texture.
WINDDsgn_AIR-Noise Moderate Constant_B00M_AGCK.wav	Moderately intense wind noise with balanced turbulence and sustained motion.
WINDDsgn_AIR-Noise Strong Burst Movement Constant_B00M_AGCK.wav	Strong wind noise punctuated by energetic bursts and aggressive airflow.
WINDDsgn_AIR-Noise Strong Mid Range Constant_B00M_AGCK.wav	Midrange focused strong wind with dense noise energy and persistent pressure.
WINDDsgn_AIR-Noisy Rumble Constant_B00M_AGCK.wav	Rumbling wind texture dominated by noisy turbulence and low weight.
WINDDsgn_AIR-Starting Tornado_B00M_AGCK.wav	Rotational wind build up with rising pressure and tightening vortex motion.
WINDDsgn_AIR-Stone Corridor Constant_B00M_AGCK.wav	Wind rushing through a confined stone space with resonant airflow reflections.
WINDDsgn_AIR-Storm Generic Constant_B00M_AGCK.wav	Broad storm wind texture with steady force and layered atmospheric movement.

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FILENAME	DESCRIPTION
WINDDsgn_AIR-Storm Heavy Constant_B00M_AGCK.wav	Heavy storm wind with dense pressure and relentless turbulent flow.
WINDDsgn_AIR-Storm Resonant Constant_B00M_AGCK.wav	Resonant storm wind with tonal buildup and vibrating air mass.
WINDDsgn_AIR-Storm Speedy Gusts Constant_B00M_AGCK.wav	Fast moving storm gusts with rapid airflow surges and sharp transitions.
WINDDsgn_AIR-Strong Midrange_B00M_AGCK.wav	Powerful midrange wind with dense airflow and focused energy.
WINDDsgn_AIR-Subtle Howling Constant_B00M_AGCK.wav	Soft howling wind with restrained movement and distant tonal character.
WINDDsgn_AIR-Tonal Strong Constant_B00M_AGCK.wav	Strong tonal wind presence with sustained pitch and continuous airflow.
WINDDsgn_AIR-Tornado Eye Texture Low Constant_B00M_AGCK.wav	Low, calm interior wind texture with subdued motion and deep atmospheric pressure.
WINDDsgn_AIR-Whirlwind_B00M_AGCK.wav	Spiraling wind movement with circular motion and dynamic airflow shifts.
WINDDsgn_AIR-Whistler Constant_B00M_AGCK.wav	Sharp wind whistle with piercing airflow and narrow tonal focus.