

# VIOLENT COMBAT

FILENAME	DESCRIPTION
AIRMisc_AIR WHOOSH-Basic Wind_B00M_VCCK.wav	Steady, air motion with smooth tonal drift.
AIRMisc_AIR WHOOSH-Blow In Mug_B00M_VCCK.wav	Hollow, enclosed air burst with soft resonant texture.
AIRMisc_AIR WHOOSH-Blow Through Fingers_B00M_VCCK.wav	Soft, broken airflow with scattered, narrow passages.
AIRMisc_AIR WHOOSH-Blow Through Teeth_B00M_VCCK.wav	Tight, hissy breath stream with sharp tonal focus.
AIRMisc_AIR WHOOSH-High Jitter Whip By_B00M_VCCK.wav	High frequency rush with fluttering whip and jittered motion.
AIRMisc_AIR WHOOSH-High Particle Wind By_B00M_VCCK.wav	Fine textured wind pass with rapid, granular trail.
AIRMisc_AIR WHOOSH-Low Wind Rumble_B00M_VCCK.wav	Deep, dense airflow with low rumble and textured motion.
AIRMisc_AIR WHOOSH-Noise Wish_B00M_VCCK.wav	Diffuse, airy exhale layered with grainy turbulence.
AIRMisc_AIR WHOOSH-Rope Wind_B00M_VCCK.wav	Whipping air trail with fibrous flutter and quick taper.
AIRMisc_AIR WHOOSH-Soft Wind Fast_B00M_VCCK.wav	Gentle, fast moving breeze with light body and smooth pass.
AIRMisc_AIR WHOOSH-Soft Wind_B00M_VCCK.wav	Airy, soft pass by with minimal texture and even fade.
AIRMisc_AIR WHOOSH-Whistle Harsh_B00M_VCCK.wav	Piercing, narrow-band whistle with unstable overtones.
AIRMisc_AIR WHOOSH-Whistle Through Teeth_B00M_VCCK.wav	Sharp, nasal tone with high airflow.
AIRMisc_AIR WHOOSH-Whistling_B00M_VCCK.wav	Sustained tonal whistle with clean modulation and light wind.
AIRMisc_AIR WHOOSH-Wind Complex Whoosh_B00M_VCCK.wav	Layered air movement with modulated flutter and filtered sweep.
AIRMisc_AIR WHOOSH-Wind Low Pass By_B00M_VCCK.wav	Muffled wind pass with warm lows and gentle transition.
AIRMisc_AIR WHOOSH-Wind Mid Tremolo_B00M_VCCK.wav	Midrange air burst with tremolo flutter and subtle distortion.
AIRMisc_AIR WHOOSH-Wind Slash_B00M_VCCK.wav	Fast, aggressive pass with harsh high swipe.
CLOTHMvmt_MOVEMENT FAST TEXTILE-Anorak_B00M_VCCK.wav	Quick fabric shuffle with gritty synthetic rustle.
CLOTHMvmt_MOVEMENT FAST TEXTILE-Backpack_B00M_VCCK.wav	Layered material shift with dense friction and gear creak.
CLOTHMvmt_MOVEMENT FAST TEXTILE-Coat Basic_B00M_VCCK.wav	Quick layered rustle with crisp fabric layers shifting.
CLOTHMvmt_MOVEMENT FAST TEXTILE-Denim Shorts_B00M_VCCK.wav	Thick fabric rustle with tight friction and punchy motion.
CLOTHMvmt_MOVEMENT FAST TEXTILE-Denim Trousers_B00M_VCCK.wav	Heavy cloth friction with low rustle and gradual tension.
CLOTHMvmt_MOVEMENT FAST TEXTILE-Fabric Plastic_B00M_VCCK.wav	Snappy synthetic cloth rub with crisp textural detail.
CLOTHMvmt_MOVEMENT FAST TEXTILE-Gear Bag_B00M_VCCK.wav	Thick, multi layered material with stiff reactive bumps.
CLOTHMvmt_MOVEMENT FAST TEXTILE-Jacket_B00M_VCCK.wav	Dry, rapid cloth flaps with sharp edge noise.
CLOTHMvmt_MOVEMENT FAST TEXTILE-Nylon Raincoat_B00M_VCCK.wav	Snappy crinkle with high synthetic flutters.
CLOTHMvmt_MOVEMENT FAST TEXTILE-Shacket_B00M_VCCK.wav	Midweight fabric scuffle with brisk swish and subtle creaks.

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FILENAME	DESCRIPTION
CLOTHMvmt_MOVEMENT FAST TEXTILE-Tent_B00M_VCCK.wav	Light plastic motion with fast drag and taut surface shifts.
CLOTHMvmt_MOVEMENT FAST TEXTILE-Winter Jacket Hard_B00M_VCCK.wav	Bulky, rigid cloth scrape with hard transient attacks.
CLOTHMvmt_MOVEMENT SLOW TEXTILE-Anorak_B00M_VCCK.wav	Slow synthetic rustle with subdued high content.
CLOTHMvmt_MOVEMENT SLOW TEXTILE-Backpack_B00M_VCCK.wav	Deliberate fabric drag with mild creak and layered weight.
CLOTHMvmt_MOVEMENT SLOW TEXTILE-Coat Basic_B00M_VCCK.wav	Slow, subtle garment shift with natural creases and soft texture.
CLOTHMvmt_MOVEMENT SLOW TEXTILE-Denim Shorts_B00M_VCCK.wav	Weighted denim slide with textured friction and slight drag.
CLOTHMvmt_MOVEMENT SLOW TEXTILE-Fabric Plastic High_B00M_VCCK.wav	Glossy material motion with smooth high textures.
CLOTHMvmt_MOVEMENT SLOW TEXTILE-Gear Bag_B00M_VCCK.wav	Low movement with dense material presence and soft impact.
CLOTHMvmt_MOVEMENT SLOW TEXTILE-Jacket Soft_B00M_VCCK.wav	Cushioned cloth rubs with gentle midrange textures.
CLOTHMvmt_MOVEMENT SLOW TEXTILE-Nylon Raincoat_B00M_VCCK.wav	Slow synthetic rustle with clean, controlled swish.
CLOTHMvmt_MOVEMENT SLOW TEXTILE-Shacket_B00M_VCCK.wav	Relaxed fabric shuffle with soft touch and layered presence.
CLOTHMvmt_MOVEMENT SLOW TEXTILE-Tent_B00M_VCCK.wav	Thin synthetic shifts with airy drag and controlled release.
CLOTHMvmt_MOVEMENT SLOW TEXTILE-Winter Jacket Ruffle_B00M_VCCK.wav	Heavy padded coat motion with deep rumble and subtle fold.
CLOTHMvmt_MOVEMENT SLOW TEXTILE-Winter Jacket_B00M_VCCK.wav	Heavy coat movement with layered friction and dense weight.
DSGNImpT_IMPACT SWEETENER-Bag Distortion_B00M_VCCK.wav	Soft low mid impact with broken plastic texture and tonal grit.
DSGNImpT_IMPACT SWEETENER-Big Hit Slap_B00M_VCCK.wav	Wide, explosive burst with bold transient and punchy slap.
DSGNImpT_IMPACT SWEETENER-Bucket Crush_B00M_VCCK.wav	Hollow impact with sharp flex and plastic crunch artifacts.
DSGNImpT_IMPACT SWEETENER-Cardboard Crush_B00M_VCCK.wav	Dry, midrange heavy collapse with papery crunch elements.
DSGNImpT_IMPACT SWEETENER-Crunch Doppler_B00M_VCCK.wav	Textural burst with rising motion and distorted transient.
DSGNImpT_IMPACT SWEETENER-Denoised Texture_B00M_VCCK.wav	Clean, filtered impact layer with subtle bite and soft body.
DSGNImpT_IMPACT SWEETENER-Distorted Clipped Explosion_B00M_VCCK.wav	Aggressive transient with clipped distortion and gritty burst.
DSGNImpT_IMPACT SWEETENER-Distorted Low Bump_B00M_VCCK.wav	Deep impact core with overdriven edge and short body.
DSGNImpT_IMPACT SWEETENER-Distorted Slam_B00M_VCCK.wav	Hard-hitting low transient with saturated distortion tail.
DSGNImpT_IMPACT SWEETENER-Filtered Hit Slow_B00M_VCCK.wav	Slow, resonant hit with processed texture and extended tail.
DSGNImpT_IMPACT SWEETENER-Filtered Thump_B00M_VCCK.wav	Focused low hit with filtered core and short punch.

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FILENAME	DESCRIPTION
DSGNImpT_IMPACT SWEETENER-Harshly Filtered_B00M_VCCK.wav	Sharp transient layer with tight envelope and tonal bite.
DSGNImpT_IMPACT SWEETENER-Low End Punch_B00M_VCCK.wav	Tight impact hit with deep sub thrust and dry tail.
DSGNImpT_IMPACT SWEETENER-Processed Cardboard Crunch_B00M_VCCK.wav	Crisp attack with boxy crunch and synthetic coloration.
DSGNImpT_IMPACT SWEETENER-Processed Cloth Hit_B00M_VCCK.wav	Muted fabric hit with soft smack and layered grit.
DSGNImpT_IMPACT SWEETENER-Punch Bag Bat Hit_B00M_VCCK.wav	Low strike with blunt force and soft material bounce.
DSGNImpT_IMPACT SWEETENER-Sharp Crunch_B00M_VCCK.wav	Tight, high transient with brittle crackle and dry punch.
DSGNImpT_IMPACT SWEETENER-Short Punch Crisp_B00M_VCCK.wav	Sharp, quick smack with brittle highs and tight decay.
DSGNImpT_IMPACT SWEETENER-Short Punch Tight_B00M_VCCK.wav	Focused transient burst with compact midrange and dry finish.
DSGNImpT_IMPACT SWEETENER-Short Synth Tonal Kicks_B00M_VCCK.wav	Synth driven transient stack with tonal body and punch.
DSGNImpT_IMPACT SWEETENER-Slap Crush_B00M_VCCK.wav	Fast motion slap layered with soft break and light distortion.
DSGNMisc_LEAD IN-Big Reverser_B00M_VCCK.wav	Massive reverse sweep with rising swell and filtered tail.
DSGNMisc_LEAD IN-Bubbling Rock Texture_B00M_VCCK.wav	Granular swell with irregular bubbling textures and rough movement.
DSGNMisc_LEAD IN-Cloth Crumble_B00M_VCCK.wav	Soft textured buildup with layered fabric decay and flutter.
DSGNMisc_LEAD IN-Cloth Modulated Denoised_B00M_VCCK.wav	Processed swell with fluctuating cloth tones and smooth noise.
DSGNMisc_LEAD IN-Distortion Revert_B00M_VCCK.wav	Reversed energy pulse with edgy tone and distorted lift.
DSGNMisc_LEAD IN-Filtered Distortion_B00M_VCCK.wav	Curved tonal lead in with filtered drive and harmonic grime.
DSGNMisc_LEAD IN-Flanging Noise_B00M_VCCK.wav	Swirling tonal buildup with comb-filtered movement and dry tail.
DSGNMisc_LEAD IN-Incoming Air_B00M_VCCK.wav	Smooth air swell with subtle hiss and gradual lift.
DSGNMisc_LEAD IN-Incoming Low Noise_B00M_VCCK.wav	Low rise with rumbling intro and soft hiss.
DSGNMisc_LEAD IN-Low Denoised Noise_B00M_VCCK.wav	Low swell with filtered energy and clean edges.
DSGNMisc_LEAD IN-Morphed Drags_B00M_VCCK.wav	Stylized dragging motion with irregular modulation and grit.
DSGNMisc_LEAD IN-Phasing Crumble_B00M_VCCK.wav	Textured buildup with decay and shifting tone.
DSGNMisc_LEAD IN-Quick Crunch_B00M_VCCK.wav	Tight, fast burst with gritty crunch and short snap.
DSGNMisc_TEXTURE-Aggressive Wind Move_B00M_VCCK.wav	Turbulent air layer with high tone and harsh grit.
DSGNMisc_TEXTURE-Cloth Leather Movement_B00M_VCCK.wav	Thick fabric drag with rubbery grain and muffled creaks.
DSGNMisc_TEXTURE-Crazy Movement_B00M_VCCK.wav	Unstable motion with chaotic textures and erratic flutter.
DSGNMisc_TEXTURE-Crunchy Cracking_B00M_VCCK.wav	Dry crackle with layered grit and saturated micro transients.
DSGNMisc_TEXTURE-Fast Cloth Bumps_B00M_VCCK.wav	Pulsed cloth flicks with fast motion and brief transients.

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FILENAME	DESCRIPTION
DSGNMisc_TEXTURE-Fast Cloth Whooshes_B00M_VCCK.wav	Quick cloth passes with narrow band movement and wind like sweep.
DSGNMisc_TEXTURE-Gritty Particles_B00M_VCCK.wav	Rough granular bed with dusty friction and airy movement.
DSGNMisc_TEXTURE-High Crackling_B00M_VCCK.wav	Brittle texture sequence with crackling spikes and tight grain.
DSGNMisc_TEXTURE-Liquidy Movements_B00M_VCCK.wav	Slippery, fluid texture with flowing tones and wet shimmer.
DSGNMisc_TEXTURE-Low Mid Movement_B00M_VCCK.wav	Subtle tonal shifts with controlled low energy.
DSGNMisc_TEXTURE-Mid Range Zaps_B00M_VCCK.wav	Snappy transient bursts with glitchy midrange texture.
DSGNMisc_TEXTURE-Over Denoised_B00M_VCCK.wav	Artificial texture with over processed movement and tonal gaps.
DSGNMisc_TEXTURE-Phasey Liquid Flow_B00M_VCCK.wav	Processed liquid motion with stereo shifts and textured modulation.
DSGNMisc_TEXTURE-Processed Cloth Particles_B00M_VCCK.wav	Filtered cloth flutter with synthetic grain and soft flutter.
DSGNMisc_TEXTURE-Simulated Wind_B00M_VCCK.wav	Artificial air movement with tonal drift and steady sweep.
DSGNMisc_TEXTURE-Slightly Out Of Phase_B00M_VCCK.wav	Phased tonal layer with drifting stereo spread and soft modulation.
DSGNMisc_TEXTURE-Slow Cloth Denoised_B00M_VCCK.wav	Smoothed cloth texture with reduced noise and soft body.
DSGNMisc_TEXTURE-Speed Trickle Movement_B00M_VCCK.wav	Fast, trickling texture with fluttering momentum and thin grain.
DSGNMisc_TEXTURE-Thick Liquid_B00M_VCCK.wav	Sloshing, gooey fluid layer with dense viscosity and soft resonance.
FGHTBf_BODYFALL CLOTH-Anorak_B00M_VCCK.wav	Cushioned thump with fabric shuffle and padded impact. Body Fall, Fabric, Textile.
FGHTBf_BODYFALL CLOTH-Blanket On Box Soft_B00M_VCCK.wav	Muted fall with soft landing and dampened fabric hit. Body Fall, Fabric, Textile.
FGHTBf_BODYFALL CLOTH-Coat Basic Complex_B00M_VCCK.wav	Heavy layered fall with deep thump and dense cloth rustle. Body Fall, Fabric, Textile.
FGHTBf_BODYFALL CLOTH-Denim Shorts Complex_B00M_VCCK.wav	Thick cloth impact with heavy friction and natural collapse. Body Fall, Fabric, Textile.
FGHTBf_BODYFALL CLOTH-Duffle Bag Weighted_B00M_VCCK.wav	Dense impact with deep drop and heavy fabric response. Body Fall, Fabric, Textile.
FGHTBf_BODYFALL CLOTH-Gear Bag_B00M_VCCK.wav	Stuffed bag drop with soft material texture and dull weight. Body Fall, Fabric, Textile.
FGHTBf_BODYFALL CLOTH-Jacket On Box Hit_B00M_VCCK.wav	Crinkled fabric hit with soft attack and slightly boxy tone. Body Fall, Fabric, Textile.
FGHTBf_BODYFALL CLOTH-Jogging Jacket_B00M_VCCK.wav	Light cloth fall with layered shuffle and mild surface contact. Body Fall, Fabric, Textile.
FGHTBf_BODYFALL CLOTH-Outdoor Jacket_B00M_VCCK.wav	Soft cloth hit with slight resistance and muffled texture. Body Fall, Fabric, Textile.
FGHTBf_BODYFALL CLOTH-Shacket Complex_B00M_VCCK.wav	Heavy cloth impact with layered friction and dense fabric collapse. Body Fall, Fabric, Textile.
FGHTBf_BODYFALL CLOTH-Shacket Simple_B00M_VCCK.wav	Soft thud with minimal cloth movement and subtle rustle. Body Fall, Fabric, Textile.
FGHTBf_BODYFALL CLOTH-Winter Jacket On Box Tight_B00M_VCCK.wav	Dense jacket fall with quick decay and tight surface response. Body Fall, Fabric, Textile.
FGHTBf_BODYFALL GENERIC-Bag Of Cloth_B00M_VCCK.wav	Low thump with loose, shifting cloth texture. Body Fall.
FGHTBf_BODYFALL GENERIC-Bag On Box_B00M_VCCK.wav	Thick body drop with flat resonance and cloth like texture. Body Fall.

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FILENAME	DESCRIPTION
FGHTBf_BODYFALL GENERIC-Cardboard Box Large Slam_B00M_VCCK.wav	Thick box crash with boxy resonance and forceful hit. Body Fall.
FGHTBf_BODYFALL GENERIC-Cardboard Box Slam Medium Roll_B00M_VCCK.wav	Midweight impact with rolling motion and gritty texture. Body Fall.
FGHTBf_BODYFALL GENERIC-Cardboard Box Slam Medium_B00M_VCCK.wav	Compact slam with dull cardboard body and brief crunch. Body Fall.
FGHTBf_BODYFALL GENERIC-Cardboard Box Throw_B00M_VCCK.wav	Light box drop with fluttery roll and muffled bounce. Body Fall.
FGHTBf_BODYFALL GENERIC-Faux Leather Cushion Fall_B00M_VCCK.wav	Plush impact with subtle creak and soft energy transfer. Body Fall.
FGHTBf_BODYFALL GENERIC-Leather Cushion Fall_B00M_VCCK.wav	Rounded thud with leathery softness and gentle bounce. Body Fall.
FGHTBf_BODYFALL GENERIC-Microphone Bag Complex_B00M_VCCK.wav	Layered drop with shifting elements and fabric details. Body Fall.
FGHTBf_BODYFALL GENERIC-Microphone Bag Single_B00M_VCCK.wav	Single bag fall with tight cloth presence and minimal resonance. Body Fall.
FGHTBf_BODYFALL GENERIC-Pillow Cloth on Box_B00M_VCCK.wav	Muffled impact with airy cloth and boxy undertone. Body Fall.
FGHTBf_BODYFALL GENERIC-Plastic Bag Filled_B00M_VCCK.wav	Crunchy plastic impact with soft core and fluttery finish. Body Fall.
FGHTBf_BODYFALL GENERIC-Rubbery Complex_B00M_VCCK.wav	Rubbery collapse with flexible layers and synthetic thump. Body Fall.
FGHTBf_BODYFALL GENERIC-Rubbery Simple_B00M_VCCK.wav	Single rubbery drop with soft body and short snap. Body Fall.
FGHTBf_BODYFALL GENERIC-Towel Roll Dull_B00M_VCCK.wav	Thick towel drop with muffled texture and soft landing. Body Fall.
FGHTBf_BODYFALL LEATHER-Backpack Jacket Double_B00M_VCCK.wav	Dual leather thuds with heavy layering and textured presence. Body Fall.
FGHTBf_BODYFALL LEATHER-Backpack_B00M_VCCK.wav	Firm pack hit with leathery snap and soft decay. Body Fall.
FGHTBf_BODYFALL LEATHER-Big Backpack Short_B00M_VCCK.wav	Compact leather drop with brief impact and weighty tone. Body Fall.
FGHTBf_BODYFALL LEATHER-Biker Jacket On Box_B00M_VCCK.wav	Grainy leather hit with boxy slap and detailed texture. Body Fall.
FGHTBf_BODYFALL LEATHER-Jacket Processed Complex Ruffle_B00M_VCCK.wav	Treated leather fall with coarse ruffle and processed crunch. Body Fall.
FGHTBf_BODYFALL LEATHER-Leather Jacket Complex_B00M_VCCK.wav	Heavy leather drop with layered motion and tactile creaks. Body Fall.
FGHTBf_BODYFALL LEATHER-Leather Jacket Single_B00M_VCCK.wav	Isolated leather impact with direct thud and crisp texture. Body Fall.
FGHTBf_BODYFALL LEATHER-Leather Jacket Slam Aggressive_B00M_VCCK.wav	Brutal slam with stiff leather burst and gritty crunch. Body Fall.
FGHTBf_BODYFALL LEATHER-Punch Bag Drop Jacket_B00M_VCCK.wav	Weighted hit with dense thud and muffled leather slap. Body Fall.
FGHTBf_BODYFALL LEATHER-Rubbery Bag Complex_B00M_VCCK.wav	Synthetic leather fall with flexible detail and processed texture. Body Fall.
FGHTBf_BODYFALL LEATHER-Shopping Bag Combo_B00M_VCCK.wav	Layered fall with soft plastic and leather blend. Body Fall.
FGHTBf_BODYFALL LEATHER-Skirt Black_B00M_VCCK.wav	Gentle leather flutter with light impact and smooth drag. Body Fall.
FGHTBf_BODYFALL SWEETENER-Big Crunch_B00M_VCCK.wav	Wide transient burst with deep body and gritty bite. Body Fall.

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FGHTBf_BODYFALL SWEETENER-Boxing Glove On Chair_B00M_VCCK.wav	Thuddy glove drop with soft compression and subtle bounce. Body Fall.
FGHTBf_BODYFALL SWEETENER-Deep Cloth_B00M_VCCK.wav	Muffled low hit with thick fabric response. Body Fall.
FGHTBf_BODYFALL SWEETENER-Hard Fall_B00M_VCCK.wav	Aggressive impact with sharp transient and dense core. Body Fall.
FGHTBf_BODYFALL SWEETENER-Hard Long Tumble_B00M_VCCK.wav	Heavy roll with chaotic energy and shifting layers. Body Fall.
FGHTBf_BODYFALL SWEETENER-Potatoes In Pillowcase_B00M_VCCK.wav	Heavy, clunky fall with soft fabric wrap and dull resonance. Body Fall.
FGHTBf_BODYFALL SWEETENER-Processed Bag Hit_B00M_VCCK.wav	Crunchy, designed strike with compressed texture and weight. Body Fall.
FGHTBf_BODYFALL SWEETENER-Shoe Drop Chair_B00M_VCCK.wav	Sharp drop with a bounce and hollow body. Body Fall.
FGHTBf_BODYFALL SWEETENER-Thump Crunch_B00M_VCCK.wav	Punchy, rounded hit with tight crunch and body. Body Fall.
FGHTBf_BODYFALL SWEETENER-Tumble Sequence_B00M_VCCK.wav	Rolling sequence of soft hits with layered cloth accents. Body Fall.
FGHTCith_THROW CLOTH-Anorak_B00M_VCCK.wav	Quick cloth toss with soft rip and fluttering tail.
FGHTCith_THROW CLOTH-Backpack_B00M_VCCK.wav	Short cloth throw with layered weight and slight slap.
FGHTCith_THROW CLOTH-Canvas Bag_B00M_VCCK.wav	Rugged cloth shuffle with coarse texture and fast swish.
FGHTCith_THROW CLOTH-Coat Basic_B00M_VCCK.wav	Heavy throw with layered cloth flap and dry tail.
FGHTCith_THROW CLOTH-Denim Shorts_B00M_VCCK.wav	Thick fabric toss with gritty texture and brief arc.
FGHTCith_THROW CLOTH-Duffel Bag_B00M_VCCK.wav	Soft body toss with weighted rustle and fast drop.
FGHTCith_THROW CLOTH-Fabric Plastic Snap_B00M_VCCK.wav	Snappy throw with plastic crunch and quick recoil.
FGHTCith_THROW CLOTH-Gear Bag_B00M_VCCK.wav	Stuffed bag fling with dense cloth shuffle and solid end.
FGHTCith_THROW CLOTH-Jacket Fabric Tight_B00M_VCCK.wav	Compact throw with gritty cloth rip and tight snap.
FGHTCith_THROW CLOTH-Nylon Raincoat_B00M_VCCK.wav	Crinkly throw with synthetic sweep and fluttering trail.
FGHTCith_THROW CLOTH-Nylon Skirt_B00M_VCCK.wav	Crisp whoosh with thin flutter and bright friction.
FGHTCith_THROW CLOTH-Shacket_B00M_VCCK.wav	Cloth throw with soft body and controlled swish.
FGHTCith_THROW CLOTH-Tent_B00M_VCCK.wav	Wide fabric throw with airy texture and soft follow through.
FGHTCith_THROW CLOTH-Winter Jacket Thumb_B00M_VCCK.wav	Muffled jacket toss with thick cloth drag and soft impact.
FGHTCith_THROW CLOTH-Winter Jacket_B00M_VCCK.wav	Bulky layered rustle with dense movement and muffled folds.
FGHTCith_THROW LEATHER-Big Handbag_B00M_VCCK.wav	Weighty leather fling with deep body and long rustle.
FGHTCith_THROW LEATHER-Chunky Handbag_B00M_VCCK.wav	Bulky leather shuffle with weighty creaks and bouncy drag.
FGHTCith_THROW LEATHER-Jacket_B00M_VCCK.wav	Weighted leather toss with short rustle and crisp landing.
FGHTCith_THROW LEATHER-Leather Jacket Normal_B00M_VCCK.wav	Standard throw with leathery flap and gritty edge.

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FILENAME	DESCRIPTION
FGHTClth_THROW LEATHER-Leather Jacket Thick_B00M_VCCK.wav	Heavy leather motion with dense impact and firm creak.
FGHTClth_THROW LEATHER-Leather Sleeve_B00M_VCCK.wav	Narrow toss with slick flick and leathery drag.
FGHTClth_THROW LEATHER-Rubbery Leather_B00M_VCCK.wav	Elastic motion with squeaky leather stretch and flex.
FGHTClth_THROW LEATHER-Skirt Black_B00M_VCCK.wav	Loose leather drag with fluttering motion and dry catch.
FGHTClth_THROW LEATHER-Skirt Brown_B00M_VCCK.wav	Muted leather movement with airy snap and soft texture.
FGHTGrab_GRAB CLOTH-Anorak_B00M_VCCK.wav	Quick cloth grab with light crinkle and weighty pull.
FGHTGrab_GRAB CLOTH-Backpack_B00M_VCCK.wav	Soft pack grip with layered fabric response.
FGHTGrab_GRAB CLOTH-Bag of Hats_B00M_VCCK.wav	Loose fabric grab with soft flutter and rounded texture.
FGHTGrab_GRAB CLOTH-Coat Basic_B00M_VCCK.wav	Midweight cloth snatch with subtle rustle and fold.
FGHTGrab_GRAB CLOTH-Denim Shorts_B00M_VCCK.wav	Rough grab with firm grip and coarse cloth scrape.
FGHTGrab_GRAB CLOTH-Gear Bag_B00M_VCCK.wav	Rough grab with heavy textile and subtle bounce.
FGHTGrab_GRAB CLOTH-Light Winter Jacket_B00M_VCCK.wav	Snappy cloth clutch with crisp material texture.
FGHTGrab_GRAB CLOTH-Nylon Raincoat_B00M_VCCK.wav	Synthetic swipe with slick rustle and crinkle.
FGHTGrab_GRAB CLOTH-Shacket_B00M_VCCK.wav	Layered cloth grab with balanced friction and soft creaks.
FGHTGrab_GRAB CLOTH-Sustain Fabric Soft_B00M_VCCK.wav	Held grab with subtle friction and prolonged cloth movement.
FGHTGrab_GRAB CLOTH-Tent_B00M_VCCK.wav	Rustling cloth pull with mid frequency detail and soft snap.
FGHTGrab_GRAB CLOTH-Tight Jacket_B00M_VCCK.wav	Rigid fabric grab with brief crunch and strong release.
FGHTGrab_GRAB CLOTH-Tote Bag_B00M_VCCK.wav	Fabric bag pickup with hollow body and floppy texture.
FGHTGrab_GRAB LEATHER-Fancy Handbag_B00M_VCCK.wav	Polished leather grab with short squeak and solid feel.
FGHTGrab_GRAB LEATHER-Heavy Leather Jacket_B00M_VCCK.wav	Thick leather clutch with gritty creak and dense body.
FGHTGrab_GRAB LEATHER-Jacket_B00M_VCCK.wav	Thick leather grasp with dense texture and minor squeak.
FGHTGrab_GRAB LEATHER-Leather Jacket_B00M_VCCK.wav	Standard leather grab with tight fold and minor squeak.
FGHTGrab_GRAB LEATHER-Leather Rubbery_B00M_VCCK.wav	Flexible leather motion with rubbery grip and bend.
FGHTGrab_GRAB LEATHER-Leather Sleeve_B00M_VCCK.wav	Light sleeve grab with slick texture and short rustle.
FGHTGrab_GRAB LEATHER-Loose Biker Jacket_B00M_VCCK.wav	Slack leather clutch with gritty fold and soft rattle.
FGHTGrab_GRAB LEATHER-Old Satchel_B00M_VCCK.wav	Worn leather clutch with creaky details and soft weight.
FGHTGrab_GRAB LEATHER-Rag Scrapes On Box_B00M_VCCK.wav	Scraping texture with dry drag and sharp material accent.
FGHTGrab_GRAB LEATHER-Short Punchy Backpack_B00M_VCCK.wav	Quick leather grab with compressed impact and short decay.

# VIOLENT COMBAT

FILENAME	DESCRIPTION
FGHTGrab_GRAB LEATHER-Skirt Black_B00M_VCCK.wav	Soft leather pull with fluttery detail and light drag.
FGHTGrab_GRAB LEATHER-Skirt Brown_B00M_VCCK.wav	Gentle clutch with muted leather character and flexible movement.
FGHTImpt_IMPACT GENERIC-Bass Drum Hit Slam_B00M_VCCK.wav	Massive low hit with punchy attack and resonant boom.
FGHTImpt_IMPACT GENERIC-Bass Drum Soft Hit_B00M_VCCK.wav	Muted drum impact with rounded body and soft punch.
FGHTImpt_IMPACT GENERIC-Bat On Cloth_B00M_VCCK.wav	Thick impact with blunt strike and muffled cloth response.
FGHTImpt_IMPACT GENERIC-Cajon Impact Thump_B00M_VCCK.wav	Wooden box hit with deep tonal thump and tight snap.
FGHTImpt_IMPACT GENERIC-Cajon Rattle Hit_B00M_VCCK.wav	Percussive strike with internal rattle and textured snap.
FGHTImpt_IMPACT GENERIC-Cardboard Box Large Hit Dull Aggressive_B00M_VCCK.wav	Heavy cardboard hit with dull resonance and harsh impact.
FGHTImpt_IMPACT GENERIC-Cardboard Box Large Hit Dull Complex_B00M_VCCK.wav	Layered box hit with dense texture and muffled force.
FGHTImpt_IMPACT GENERIC-Cardboard Box Large Hit_B00M_VCCK.wav	Thick box slam with dull resonance and papered body.
FGHTImpt_IMPACT GENERIC-Cardboard Box Medium Bat Hit Loose_B00M_VCCK.wav	Loose strike with fluttery decay and dry box tone.
FGHTImpt_IMPACT GENERIC-Cardboard Box Medium Bat Hit_B00M_VCCK.wav	Mid strength smack with taut cardboard resonance.
FGHTImpt_IMPACT GENERIC-Fist On Suitcase_B00M_VCCK.wav	Dense punch with low crack and brief rattling tail.
FGHTImpt_IMPACT GENERIC-Leather Ball_B00M_VCCK.wav	Tight leather hit with sharp attack and hollow bounce.
FGHTImpt_IMPACT GENERIC-Leather Punch_B00M_VCCK.wav	Quick leather slap with punchy onset and short decay.
FGHTImpt_IMPACT GENERIC-Wooden Box_B00M_VCCK.wav	Hard box impact with solid resonance and wooden rattle.
FGHTImpt_IMPACT GENERIC-Wooden Desk Tight_B00M_VCCK.wav	Snappy desk strike with rigid surface thump and short decay.
FGHTImpt_IMPACT GENERIC-Wooden Desk_B00M_VCCK.wav	Full wood hit with tight response and slight resonance.
FGHTImpt_PUNCH CLOTH-Coat Basic Lead In_B00M_VCCK.wav	Rushing motion buildup with fabric friction and air pressure.
FGHTImpt_PUNCH CLOTH-Coat Basic_B00M_VCCK.wav	Midweight punch with blunt cloth hit and muffled smack.
FGHTImpt_PUNCH CLOTH-Cushion Hand_B00M_VCCK.wav	Thick fabric hit with dull thud and fast decay.
FGHTImpt_PUNCH CLOTH-Denim Shorts lead In_B00M_VCCK.wav	Quick lead in sweep with rough friction and weight.
FGHTImpt_PUNCH CLOTH-Denim Shorts_B00M_VCCK.wav	Punchy fabric impact with dry grit and tight transient.
FGHTImpt_PUNCH CLOTH-Duffel Bag Fist_B00M_VCCK.wav	Quick, squashed hit with dense impact and fabric crush.
FGHTImpt_PUNCH CLOTH-Duffel Bag Hand_B00M_VCCK.wav	Soft hand strike with brief slap and bag rustle.

# VIOLENT COMBAT

FILENAME	DESCRIPTION
FGHTImpt_PUNCH CLOTH-Jacket On Leather Pillow_B00M_VCCK.wav	Layered fabric thump with light bounce and warm decay.
FGHTImpt_PUNCH CLOTH-Jacket On Wooden Case_B00M_VCCK.wav	Firm fabric punch with wooden resonance and crisp snap.
FGHTImpt_PUNCH CLOTH-Nylon Raincoat Lead In_B00M_VCCK.wav	Glossy sweep with synthetic texture and rising tension.
FGHTImpt_PUNCH CLOTH-Nylon Raincoat_B00M_VCCK.wav	Snappy nylon hit with high crunch and sharp tail.
FGHTImpt_PUNCH CLOTH-Polyester Punches_B00M_VCCK.wav	Layered synthetic hits with clean attacks and tight tone.
FGHTImpt_PUNCH CLOTH-Rain Cover In Hand_B00M_VCCK.wav	Thin plastic hit with papery slap and hollow resonance.
FGHTImpt_PUNCH CLOTH-Shacket_B00M_VCCK.wav	Soft jacket hit with muted body and loose texture.
FGHTImpt_PUNCH CLOTH-Short Punch Drags_B00M_VCCK.wav	Rapid swipes with gritty resistance and clipped pull.
FGHTImpt_PUNCH CLOTH-Suitcase Yoga Mat Mallet_B00M_VCCK.wav	Heavy thud with rubbery edge and muffled cushion body.
FGHTImpt_PUNCH CLOTH-Umbrella_B00M_VCCK.wav	Thin metallic hit with snappy attack and fluttering tail.
FGHTImpt_PUNCH CLOTH-Winter Jacket Low_B00M_VCCK.wav	Low thump with thick cloth and rounded decay.
FGHTImpt_PUNCH CLOTH-Winter Jacket On Box_B00M_VCCK.wav	Soft landing with boxy impact and plush cloth texture.
FGHTImpt_PUNCH CLOTH-Winter Jacket Tight_B00M_VCCK.wav	Snappy jacket punch with quick attack and controlled tail.
FGHTImpt_PUNCH LEATHER-Backpack Collapse_B00M_VCCK.wav	Dense pack drop with leathery burst and fabric crinkle.
FGHTImpt_PUNCH LEATHER-Backpack Creaky Collapse_B00M_VCCK.wav	Sharp drop with creaky fold and rich transient.
FGHTImpt_PUNCH LEATHER-Backpack On Box_B00M_VCCK.wav	Firm leather drop with tight bounce and boxy thump.
FGHTImpt_PUNCH LEATHER-Backpack Slap_B00M_VCCK.wav	Sharp leathery slap with thin texture and bright snap.
FGHTImpt_PUNCH LEATHER-Biker Jacket On Wood Box Soft_B00M_VCCK.wav	Cushioned thud with layered textures and wooden resonance.
FGHTImpt_PUNCH LEATHER-Biker Jacket On Wood Box_B00M_VCCK.wav	Heavy fall with thick slap and dense wooden tail.
FGHTImpt_PUNCH LEATHER-Boxing Glove Hit_B00M_VCCK.wav	Controlled thud with firm padding and dry slap.
FGHTImpt_PUNCH LEATHER-Boxing Pad Hit_B00M_VCCK.wav	Impactful pad hit with soft edge and clear contact.
FGHTImpt_PUNCH LEATHER-Boxing Pad Soft_B00M_VCCK.wav	Muffled glove hit with squishy texture and soft pop.
FGHTImpt_PUNCH LEATHER-Cushion Two Hands_B00M_VCCK.wav	Thick fabric punch with double strike and padded decay.
FGHTImpt_PUNCH LEATHER-Jacket Arm Slap_B00M_VCCK.wav	Quick leather strike with tight flutter and sharp transients.
FGHTImpt_PUNCH LEATHER-Jacket Fist_B00M_VCCK.wav	Focused punch with dry leather body and rich transient.
FGHTImpt_PUNCH LEATHER-Jacket Rubbery Foam Hit_B00M_VCCK.wav	Rubbery leather impact with soft foam thud and synthetic drag.
FGHTImpt_PUNCH LEATHER-Leather Jacket Hit Loose_B00M_VCCK.wav	Floppy leather strike with loose texture and noisy tail.
FGHTImpt_PUNCH LEATHER-Leather Jacket Hit_B00M_VCCK.wav	Sharp leather punch with firm contact and tight creak.

# VIOLENT COMBAT

FILENAME	DESCRIPTION
FGHTImpt_PUNCH LEATHER-Leather Jacket Punched Alt_B00M_VCCK.wav	Alt version with thick impact and leathery character.
FGHTImpt_PUNCH LEATHER-Rag Scrapes On Box Short_B00M_VCCK.wav	Brief fabric scrape with woody friction and scratchy tone.
FGHTImpt_PUNCH LEATHER-Skirt Black Collapse_B00M_VCCK.wav	Heavy cloth fall with deep flutter and soft impact.
FGHTImpt_PUNCH LEATHER-Skirt Black Fist_B00M_VCCK.wav	Tight punch with crumpled edge and short leathery snap.
FGHTImpt_PUNCH LEATHER-Skirt Black Hand_B00M_VCCK.wav	Layered slap with airy motion and soft body.
FGHTImpt_PUNCH LEATHER-Skirt Brown Fist_B00M_VCCK.wav	Firm impact with thick slap and warm low texture.
FGHTImpt_PUNCH LEATHER-Skirt Brown Flap_B00M_VCCK.wav	Loose flap with leathery flick and wide tail.
FGHTImpt_PUNCH LEATHER-Skirt Brown Hand_B00M_VCCK.wav	Dry hand slap with fluttering surface and soft edge.
FGHTImpt_PUNCH LEATHER-Skirt Brown Snap_B00M_VCCK.wav	Sharp snap with punchy texture and midrange transient.
FGHTImpt_PUNCH LEATHER-Suitcase Nylon Mallet On Foil_B00M_VCCK.wav	Thick leather thud layered with metallic foil rattle and dense mallet strike.
FGHTImpt_PUNCH LOW-Bag Mallet_B00M_VCCK.wav	Heavy, cushioned impact with blunt force and subtle low resonance.
FGHTImpt_PUNCH LOW-Boxing Glove Blanket_B00M_VCCK.wav	Punchy, dampened impact with thick glove texture and dry thud.
FGHTImpt_PUNCH LOW-Boxing Glove Box_B00M_VCCK.wav	Solid, punchy strike with contained resonance and tight follow through.
FGHTImpt_PUNCH LOW-Chair Hit_B00M_VCCK.wav	Hard, low frequency wooden knock with controlled decay.
FGHTImpt_PUNCH LOW-Deep Crunch_B00M_VCCK.wav	Gritty, heavy hit with layered density and sharp transients.
FGHTImpt_PUNCH LOW-Dispersed Transient_B00M_VCCK.wav	Wide, splashy punch with softened peak and airy body.
FGHTImpt_PUNCH LOW-Enforced Crunch Kick_B00M_VCCK.wav	Aggressive low hit with compressed attack and heavy grit.
FGHTImpt_PUNCH LOW-Filtered Cloth_B00M_VCCK.wav	Muffled cloth slap with low tone and smooth compression.
FGHTImpt_PUNCH LOW-Filtered Leather_B00M_VCCK.wav	Deep leather hit with subdued highs and rubbery resonance.
FGHTImpt_PUNCH LOW-Kick Drum Synth_B00M_VCCK.wav	Synthetic bass hit with rounded transient and dry tail.
FGHTImpt_PUNCH LOW-Lettuce Hit Hard_B00M_VCCK.wav	Wet, organic slap with layered texture and gritty crack.
FGHTImpt_PUNCH LOW-Lettuce Hit Soft_B00M_VCCK.wav	Soft slap with leafy crunch texture and light decay.
FGHTImpt_PUNCH LOW-Low Crunched_B00M_VCCK.wav	Dense, muffled hit with gritted tail and low push.
FGHTImpt_PUNCH LOW-Low Pass Blanket Kick_B00M_VCCK.wav	Soft, dense thump with dampened cloth movement and subtle weight.
FGHTImpt_PUNCH LOW-Low Pass Suitcase Saturation_B00M_VCCK.wav	Low, saturated knock with filtered mids and boxy cloth thud.
FGHTImpt_PUNCH LOW-Low Transient Thump_B00M_VCCK.wav	Tight bass hit with clean snap and dry lows.
FGHTImpt_PUNCH LOW-Muffled Dress Hit_B00M_VCCK.wav	Padded impact with fabric resistance and quiet transient.
FGHTImpt_PUNCH LOW-Rubber Bag Hit_B00M_VCCK.wav	Squishy impact with low body and soft bounce.

# VIOLENT COMBAT

FILENAME	DESCRIPTION
FGHTImpt_PUNCH MISC-Board On Backpack_B00M_VCCK.wav	Wooden board impact with textured fabric thump and hollow resonance.
FGHTImpt_PUNCH MISC-Boxing Glove_B00M_VCCK.wav	Dry, snappy punch with glove texture and short attack.
FGHTImpt_PUNCH MISC-Canvas Bag_B00M_VCCK.wav	Dry bag hit with cloth crunch and flat response.
FGHTImpt_PUNCH MISC-Cardboard Box Kick Hard_B00M_VCCK.wav	Brutal kick with dull cardboard smack and resonant tail.
FGHTImpt_PUNCH MISC-Cardboard Box Kick_B00M_VCCK.wav	Medium kick with muted pop and boxy resonance.
FGHTImpt_PUNCH MISC-Cardboard Box_B00M_VCCK.wav	Clean hit with papery impact and dry decay.
FGHTImpt_PUNCH MISC-Plastic Bag_B00M_VCCK.wav	Crisp plastic crunch with soft compression and airy slap.
FGHTImpt_PUNCH MISC-Plastic Ball_B00M_VCCK.wav	Hollow plastic hit with light bounce and tonal pop.
FGHTImpt_PUNCH MISC-Rubber Alt_B00M_VCCK.wav	Alternate rubber hit with elastic smack and rounded texture.
FGHTImpt_PUNCH MISC-Rubber Bag Bat Hit_B00M_VCCK.wav	Blunt, soft shell impact with rubbery tail and quick decay.
FGHTImpt_PUNCH MISC-Rubber Punch_B00M_VCCK.wav	Tight punch with synthetic body and sharp contact.
FGHTImpt_PUNCH MISC-Rubber_B00M_VCCK.wav	Clean synthetic strike with dull tone and minimal texture.
FGHTImpt_PUNCH MISC-Rubbery Bag Lead In_B00M_VCCK.wav	Motion sweep into soft, flexible hit with elastic character.
FGHTImpt_PUNCH MISC-Suitcase Nylon Hand_B00M_VCCK.wav	Hand hit with dense suitcase core and soft nylon flutter.
FGHTImpt_PUNCH MISC-Suitcase Nylon Mallet_B00M_VCCK.wav	Heavy mallet impact with compressed nylon texture and thick transient.
FGHTImpt_PUNCH MISC-Wet Bell Pepper Mush_B00M_VCCK.wav	Squishy, wet burst with soft crunch and organic texture.
FGHTImpt_PUNCH MISC-Wet Cabbage Crunch_B00M_VCCK.wav	Snappy, moist crackle with sharp layers and messy resolution.
FGHTImpt_PUNCH MISC-Wet Cabbage Crush_B00M_VCCK.wav	Dense, soggy pressure with wet crunch and natural break.
FGHTImpt_PUNCH MISC-Wet Cabbage Dry_B00M_VCCK.wav	Crunchy organic rip with dry layers and fibrous texture.
FGHTImpt_PUNCH MISC-Wet Cabbage Tight_B00M_VCCK.wav	Snappy, wet crush with compact response and crisp transients.
FGHTImpt_PUNCH MISC-Yoga Mat Hand_B00M_VCCK.wav	Muted impact with soft hand pressure and dampened rubber tone.
FGHTImpt_PUNCH SLAP-Arm Slap_B00M_VCCK.wav	Quick body slap with sharp transient and dry resonance.
FGHTImpt_PUNCH SLAP-Board On Foil_B00M_VCCK.wav	Crackling slap with thin foil texture and rigid board tone.
FGHTImpt_PUNCH SLAP-Chamois Leather Hand_B00M_VCCK.wav	Textured leather hit with palm slap and soft flutter.
FGHTImpt_PUNCH SLAP-Face Slap_B00M_VCCK.wav	Classic slap with piercing attack and resonant bite.
FGHTImpt_PUNCH SLAP-Foil On Bag_B00M_VCCK.wav	Bright, metallic slap with loose body and cloth rustle.
FGHTImpt_PUNCH SLAP-Hair Slap_B00M_VCCK.wav	Light, wispy strike with fluttering texture and subtle whip.
FGHTImpt_PUNCH SLAP-Hand Clap_B00M_VCCK.wav	Fast, percussive clap with sharp transients and natural tone.

# VIOLENT COMBAT

FILENAME	DESCRIPTION
FGHTImpt_PUNCH SLAP-Hand On Ball_B00M_VCCK.wav	Dry impact with rounded rubber texture and short response.
FGHTImpt_PUNCH SLAP-Hot Water Bottle Board_B00M_VCCK.wav	Rubbery slap with plastic resonance and midrange knock.
FGHTImpt_PUNCH SLAP-Nylon Wrap In Hand_B00M_VCCK.wav	High crackle with tight nylon snap and movement.
FGHTImpt_PUNCH SLAP-Paper On Chair Tight_B00M_VCCK.wav	Crisp paper slap with wooden resonance and dry edge.
FGHTImpt_PUNCH SLAP-Paper On Chair_B00M_VCCK.wav	Rustling slap with papery flutter and subtle chair tone.
FGHTImpt_PUNCH SLAP-Stick On Desk_B00M_VCCK.wav	Sharp wooden knock with fast decay and bright highs.
FGHTImpt_PUNCH SLAP-Wet Face Slap_B00M_VCCK.wav	Damp smack with slick body and dramatic slap tail.
FGHTImpt_PUNCH SLAP-Whoopee Cushion Arm Hit_B00M_VCCK.wav	Squeaky slap with rubbery puff and soft body knock.
FGHTImpt_PUNCH SLAP-Whoopee Cushion Bat Hit_B00M_VCCK.wav	Comedic flat impact with hollow squeeze and soft recoil.
FGHTImpt_PUNCH SLAP-Whoopee Cushion Slap_B00M_VCCK.wav	Wet, inflated smack with squishy pop and goofy character.
FGHTImpt_PUNCH SLAP-Window Cloth Punch_B00M_VCCK.wav	Soft cloth hit with fluttering slap and subtle body tone.
FGHTImpt_PUNCH SLAP-Window Cloth Throw_B00M_VCCK.wav	Loose fabric impact with low thump and airy release.
GOREBone_GORE CRUNCH-Bell Pepper Crunch_B00M_VCCK.wav	Wet, fibrous tear with rich crackle and snapping flesh.
GOREBone_GORE CRUNCH-Bell Pepper Short_B00M_VCCK.wav	Quick organic pop with juicy burst and textured rip.
GOREBone_GORE CRUNCH-Bell Pepper Twist_B00M_VCCK.wav	Twisting motion with stringy resistance and wet crunch.
GOREBone_GORE CRUNCH-Carrot In Hand_B00M_VCCK.wav	Fibrous, organic snap with dry layers and natural crunch.
GOREBone_GORE CRUNCH-Celery Break Snap Single_B00M_VCCK.wav	Sharp snap with fibrous tear and dry vegetable crack.
GOREBone_GORE CRUNCH-Celery in Hand_B00M_VCCK.wav	Sharp vegetable break with bright crackle and moist texture.
GOREBone_GORE CRUNCH-Celery In Leather_B00M_VCCK.wav	Wet crunch embedded in leather muffling with crisp bursts.
GOREBone_GORE CRUNCH-Celery Twist_B00M_VCCK.wav	Rubbery crunch with stringy textures and bone like tear.
GOREBone_GORE CRUNCH-Crack Dry Cabbage_B00M_VCCK.wav	Sharp, dry snap with brittle character and thin resonance.
GOREBone_GORE CRUNCH-Crack Soft Cabbage_B00M_VCCK.wav	Soft vegetable rupture with moist texture and layered tearing.
GOREBone_GORE CRUNCH-Crack Transients Cabbage_B00M_VCCK.wav	High energy crackle with transient-rich layers and broken fiber tones.
GOREBone_GORE CRUNCH-Crack Walnut Short_B00M_VCCK.wav	Brittle, woody snap with tight resolution and dry impact.
GOREBone_GORE CRUNCH-Crispbread_B00M_VCCK.wav	Dry, brittle snap with thin crackle and layered break.
GOREBone_GORE CRUNCH-Leek In Hand_B00M_VCCK.wav	Fibrous wet crunch with subtle resistance and organic movement.
GOREBone_GORE CRUNCH-Leek In Leather_B00M_VCCK.wav	Muffled vegetable break with squishy attack and leathery padding.
GOREBone_GORE CRUNCH-Lettuce Leaf Rip_B00M_VCCK.wav	Leafy tear with papery texture and soft crunch.

# VIOLENT COMBAT

FILENAME	DESCRIPTION
GOREBone_GORE CRUNCH-Lettuce Rip Secondary_B00M_VCCK.wav	Secondary rip with thinner pull and delicate wet snap.
GOREBone_GORE CRUNCH-Lettuce Twist Large_B00M_VCCK.wav	Twisting rip with wide texture and dense leaf body.
GOREBone_GORE CRUNCH-Noodles In Leather_B00M_VCCK.wav	Slippery texture crush with moist bursts and soft wrapping layers.
GOREBone_GORE CRUNCH-Tortilla Chips Crunch_B00M_VCCK.wav	Sharp, crackling break with brittle shatter and dry edge.
GOREMisc_GORE WET-Banana Peel Hand Hit_B00M_VCCK.wav	Wet splat with rubbery resonance and dampened smack.
GOREMisc_GORE WET-Banana Peel Squeeze Constant_B00M_VCCK.wav	Squishy, stretched peel texture with repetitive pressure and moist tone.
GOREMisc_GORE WET-Banana Peel Squeeze Hard_B00M_VCCK.wav	Thick, wet squish with pulpy crunch and resistant pressure.
GOREMisc_GORE WET-Banana Peel Squeeze Soft_B00M_VCCK.wav	Gentle, sticky squelch with soft mush and moist texture.
GOREMisc_GORE WET-Grapefruit Movement_B00M_VCCK.wav	Sloshy, pulpy shift with thick juice and slick motion.
GOREMisc_GORE WET-Grapefruit Mulch Movement_B00M_VCCK.wav	Squishy, shredded pulp move with mushy texture and wet layers.
GOREMisc_GORE WET-Grapefruit Squeeze_B00M_VCCK.wav	Juicy compression with thick squelch and sticky liquid.
GOREMisc_GORE WET-Impact Mixed Tomato Bell Pepper_B00M_VCCK.wav	Juicy, wet burst with layered crackle and soft splash.
GOREMisc_GORE WET-Impact Punch Tomato_B00M_VCCK.wav	Sharp, squishy hit with fast splatter and liquid crunch.
GOREMisc_GORE WET-Impact Short Mush Bell Pepper_B00M_VCCK.wav	Quick, squashed thump with moist pulp and wet release.
GOREMisc_GORE WET-Liquid Tomato Mush_B00M_VCCK.wav	Loose, slushy pour with flowing pulp and sticky texture.
GOREMisc_GORE WET-Noodles With Banana Mush Hand Hit_B00M_VCCK.wav	Sloppy, soft impact with tangled slide and thick smear.
GOREMisc_GORE WET-Noodles With Banana Mush Hand Lift_B00M_VCCK.wav	Wet, slurpy pull with dragging resistance and gloppy tension.
GOREMisc_GORE WET-Noodles With Banana Mush Squeeze Constant_B00M_VCCK.wav	Sustained, gooey squeeze with continuous squish and slick detail.
GOREMisc_GORE WET-Noodles With Banana Mush Squeeze_B00M_VCCK.wav	Mushy, tactile press with elastic squish and slippery motion.
GOREMisc_GORE WET-Noodles With Banana Mush Throw_B00M_VCCK.wav	Floppy, splattering toss with loose mass and wet splat.
GOREMisc_GORE WET-Orange Squeeze_B00M_VCCK.wav	Tart, juicy press with pulpy tension and crisp release.
GOREMisc_GORE WET-Squeeze Bell Pepper_B00M_VCCK.wav	Rubbery, squish with tight skin and moist core.
GOREMisc_GORE WET-Squeeze Short High Tomato_B00M_VCCK.wav	High pitched, soft crunch with slick pop and damp texture.
GOREMisc_GORE WET-Squeeze Tomato Mush_B00M_VCCK.wav	Saturated, messy squeeze with thick fluid and pulpy collapse.
GOREMisc_GORE WET-Watermelon Debris Drop_B00M_VCCK.wav	Heavy, wet chunk fall with loose scatter and pulp splash.

# VIOLENT COMBAT

FILENAME	DESCRIPTION
GOREMisc_GORE WET-Watermelon Liquid Drips_B00M_VCCK.wav	Sticky fluid drips with syrupy tail and slow falloff.
GOREMisc_GORE WET-Watermelon Liquid Movement_B00M_VCCK.wav	Swirling, viscous flow with wet shifts and thick slosh.
GOREMisc_GORE WET-Watermelon Plunger_B00M_VCCK.wav	Wet vacuum pull with goopy squish and pressurized suction.
GOREMisc_GORE WET-Watermelon Rummage Wet_B00M_VCCK.wav	Messy rummage with sloshy textures and deep liquid swirls.
GOREMisc_GORE WET-Watermelon Towel Complex Hit_B00M_VCCK.wav	Soggy thump with juicy slap and layered cloth textures.
GOREMisc_GORE WET-Watermelon Towel Moves_B00M_VCCK.wav	Sticky towel shuffle with mushy details and soaked friction.
GOREMisc_GORE WET-Wet Pasta Movement Fast_B00M_VCCK.wav	Quick, slippery mass shift with noodle friction and slick glide.
GOREMisc_GORE WET-Wet Pasta Movement_B00M_VCCK.wav	Slippery motion with soft noodle resistance and damp swish.
GOREMisc_GORE WET-Wet Pasta Squeeze Fast_B00M_VCCK.wav	Rapid squelch with layered compression and wet crackle.
GOREMisc_GORE WET-Wet Pasta Squeeze_B00M_VCCK.wav	Squishy press with slippery friction and globby texture.
GOREMisc_GORE WET-Wet Towel Drips_B00M_VCCK.wav	Steady water drops from soaked fabric with moist decay.
GOREMisc_GORE WET-Wet Towel Drops_B00M_VCCK.wav	Soft fabric fall with heavy slap and soaked texture.
GOREMisc_GORE WET-Wet Towel Movement_B00M_VCCK.wav	Damp fabric drag with sloshy friction and wet folds.
GOREMisc_GORE WET-Window Cloth Hit Squeeze_B00M_VCCK.wav	Soggy thud with quick compression and sticky fabric squish.
GOREMisc_GORE WET-Window Cloth Snap_B00M_VCCK.wav	Moist snap with cloth recoil and slick impact.
GOREMisc_GORE WET-Window Cloth Squeeze Drip_B00M_VCCK.wav	Sticky squeeze with slow drip and saturated material.
LETHRMvmt_MOVEMENT FAST LEATHER-Biker Jacket_B00M_VCCK.wav	Tight, creaky rustle with firm flex and gritty flutter.
LETHRMvmt_MOVEMENT FAST LEATHER-Jacket_B00M_VCCK.wav	Quick, textured shuffle with layered friction and stiff bends.
LETHRMvmt_MOVEMENT FAST LEATHER-Large Backpack_B00M_VCCK.wav	Snappy, thick creaks with dense folds and rugged motion.
LETHRMvmt_MOVEMENT FAST LEATHER-Leather Jacket Moves Short_B00M_VCCK.wav	Short shuffle with tight creases and rapid texture shifts.
LETHRMvmt_MOVEMENT FAST LEATHER-Leather Jacket Moves_B00M_VCCK.wav	Crisp jacket motion with layered rub and textured swish.
LETHRMvmt_MOVEMENT FAST LEATHER-Rag Scraps_B00M_VCCK.wav	Crisp, small scale rustles with sharp wrinkles and dry friction.
LETHRMvmt_MOVEMENT FAST LEATHER-Rubbery Fast Alt_B00M_VCCK.wav	Alternate slick motion with elastic creak and synthetic body.
LETHRMvmt_MOVEMENT FAST LEATHER-Rubbery Fast_B00M_VCCK.wav	Fast leather drag with squeaky textures and flexible slip.
LETHRMvmt_MOVEMENT FAST LEATHER-Skirt Black_B00M_VCCK.wav	Loose, fluttery motion with light squeaks and flexible texture.
LETHRMvmt_MOVEMENT FAST LEATHER-Skirt Brown_B00M_VCCK.wav	Soft, swishy texture with mild creases and layered sway.

# VIOLENT COMBAT

FILENAME	DESCRIPTION
LETHRMvmt_MOVEMENT FAST LEATHER-Thick Leather Clothing_B00M_VCCK.wav	Heavy movement with deep creases and muffled rustle.
LETHRMvmt_MOVEMENT SLOW LEATHER-Creaky Leather_B00M_VCCK.wav	Slow drag with tight tension and strained leather groan.
LETHRMvmt_MOVEMENT SLOW LEATHER-Jacket_B00M_VCCK.wav	Gradual leather tension with subtle wrinkles and soft resistance.
LETHRMvmt_MOVEMENT SLOW LEATHER-Large Backpack_B00M_VCCK.wav	Heavy, deliberate creaks with broad movement and dense folds.
LETHRMvmt_MOVEMENT SLOW LEATHER-Leather Jacket Creak_B00M_VCCK.wav	Gradual jacket shift with strained creaks and soft rubs.
LETHRMvmt_MOVEMENT SLOW LEATHER-Leather Jacket Ruffle_B00M_VCCK.wav	Delicate shuffle with crisp folds and subtle texture.
LETHRMvmt_MOVEMENT SLOW LEATHER-Light Leather Jacket_B00M_VCCK.wav	Light movement with gentle creases and soft touch.
LETHRMvmt_MOVEMENT SLOW LEATHER-Rag Scraps Soft_B00M_VCCK.wav	Gentle, dry rustle with fine texture and faint motion.
LETHRMvmt_MOVEMENT SLOW LEATHER-Rubbery Moves Alt_B00M_VCCK.wav	Alternate motion with elastic squeaks and layered texture.
LETHRMvmt_MOVEMENT SLOW LEATHER-Rubbery Moves_B00M_VCCK.wav	Gentle synthetic rustle with slick feel and shifting grip.
LETHRMvmt_MOVEMENT SLOW LEATHER-Skirt Black_B00M_VCCK.wav	Soft, shifting flutter with controlled friction and subtle swish.
LETHRMvmt_MOVEMENT SLOW LEATHER-Skirt Brown_B00M_VCCK.wav	Slow, textured swish with light folding and warm resonance.
METLFric_LEAD IN-Folding Chair Scrape Floor_B00M_VCCK.wav	Harsh, gritty drag with piercing resonance and sharp resistance.
OBJFurn_LEAD IN-Carpet Drag_B00M_VCCK.wav	Low, muted friction with thick tension and soft pull.
OBJFurn_LEAD IN-Duct Tape Roll Scrape On Carpet_B00M_VCCK.wav	Grainy roll drag with textured friction and sticky undertones.
PLASFric_LEAD IN-Folding Chair Backrest Scrape Floor_B00M_VCCK.wav	Rough, plastic scrape with abrasive contact and subtle pitch rise.
PLASFric_LEAD IN-Shopping Bag Drag_B00M_VCCK.wav	Rustling drag with dry texture and intermittent plastic flutter.
PLASFric_LEAD IN-Stool Scrape Floor_B00M_VCCK.wav	Mid range scrape with rubbery tension and hollow resonance.
SWSH_SWISH CONSTANT-Cable Air Tonal_B00M_VCCK.wav	Smooth, whistling pass with airy sheen and soft bend.
SWSH_SWISH CONSTANT-Rope Mid_B00M_VCCK.wav	Dry, mid weight swing with braided texture and steady arc.
SWSH_SWISH CONSTANT-Rubber Band Fast Low_B00M_VCCK.wav	Snappy, elastic pass with sharp tail and low tonal smear.
SWSH_SWISH CONSTANT-Rubber Band Mid_B00M_VCCK.wav	Flexible flick with round movement and balanced resonance.
SWSH_SWISH CONSTANT-Rubber Band Slow Muffled_B00M_VCCK.wav	Muted, slow swish with softened highs and rubbery drag.
SWSH_SWISH SEQUENCE-Cable Cinch_B00M_VCCK.wav	Tight, sequential pulls with tense flicks and rubbery bounce.

# VIOLENT COMBAT

FILENAME	DESCRIPTION
SWSH_SWISH SEQUENCE-Cable Power Cord With Cable Ties_B00M_VCCK.wav	Layered, cable movement with intermittent snaps and textured whip.
SWSH_SWISH SEQUENCE-Cable Thin Twisted_B00M_VCCK.wav	Thin, elastic sequence with whippy rhythm and slight flutter.
SWSH_SWISH SEQUENCE-Cable Thin_B00M_VCCK.wav	Light, wiry motion with brisk bends and subtle air.
SWSH_SWISH SEQUENCE-Cable Video_B00M_VCCK.wav	Firm, techy swishes with precise arcs and coiled detail.
SWSH_SWISH SEQUENCE-Dowel Medium_B00M_VCCK.wav	Mid sized stick swipes with controlled arcs and clean pass bys.
SWSH_SWISH SEQUENCE-Dowel Thick_B00M_VCCK.wav	Heavy wood swipes with dense body and forceful motion.
SWSH_SWISH SEQUENCE-Dowel Thin_B00M_VCCK.wav	Light, high speed swipes with thin body and airy trails.
SWSH_SWISH SEQUENCE-Heavy Rope Swish_B00M_VCCK.wav	Thick rope swing with dragging weight and loose whip.
SWSH_SWISH SEQUENCE-Snake Toy High Long_B00M_VCCK.wav	High pitched synthetic flutter with wobbling tail and stretched duration.
SWSH_SWISH SEQUENCE-Snake Toy High_B00M_VCCK.wav	Short synthetic swipe with bright texture and springy edge.
SWSH_SWISH SEQUENCE-Snake Toy Low Long_B00M_VCCK.wav	Low synthetic swing with flexible tone and dragging weight.
SWSH_SWISH SEQUENCE-Snake Toy Low_B00M_VCCK.wav	Short rubbery swish with mellow flutter and soft falloff.
SWSH_SWISH SEQUENCE-Stick Arrow Broken_B00M_VCCK.wav	Splintered, rough pass with jagged whirls and abrupt end.
SWSH_SWISH SEQUENCE-Stick Arrow_B00M_VCCK.wav	Clean, linear swing with tight air trail and solid tip.
SWSH_SWISH SEQUENCE-Stick Bamboo_B00M_VCCK.wav	Hollow, natural arc with grainy texture and flutter tail.
SWSH_SWISH SEQUENCE-Stick Thin_B00M_VCCK.wav	Sharp, light flick with narrow resonance and fast pass.
SWSH_SWISH SEQUENCE-Stick Wood_B00M_VCCK.wav	Dry, organic sweep with firm trail and minimal flutter.
SWSH_SWISH SEQUENCE-Thin Metal Wire_B00M_VCCK.wav	Sharp metallic whip with resonant trails and whistling tone.
SWSH_SWISH SINGLE-Arrows Down_B00M_VCCK.wav	Swift, descending arc with aerodynamic texture and light tail.
SWSH_SWISH SINGLE-Arrows Up_B00M_VCCK.wav	Quick, rising motion with smooth curve and sharp whirr.
SWSH_SWISH SINGLE-Bamboo Stick Double_B00M_VCCK.wav	Twin, hollow swings with sharp resonance and natural tonality.
SWSH_SWISH SINGLE-Bamboo Stick Single_B00M_VCCK.wav	Crisp, hollow swish with clean attack and woody bend.
SWSH_SWISH SINGLE-Bamboo Stick Thin Double_B00M_VCCK.wav	Fast, fluttery flicks with high trails and sharp motion.
SWSH_SWISH SINGLE-Bamboo Stick Thin Flutter Tail_B00M_VCCK.wav	Light, airy pass with flutter decay and fast start.
SWSH_SWISH SINGLE-Bamboo Stick Thin Single_B00M_VCCK.wav	Snappy, tight whip with clean transient and natural grain.
SWSH_SWISH SINGLE-Bamboo Stick Upward_B00M_VCCK.wav	Rising, tonal flick with tapered movement and swift end.
SWSH_SWISH SINGLE-Dowel Medium Double_B00M_VCCK.wav	Twin wooden swipes with balanced weight and clean air motion.
SWSH_SWISH SINGLE-Dowel Medium Fast_B00M_VCCK.wav	Mid weight dowel swipe with sharp attack and smooth trail.

# VIOLENT COMBAT

FILENAME	DESCRIPTION
SWSH_SWISH SINGLE-Dowel Medium Slow_B00M_VCCK.wav	Controlled wooden pass with steady drag and soft release.
SWSH_SWISH SINGLE-Dowel Thick Quadrant Aggressive_B00M_VCCK.wav	Heavy quadrant swing with forceful movement and thick body.
SWSH_SWISH SINGLE-Dowel Thick Quadrant Airy_B00M_VCCK.wav	Wide, edged swipe with breezy texture and hollow tone.
SWSH_SWISH SINGLE-Dowel Thick Quadrant High Slice_B00M_VCCK.wav	Bright, cutting sweep with pronounced whoosh and pitch lift.
SWSH_SWISH SINGLE-Dowel Thick Quadrant_B00M_VCCK.wav	Dense dowel motion with solid movement and gritty drag.
SWSH_SWISH SINGLE-Dowel Thin Double Alt_B00M_VCCK.wav	Snappy twin swipes with thin body motion and tight finish.
SWSH_SWISH SINGLE-Dowel Thin Double_B00M_VCCK.wav	Lightweight twin passes with crisp articulation and fast trail.
SWSH_SWISH SINGLE-Dowel Thin Fast_B00M_VCCK.wav	Sharp high speed swipe with thin texture and clean attack.
SWSH_SWISH SINGLE-Dowel Thin Slow_B00M_VCCK.wav	Slow, narrow swing with dry hiss and air detail.
SWSH_SWISH SINGLE-Dowel Triple_B00M_VCCK.wav	Three quick strikes in sequence with fluid cadence and woody tone.
SWSH_SWISH SINGLE-Expander Down_B00M_VCCK.wav	Elastic descent with synthetic whip and a soft curve.
SWSH_SWISH SINGLE-Expander Up_B00M_VCCK.wav	Rising, stretchy arc with plasticky bend and tight finish.
SWSH_SWISH SINGLE-Feathers On A Stick_B00M_VCCK.wav	Delicate, wispy swish with flutter motion and faint texture.
SWSH_SWISH SINGLE-Heavy Rope Double_B00M_VCCK.wav	Twin rope swings with dragging weight and dense flutter.
SWSH_SWISH SINGLE-Heavy Rope Single_B00M_VCCK.wav	Single thick rope pass with gritty fiber and body weight.
SWSH_SWISH SINGLE-Hose_B00M_VCCK.wav	Thick, rubbery whip with soft hollowness and mid weight drag.
SWSH_SWISH SINGLE-Jump Cable_B00M_VCCK.wav	Flexible rubber swing with hollow snap and fast recoil.
SWSH_SWISH SINGLE-Leather Belt_B00M_VCCK.wav	Sharp, dense snap with gritty texture and bold air trail.
SWSH_SWISH SINGLE-Metal Broom Stick_B00M_VCCK.wav	Metallic rod swipe with ringing tone and tight edge.
SWSH_SWISH SINGLE-Plastic Tube Double_B00M_VCCK.wav	Twin synthetic swipes with springy texture and compressed motion.
SWSH_SWISH SINGLE-Plastic Tube Single_B00M_VCCK.wav	Single hollow pass with lightweight motion and soft hiss.
SWSH_SWISH SINGLE-Rope Airy_B00M_VCCK.wav	Light, swooshing pass with dry grain and breathy trail.
SWSH_SWISH SINGLE-Rubber Band Whirl_B00M_VCCK.wav	Whipping arc with elastic pitch shift and rapid tail spin.
SWSH_SWISH SINGLE-Sealing Rubber Up_B00M_VCCK.wav	Sticky, compressed flick with tonal rise and tight end.
SWSH_SWISH SINGLE-Snake Toy_B00M_VCCK.wav	Rubbery wiggle with segmented flutter and playful tone.
SWSH_SWISH SINGLE-Stick Down_B00M_VCCK.wav	Firm, downward motion with solid texture and rough decay.
SWSH_SWISH SINGLE-Stick Spliced Down_B00M_VCCK.wav	Fragmented whip with uneven body and organic rasp.
SWSH_SWISH SINGLE-Stick Spliced Up_B00M_VCCK.wav	Jagged, rising pass with broken character and dry snap.

# VIOLENT COMBAT

FILENAME	DESCRIPTION
SWSH_SWISH SINGLE-Stick Up_B00M_VCCK.wav	Clean, upward flick with swift attack and narrow tone.
SWSH_SWISH SINGLE-Thin Metal Wire Double_B00M_VCCK.wav	Twin metallic whips with high and slicing resonance.
SWSH_SWISH SINGLE-Thin Metal Wire Single_B00M_VCCK.wav	Sharp metallic swipe with whistling pass and light shimmer.
WHSW_WHOOSH LOW-Aggressive Crunch_B00M_VCCK.wav	Low, gritty whoosh with rough texture and distorted crunch tail.
WHSW_WHOOSH LOW-Car Window_B00M_VCCK.wav	Low, smooth whoosh with compressed airflow and subtle drag.
WHSW_WHOOSH LOW-Cloth Filter Distorted_B00M_VCCK.wav	Distorted low whoosh with crunchy fabric resonance and tonal smear.
WHSW_WHOOSH LOW-Crunch Bright_B00M_VCCK.wav	Low pass with crisp detail and subtle tearing edge.
WHSW_WHOOSH LOW-Crunch Short_B00M_VCCK.wav	Tight low whoosh with gritty attack and snappy decay.
WHSW_WHOOSH LOW-Distorted Low Pass_B00M_VCCK.wav	Low passed whoosh with filtered motion and harsh tail.
WHSW_WHOOSH LOW-Filtered Aggressive_B00M_VCCK.wav	Forceful sweep with processed edges and deep tonal punch.
WHSW_WHOOSH LOW-Filtered Crunch_B00M_VCCK.wav	Controlled whoosh with textured movement and crunchy textures.
WHSW_WHOOSH LOW-Low Gritty_B00M_VCCK.wav	Dark, granular whoosh with textured rumble and thick motion.
WHSW_WHOOSH LOW-Low Simple_B00M_VCCK.wav	Minimal low whoosh with soft curve and smooth air shift.
WHSW_WHOOSH-Anorak Rub_B00M_VCCK.wav	Textured whoosh with fluttering fabric movement and dry rub.
WHSW_WHOOSH-Anorak Rustle_B00M_VCCK.wav	Loose whoosh with bright rustle and light friction.
WHSW_WHOOSH-Basic Sharp Rope_B00M_VCCK.wav	Sharp, narrow whoosh with stringy texture and snappy curve.
WHSW_WHOOSH-Basic Short Filter Grit_B00M_VCCK.wav	Short, grainy whoosh with filtered edge and dry body.
WHSW_WHOOSH-Basic Short Filter_B00M_VCCK.wav	Compact whoosh with smooth pass and mild tonal shaping.
WHSW_WHOOSH-Basic Short Filtered Rope_B00M_VCCK.wav	Quick whoosh with rope like tension and filtered decay.
WHSW_WHOOSH-Basic Short Rope Loose_B00M_VCCK.wav	Loose rope whoosh with light slack and minimal resistance.
WHSW_WHOOSH-Basic Texture Gritty_B00M_VCCK.wav	Gritty whoosh with coarse texture and fast friction trail.
WHSW_WHOOSH-Canvas Strap_B00M_VCCK.wav	Flexible cloth swipe with textured rustle and tight pass.
WHSW_WHOOSH-Chamois Leather_B00M_VCCK.wav	Soft whoosh with suede like grain and gentle rubbing texture.
WHSW_WHOOSH-Cloth Bright Mid Jacket_B00M_VCCK.wav	Bright, cloth based whoosh with tight motion and crisp texture.
WHSW_WHOOSH-Cloth Low Tight Winter Jacket_B00M_VCCK.wav	Low, dense whoosh with thick cloth texture and controlled drag.
WHSW_WHOOSH-Cloth Mid Solid Jacket_B00M_VCCK.wav	Mid weight whoosh with solid structure and woven friction.
WHSW_WHOOSH-Cloth Nylon Plastic High_B00M_VCCK.wav	High pitched whoosh with synthetic flutter and crinkled texture.
WHSW_WHOOSH-Crunchy Cloth_B00M_VCCK.wav	Rough, layered fabric whoosh with dry fray and fast movement.

# VIOLENT COMBAT

FILENAME	DESCRIPTION
WHSH_WHOOSH-Denoised Doppler_B00M_VCCK.wav	Clean stereo pass by with subtle pitch bend and filtered whoosh.
WHSH_WHOOSH-Duffel Bag Rub_B00M_VCCK.wav	Dry, grainy whoosh with stiff material tension and deep motion.
WHSH_WHOOSH-Duffel Bag Rustle_B00M_VCCK.wav	Rustling whoosh with soft material movement and tight swish.
WHSH_WHOOSH-Jogging Jacket Rub_B00M_VCCK.wav	Soft whoosh with sporty fabric tension and subtle rasp.
WHSH_WHOOSH-Jogging Jacket Rustle_B00M_VCCK.wav	Fast whoosh with nylon like friction and crinkled rush.
WHSH_WHOOSH-Leather Backpack_B00M_VCCK.wav	Heavy whoosh with dense creaks and weighted leather drag.
WHSH_WHOOSH-Leather Jacket Rustle_B00M_VCCK.wav	Rough whoosh with leathery flutter and dry folds.
WHSH_WHOOSH-Leather Rag Scrapes_B00M_VCCK.wav	Scraped whoosh with layered creaks and gritty material drag.
WHSH_WHOOSH-Leather Short Blanket_B00M_VCCK.wav	Short whoosh with soft creases and muffled leather texture.
WHSH_WHOOSH-Leather Skirt Black Creak_B00M_VCCK.wav	Tonal whoosh with tight bends and brief leather creak.
WHSH_WHOOSH-Leather Skirt Black Rustle_B00M_VCCK.wav	Dry whoosh with subtle friction and textured flutter.
WHSH_WHOOSH-Leather Skirt Brown Rub_B00M_VCCK.wav	Warm whoosh with layered drag and soft material pull.
WHSH_WHOOSH-Leather Skirt Brown Rustle_B00M_VCCK.wav	Coarse whoosh with fluttering grain and dry surface movement.
WHSH_WHOOSH-Leather Skirt Snap_B00M_VCCK.wav	Snappy whoosh with tight leather crack and fast release.
WHSH_WHOOSH-Leather Tight Biker Jacket_B00M_VCCK.wav	Taut whoosh with dense creak and compressed leather motion.
WHSH_WHOOSH-Light Drinks Bag Single_B00M_VCCK.wav	Plastic bag whoosh with crackly texture and fluttering decay.
WHSH_WHOOSH-Noise Movement Aggressive_B00M_VCCK.wav	Loud, chaotic motion with harsh textures and grainy sweep.
WHSH_WHOOSH-Noise Movement_B00M_VCCK.wav	Abstract pass with modulated noise and evolving texture.
WHSH_WHOOSH-Noisy Soft_B00M_VCCK.wav	Gentle whoosh with diffuse texture and low rumble.
WHSH_WHOOSH-Nylon Raincoat Passby_B00M_VCCK.wav	Light synthetic sweep with crinkly tail and smooth motion.
WHSH_WHOOSH-Outdoor Jacket Rub_B00M_VCCK.wav	Dry whoosh with firm surface tension and moderate rustle.
WHSH_WHOOSH-Outdoor Jacket Rustle_B00M_VCCK.wav	Rustling whoosh with layered flutter and fabric grain.
WHSH_WHOOSH-Pilates Band_B00M_VCCK.wav	Elastic, broad whip with tension buildup and smooth decay.
WHSH_WHOOSH-Plastic Doppler Crunch_B00M_VCCK.wav	Synthetic whoosh with shifting pitch and brittle texture.
WHSH_WHOOSH-Slow Backpack_B00M_VCCK.wav	Heavy whoosh with thick drag and slow textile bend.
WHSH_WHOOSH-Slow Basic Cloth_B00M_VCCK.wav	Steady whoosh with soft folds and restrained motion.
WHSH_WHOOSH-Slow Biker Jacket_B00M_VCCK.wav	Deep whoosh with creaky leather texture and slow buildup.
WHSH_WHOOSH-Slow Jacket Texture_B00M_VCCK.wav	Slow whoosh with layered rub and stiff fabric detail.

# VIOLENT COMBAT

FILENAME	DESCRIPTION
WHSH_WHOOSH-Slow Leather Texture_B00M_VCCK.wav	Grainy whoosh with leathery pull and prolonged scrape.
WHSH_WHOOSH-Slow Rag Scrapes_B00M_VCCK.wav	Dry whoosh with rough flutter and gradual movement.
WHSH_WHOOSH-Slow Winter Jacket_B00M_VCCK.wav	Muffled whoosh with thick fabric layers and slow shift.
WHSH_WHOOSH-Soft Airy_B00M_VCCK.wav	Delicate whoosh with smooth airflow and subtle detail.
WHSH_WHOOSH-Stereo Expanded Noise Texture_B00M_VCCK.wav	Wide stereo motion with rich noise layers and evolving flow.
WHSH_WHOOSH-Swipe Burst_B00M_VCCK.wav	Sudden whoosh with sharp attack and rapid tonal shift.
WHSH_WHOOSH-Thick Umbrella Double_B00M_VCCK.wav	Twin cloth swings with bulky fabric and weighty flutter.
WHSH_WHOOSH-Thick Umbrella Single_B00M_VCCK.wav	Single umbrella pass with dense air drag and soft fold.
WHSH_WHOOSH-Wooden Arrow Single_B00M_VCCK.wav	Dense, wood textured swish with balanced arc and dry trail.