

Title	Description	FileName	Keywords	Media Code	Time	CD	Track	Index
CLOTHMisc_SWEETENER-Cloth Bag Grab Impact_B00M_MMCK.wav	Single hit resembling hard click.	CLOTHMisc_SWEETENER-Cloth Bag Grab Impact_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Bag Grab Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
CLOTHMisc_SWEETENER-Cloth Bag Hit Swipe Impact_B00M_MMCK.wav	Single soft slap like hit.	CLOTHMisc_SWEETENER-Cloth Bag Hit Swipe Impact_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Bag Hit Swipe Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
CLOTHMisc_SWEETENER-Cloth Bag Shake Impact_B00M_MMCK.wav	Single hit and shaking.	CLOTHMisc_SWEETENER-Cloth Bag Shake Impact_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Bag Shake Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
CLOTHMisc_SWEETENER-Cloth Bag Squeeze Impact_B00M_MMCK.wav	Single quick and hard hit.	CLOTHMisc_SWEETENER-Cloth Bag Squeeze Impact_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Bag Squeeze Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
CLOTHMisc_SWEETENER-Cloth Bag Swipe Impact_B00M_MMCK.wav	Single short and hard hit.	CLOTHMisc_SWEETENER-Cloth Bag Swipe Impact_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Bag Swipe Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
CLOTHMisc_SWEETENER-Cloth Duffle Bag Drag Impact_B00M_MMCK.wav	Single short and heavy slide.	CLOTHMisc_SWEETENER-Cloth Duffle Bag Drag Impact_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Duffle Bag Drag Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
CLOTHMisc_SWEETENER-Cloth Duffle Bag Rolled Hit Hand Impact_B00M_MMCK.wav	Single soft hit resembling slap.	CLOTHMisc_SWEETENER-Cloth Duffle Bag Rolled Hit Hand Impact_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Duffle Bag Rolled Hit Hand Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
CLOTHMisc_SWEETENER-Cloth Duffle Bag Shake Impact_B00M_MMCK.wav	Cloth bag is softly shaking.	CLOTHMisc_SWEETENER-Cloth Duffle Bag Shake Impact_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Duffle Bag Shake Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
CLOTHMisc_SWEETENER-Cloth Duffle Bag Step Impact_B00M_MMCK.wav	Single hard and heavy hit.	CLOTHMisc_SWEETENER-Cloth Duffle Bag Step Impact_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Duffle Bag Step Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
CLOTHMisc_SWEETENER-Cloth Duffle Bag Swipe Impact_B00M_MMCK.wav	Hard, heavy, and textured hit.	CLOTHMisc_SWEETENER-Cloth Duffle Bag Swipe Impact_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Duffle Bag Swipe Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
CLOTHMisc_SWEETENER-Cloth Impact 01_B00M_MMCK.wav	Hard and textured hit.	CLOTHMisc_SWEETENER-Cloth Impact 01_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Impact 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
CLOTHMisc_SWEETENER-Cloth Impact 02_B00M_MMCK.wav	Hard and textured hit.	CLOTHMisc_SWEETENER-Cloth Impact 02_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Impact 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
CLOTHMisc_SWEETENER-Cloth Impact 03_B00M_MMCK.wav	Hard and textured hit.	CLOTHMisc_SWEETENER-Cloth Impact 03_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Impact 03_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
CLOTHMisc_SWEETENER-Cloth Impact 04_B00M_MMCK.wav	Hard and textured hit.	CLOTHMisc_SWEETENER-Cloth Impact 04_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Impact 04_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
CLOTHMisc_SWEETENER-Cloth Impact 05_B00M_MMCK.wav	Hard and textured hit.	CLOTHMisc_SWEETENER-Cloth Impact 05_B00M_MMCK.wav	CLOTHMisc_SWEETENER-Cloth Impact 05_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
FGHTImpt_SWEETENER-Body Impact Wet 01_B00M_MMCK.wav	Hard and deep hit.	FGHTImpt_SWEETENER-Body Impact Wet 01_B00M_MMCK.wav	FGHTImpt_SWEETENER-Body Impact Wet 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
FGHTImpt_SWEETENER-Body Impact Wet 02_B00M_MMCK.wav	Hard and deep hit.	FGHTImpt_SWEETENER-Body Impact Wet 02_B00M_MMCK.wav	FGHTImpt_SWEETENER-Body Impact Wet 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
FGHTImpt_SWEETENER-Body Impact Wet 03_B00M_MMCK.wav	Hard and deep hit.	FGHTImpt_SWEETENER-Body Impact Wet 03_B00M_MMCK.wav	FGHTImpt_SWEETENER-Body Impact Wet 03_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
FGHTImpt_SWEETENER-Body Impact Wet 04_B00M_MMCK.wav	Hard and deep hit.	FGHTImpt_SWEETENER-Body Impact Wet 04_B00M_MMCK.wav	FGHTImpt_SWEETENER-Body Impact Wet 04_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
FGHTImpt_SWEETENER-Body Impact Wet 05_B00M_MMCK.wav	Hard and deep hit.	FGHTImpt_SWEETENER-Body Impact Wet 05_B00M_MMCK.wav	FGHTImpt_SWEETENER-Body Impact Wet 05_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Grapefruit Liquid Debris Movement_B00M_MMCK.wav	Wet and squishy particles moved around.	GOREBlood_GORE-Grapefruit Liquid Debris Movement_B00M_MMCK.wav	GOREBlood_GORE-Grapefruit Liquid Debris Movement_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Grapefruit Liquid Dripping_B00M_MMCK.wav	Liquid is softly dripping.	GOREBlood_GORE-Grapefruit Liquid Dripping_B00M_MMCK.wav	GOREBlood_GORE-Grapefruit Liquid Dripping_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Grapefruit Squeeze Movement Slow_B00M_MMCK.wav	Grapefruit is slowly smashed.	GOREBlood_GORE-Grapefruit Squeeze Movement Slow_B00M_MMCK.wav	GOREBlood_GORE-Grapefruit Squeeze Movement Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Grapefruit Squeeze Movement_B00M_MMCK.wav	Grapefruit is smashed. Liquid squish.	GOREBlood_GORE-Grapefruit Squeeze Movement_B00M_MMCK.wav	GOREBlood_GORE-Grapefruit Squeeze Movement_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Grapefruit Squeezes Debris Juicy_B00M_MMCK.wav	Grapefruit is smashed. Squishing wet parts.	GOREBlood_GORE-Grapefruit Squeezes Debris Juicy_B00M_MMCK.wav	GOREBlood_GORE-Grapefruit Squeezes Debris Juicy_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

GOREBlood_GORE-Grapefruit Squeezes Fast Alt_B00M_MMCK.wav	Grapefruit is rapidly smashed. Liquid squish.	GOREBlood_GORE-Grapefruit Squeezes Fast Alt_B00M_MMCK.wav	GOREblood_GORE-Grapefruit Squeezes Fast Alt_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Grapefruit Squeezes Fast_B00M_MMCK.wav	Grapefruit is rapidly smashed. Liquid squish.	GOREBlood_GORE-Grapefruit Squeezes Fast_B00M_MMCK.wav	GOREblood_GORE-Grapefruit Squeezes Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Grapefruit Squeezes Short Fast Alt_B00M_MMCK.wav	Quick and wet smash.	GOREBlood_GORE-Grapefruit Squeezes Short Fast Alt_B00M_MMCK.wav	GOREblood_GORE-Grapefruit Squeezes Short Fast Alt_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Grapefruit Squeezes Short Fast_B00M_MMCK.wav	Quick and wet smash.	GOREBlood_GORE-Grapefruit Squeezes Short Fast_B00M_MMCK.wav	GOREblood_GORE-Grapefruit Squeezes Short Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Grapefruit Squeezes_B00M_MMCK.wav	Wet and squishy squeezes.	GOREBlood_GORE-Grapefruit Squeezes_B00M_MMCK.wav	GOREblood_GORE-Grapefruit Squeezes_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Grapefruit Stab Skin_B00M_MMCK.wav	Short and knock like hit.	GOREBlood_GORE-Grapefruit Stab Skin_B00M_MMCK.wav	GOREblood_GORE-Grapefruit Stab Skin_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Rag Leather Squeeze Flow_B00M_MMCK.wav	Wet squeeze and water dripping.	GOREBlood_GORE-Rag Leather Squeeze Flow_B00M_MMCK.wav	GOREblood_GORE-Rag Leather Squeeze Flow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Rag Leather Squeeze Stab_B00M_MMCK.wav	Wet and squishy hit.	GOREBlood_GORE-Rag Leather Squeeze Stab_B00M_MMCK.wav	GOREblood_GORE-Rag Leather Squeeze Stab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Rag Rinse Out_B00M_MMCK.wav	Squeeze makes water slowly drip.	GOREBlood_GORE-Rag Rinse Out_B00M_MMCK.wav	GOREblood_GORE-Rag Rinse Out_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Rag Several Wring Out_B00M_MMCK.wav	Hard squeeze and water dripping.	GOREBlood_GORE-Rag Several Wring Out_B00M_MMCK.wav	GOREblood_GORE-Rag Several Wring Out_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Rag Squeeze On Floor_B00M_MMCK.wav	Hard squeeze with whoosh like element and water dripping.	GOREBlood_GORE-Rag Squeeze On Floor_B00M_MMCK.wav	GOREblood_GORE-Rag Squeeze On Floor_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Rinse Rag_B00M_MMCK.wav	Water droplets roughly squeezed out.	GOREBlood_GORE-Rinse Rag_B00M_MMCK.wav	GOREblood_GORE-Rinse Rag_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Sponge Squeeze Harsh_B00M_MMCK.wav	Rapid, short, and wet squeeze.	GOREBlood_GORE-Sponge Squeeze Harsh_B00M_MMCK.wav	GOREblood_GORE-Sponge Squeeze Harsh_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Sponge Squeeze Meaty_B00M_MMCK.wav	Rapid, short, squishy, and wet squeeze.	GOREBlood_GORE-Sponge Squeeze Meaty_B00M_MMCK.wav	GOREblood_GORE-Sponge Squeeze Meaty_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Squeeze Splash Fast_B00M_MMCK.wav	Water is squeezed out and dripping.	GOREBlood_GORE-Squeeze Splash Fast_B00M_MMCK.wav	GOREblood_GORE-Squeeze Splash Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Squeeze Splash Slow_B00M_MMCK.wav	Water is slowly squeezed out and dripping.	GOREBlood_GORE-Squeeze Splash Slow_B00M_MMCK.wav	GOREblood_GORE-Squeeze Splash Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Water Rinse On Rag_B00M_MMCK.wav	Water is squeezed out and softly dripping.	GOREBlood_GORE-Water Rinse On Rag_B00M_MMCK.wav	GOREblood_GORE-Water Rinse On Rag_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Hand Carve_B00M_MMCK.wav	Watermelon is cut with rough motion. Scratches.	GOREBlood_GORE-Watermelon Hand Carve_B00M_MMCK.wav	GOREblood_GORE-Watermelon Hand Carve_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Knife Twists Aggressive_B00M_MMCK.wav	Rough motion with a knife into a watermelon shell.	GOREBlood_GORE-Watermelon Knife Twists Aggressive_B00M_MMCK.wav	GOREblood_GORE-Watermelon Knife Twists Aggressive_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Knife Twists_B00M_MMCK.wav	Moving a knife around in a watermelon shell.	GOREBlood_GORE-Watermelon Knife Twists_B00M_MMCK.wav	GOREblood_GORE-Watermelon Knife Twists_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Liquid Debris Drips_B00M_MMCK.wav	Watermelon juice is softly dripping.	GOREBlood_GORE-Watermelon Liquid Debris Drips_B00M_MMCK.wav	GOREblood_GORE-Watermelon Liquid Debris Drips_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Stab Soft Juicy_B00M_MMCK.wav	Quick and short scratch like hit with a knife.	GOREBlood_GORE-Watermelon Stab Soft Juicy_B00M_MMCK.wav	GOREblood_GORE-Watermelon Stab Soft Juicy_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Stabs Hard_B00M_MMCK.wav	Quick, rough, and liquid hits with a knife.	GOREBlood_GORE-Watermelon Stabs Hard_B00M_MMCK.wav	GOREblood_GORE-Watermelon Stabs Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Stabs Slash_B00M_MMCK.wav	Hit with a knife. Hard scratch like sound.	GOREBlood_GORE-Watermelon Stabs Slash_B00M_MMCK.wav	GOREblood_GORE-Watermelon Stabs Slash_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Stabs_B00M_MMCK.wav	Hard and liquid hits with a knife.	GOREBlood_GORE-Watermelon Stabs_B00M_MMCK.wav	GOREblood_GORE-Watermelon Stabs_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

GOREBlood_GORE-Watermelon Wet Debris Drops SHort_B00M_MMCK.wav	Wet parts of a watermelon rapidly falling.	GOREBlood_GORE-Watermelon Wet Debris Drops SHort_B00M_MMCK.wav	GOREBlood_GORE-Watermelon Wet Debris Drops SHort_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Wet Debris Drops Soft_B00M_MMCK.wav	Wet parts of a watermelon softly falling.	GOREBlood_GORE-Watermelon Wet Debris Drops Soft_B00M_MMCK.wav	GOREBlood_GORE-Watermelon Wet Debris Drops Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Wet Debris Drops_B00M_MMCK.wav	Wet parts of a watermelon falling.	GOREBlood_GORE-Watermelon Wet Debris Drops_B00M_MMCK.wav	GOREBlood_GORE-Watermelon Wet Debris Drops_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Wet Debris Grabs Thick_B00M_MMCK.wav	Wet parts of a watermelon roughly taken.	GOREBlood_GORE-Watermelon Wet Debris Grabs Thick_B00M_MMCK.wav	GOREBlood_GORE-Watermelon Wet Debris Grabs Thick_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Wet Debris Grabs_B00M_MMCK.wav	Wet parts of a watermelon taken.	GOREBlood_GORE-Watermelon Wet Debris Grabs_B00M_MMCK.wav	GOREBlood_GORE-Watermelon Wet Debris Grabs_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Wet Debris Movements_B00M_MMCK.wav	Liquid movement of watermelon debris.	GOREBlood_GORE-Watermelon Wet Debris Movements_B00M_MMCK.wav	GOREBlood_GORE-Watermelon Wet Debris Movements_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Wet Grabs Movement_B00M_MMCK.wav	Wet parts of a watermelon are moving around while being taken.	GOREBlood_GORE-Watermelon Wet Grabs Movement_B00M_MMCK.wav	GOREBlood_GORE-Watermelon Wet Grabs Movement_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Wet Juicy Squeezes_B00M_MMCK.wav	Juicy parts are squished and liquid is dripping.	GOREBlood_GORE-Watermelon Wet Juicy Squeezes_B00M_MMCK.wav	GOREBlood_GORE-Watermelon Wet Juicy Squeezes_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Wet Plunger Bubbles Slow_B00M_MMCK.wav	Watermelon juice is slowly bubbling.	GOREBlood_GORE-Watermelon Wet Plunger Bubbles Slow_B00M_MMCK.wav	GOREBlood_GORE-Watermelon Wet Plunger Bubbles Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Wet Plunger Bubbles_B00M_MMCK.wav	Watermelon juice is quickly bubbling.	GOREBlood_GORE-Watermelon Wet Plunger Bubbles_B00M_MMCK.wav	GOREBlood_GORE-Watermelon Wet Plunger Bubbles_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Wet Plunger Release_B00M_MMCK.wav	Short and liquid squish.	GOREBlood_GORE-Watermelon Wet Plunger Release_B00M_MMCK.wav	GOREBlood_GORE-Watermelon Wet Plunger Release_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Wet Plunger_B00M_MMCK.wav	Short, fast, and liquid squish.	GOREBlood_GORE-Watermelon Wet Plunger_B00M_MMCK.wav	GOREBlood_GORE-Watermelon Wet Plunger_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GORE-Watermelon Wet Squeeze Drips_B00M_MMCK.wav	Watermelon is squished and juice is dripping.	GOREBlood_GORE-Watermelon Wet Squeeze Drips_B00M_MMCK.wav	GOREBlood_GORE-Watermelon Wet Squeeze Drips_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GUTS-Blood Drop Melon_B00M_MMCK.wav	Soft and slow dripping.	GOREBlood_GUTS-Blood Drop Melon_B00M_MMCK.wav	GOREBlood_GUTS-Blood Drop Melon_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GUTS-Blood Drop Thick Melon_B00M_MMCK.wav	Soft, slow, and thick dripping.	GOREBlood_GUTS-Blood Drop Thick Melon_B00M_MMCK.wav	GOREBlood_GUTS-Blood Drop Thick Melon_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GUTS-Blood Impact Long_B00M_MMCK.wav	Rough movement of wet debris.	GOREBlood_GUTS-Blood Impact Long_B00M_MMCK.wav	GOREBlood_GUTS-Blood Impact Long_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GUTS-Blood Impact Short_B00M_MMCK.wav	Quick and rough movement of wet debris.	GOREBlood_GUTS-Blood Impact Short_B00M_MMCK.wav	GOREBlood_GUTS-Blood Impact Short_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GUTS-Blood Impact Small High Short_B00M_MMCK.wav	Quick movement of wet debris.	GOREBlood_GUTS-Blood Impact Small High Short_B00M_MMCK.wav	GOREBlood_GUTS-Blood Impact Small High Short_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GUTS-Blood Impact Tight_B00M_MMCK.wav	Fast and soft movement of wet debris.	GOREBlood_GUTS-Blood Impact Tight_B00M_MMCK.wav	GOREBlood_GUTS-Blood Impact Tight_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBlood_GUTS-Blood Squeeze Melon_B00M_MMCK.wav	Soft movement of wet debris.	GOREBlood_GUTS-Blood Squeeze Melon_B00M_MMCK.wav	GOREBlood_GUTS-Blood Squeeze Melon_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Carrot Snap Twist Crunch_B00M_MMCK.wav	Quick, short, and crunchy click.	GOREBone_BONES-Carrot Snap Twist Crunch_B00M_MMCK.wav	GOREBone_BONES-Carrot Snap Twist Crunch_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Celery Crunchy Snaps_B00M_MMCK.wav	Slow and crunchy breaking.	GOREBone_BONES-Celery Crunchy Snaps_B00M_MMCK.wav	GOREBone_BONES-Celery Crunchy Snaps_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Celery Debris Crunchy Moves_B00M_MMCK.wav	Slow, soft, and crunchy movement	GOREBone_BONES-Celery Debris Crunchy Moves_B00M_MMCK.wav	GOREBone_BONES-Celery Debris Crunchy Moves_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Celery Frozen Crunches_B00M_MMCK.wav	Slow, hard, and crunchy movement.	GOREBone_BONES-Celery Frozen Crunches_B00M_MMCK.wav	GOREBone_BONES-Celery Frozen Crunches_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Celery In Cloth Moves_B00M_MMCK.wav	Rustly and crunchy movement.	GOREBone_BONES-Celery In Cloth Moves_B00M_MMCK.wav	GOREBone_BONES-Celery In Cloth Moves_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Celery Rubbery Move_B00M_MMCK.wav	Slow, crunchy, and rubbery movement.	GOREBone_BONES-Celery Rubbery Move_B00M_MMCK.wav	GOREBone_BONES-Celery Rubbery Move_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

GOREBone_BONES-Celery Single Snaps_B00M_MMCK.wav	Short and soft breaking sound.	GOREBone_BONES-Celery Single Snaps_B00M_MMCK.wav	GOREBone_BONES-Celery Single Snaps_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Celery Snap Cracking Small_B00M_MMCK.wav	Short and soft cracking sound.	GOREBone_BONES-Celery Snap Cracking Small_B00M_MMCK.wav	GOREBone_BONES-Celery Snap Cracking Small_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Celery Snaps Cracking Fast_B00M_MMCK.wav	Short and quick cracking sound.	GOREBone_BONES-Celery Snaps Cracking Fast_B00M_MMCK.wav	GOREBone_BONES-Celery Snaps Cracking Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Celery Snaps Cracking_B00M_MMCK.wav	Slow and crunchy cracking.	GOREBone_BONES-Celery Snaps Cracking_B00M_MMCK.wav	GOREBone_BONES-Celery Snaps Cracking_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Celery Snaps Subtle_B00M_MMCK.wav	Soft and crunchy movement.	GOREBone_BONES-Celery Snaps Subtle_B00M_MMCK.wav	GOREBone_BONES-Celery Snaps Subtle_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Cornflakes Crush Hand Fast_B00M_MMCK.wav	Crunchy and rustly sound.	GOREBone_BONES-Cornflakes Crush Hand Fast_B00M_MMCK.wav	GOREBone_BONES-Cornflakes Crush Hand Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Cornflakes Crush Hand Slow_B00M_MMCK.wav	Slow, crunchy, and rustly sound.	GOREBone_BONES-Cornflakes Crush Hand Slow_B00M_MMCK.wav	GOREBone_BONES-Cornflakes Crush Hand Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Crispbread Crunches Fast_B00M_MMCK.wav	Quick and crunchy movement.	GOREBone_BONES-Crispbread Crunches Fast_B00M_MMCK.wav	GOREBone_BONES-Crispbread Crunches Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Crispbread Crunches Slow_B00M_MMCK.wav	Slow and crunchy movement.	GOREBone_BONES-Crispbread Crunches Slow_B00M_MMCK.wav	GOREBone_BONES-Crispbread Crunches Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Crispbread Crunches Squeeze_B00M_MMCK.wav	Hard, fast, and crunchy movement.	GOREBone_BONES-Crispbread Crunches Squeeze_B00M_MMCK.wav	GOREBone_BONES-Crispbread Crunches Squeeze_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Ice Bag Crunches_B00M_MMCK.wav	Hard and crunchy movement.	GOREBone_BONES-Ice Bag Crunches_B00M_MMCK.wav	GOREBone_BONES-Ice Bag Crunches_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Lettuce Claw Crunch Fast Aggressive_B00M_MMCK.wav	Quick, hard, and crunchy movement.	GOREBone_BONES-Lettuce Claw Crunch Fast Aggressive_B00M_MMCK.wav	GOREBone_BONES-Lettuce Claw Crunch Fast Aggressive_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Lettuce Claw Crunch Fast_B00M_MMCK.wav	Quick and crunchy movement.	GOREBone_BONES-Lettuce Claw Crunch Fast_B00M_MMCK.wav	GOREBone_BONES-Lettuce Claw Crunch Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Lettuce Claw Crunch Slow_B00M_MMCK.wav	Slow and crunchy movement.	GOREBone_BONES-Lettuce Claw Crunch Slow_B00M_MMCK.wav	GOREBone_BONES-Lettuce Claw Crunch Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Lettuce Crunch Carve Light_B00M_MMCK.wav	Slow, soft, and crunchy movement	GOREBone_BONES-Lettuce Crunch Carve Light_B00M_MMCK.wav	GOREBone_BONES-Lettuce Crunch Carve Light_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Lettuce Crunch Debris Twist Fast Hand Movement_B00M_MMCK.wav	Quick and crunchy twist.	GOREBone_BONES-Lettuce Crunch Debris Twist Fast Hand Movement_B00M_MMCK.wav	GOREBone_BONES-Lettuce Crunch Debris Twist Fast Hand Movement_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Lettuce Crunch Debris Twist Fast_B00M_MMCK.wav	Short, crunchy, and quick twist.	GOREBone_BONES-Lettuce Crunch Debris Twist Fast_B00M_MMCK.wav	GOREBone_BONES-Lettuce Crunch Debris Twist Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Lettuce Crunch Debris Twist Slow Hand Movement_B00M_MMCK.wav	Slow and crunchy twist.	GOREBone_BONES-Lettuce Crunch Debris Twist Slow Hand Movement_B00M_MMCK.wav	GOREBone_BONES-Lettuce Crunch Debris Twist Slow Hand Movement_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Lettuce Crunch Debris Twist Slow_B00M_MMCK.wav	Slowly twisting crunchy lettuce.	GOREBone_BONES-Lettuce Crunch Debris Twist Slow_B00M_MMCK.wav	GOREBone_BONES-Lettuce Crunch Debris Twist Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Lettuce Debris Drops Fast_B00M_MMCK.wav	Hard, short, and crunchy fall.	GOREBone_BONES-Lettuce Debris Drops Fast_B00M_MMCK.wav	GOREBone_BONES-Lettuce Debris Drops Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Lettuce Debris Drops_B00M_MMCK.wav	Hard and crunchy fall.	GOREBone_BONES-Lettuce Debris Drops_B00M_MMCK.wav	GOREBone_BONES-Lettuce Debris Drops_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Lettuce Frozen Carve_B00M_MMCK.wav	Hard and crunchy scratch like sound.	GOREBone_BONES-Lettuce Frozen Carve_B00M_MMCK.wav	GOREBone_BONES-Lettuce Frozen Carve_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Lettuce Frozen Stab_B00M_MMCK.wav	Quick and short hit.	GOREBone_BONES-Lettuce Frozen Stab_B00M_MMCK.wav	GOREBone_BONES-Lettuce Frozen Stab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Mixed Nuts Cloth Bag Crunch_B00M_MMCK.wav	Hard and fast rustling.	GOREBone_BONES-Mixed Nuts Cloth Bag Crunch_B00M_MMCK.wav	GOREBone_BONES-Mixed Nuts Cloth Bag Crunch_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Monkey Nuts Cloth Bag Slow Crunch_B00M_MMCK.wav	Slow and hard rustling.	GOREBone_BONES-Monkey Nuts Cloth Bag Slow Crunch_B00M_MMCK.wav	GOREBone_BONES-Monkey Nuts Cloth Bag Slow Crunch_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Monkey Nuts Cloth Bag Twist Fast_B00M_MMCK.wav	Quick and crunchy rustling.	GOREBone_BONES-Monkey Nuts Cloth Bag Twist Fast_B00M_MMCK.wav	GOREBone_BONES-Monkey Nuts Cloth Bag Twist Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Monkey Nuts Cloth Bag Twist Slow_B00M_MMCK.wav	Slow and crunchy rustling.	GOREBone_BONES-Monkey Nuts Cloth Bag Twist Slow_B00M_MMCK.wav	GOREBone_BONES-Monkey Nuts Cloth Bag Twist Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Pepper Crunch Fast_B00M_MMCK.wav	Hard, deep, and crunchy movement.	GOREBone_BONES-Pepper Crunch Fast_B00M_MMCK.wav	GOREBone_BONES-Pepper Crunch Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

GOREBone_BONES-Pepper Crunch Slow Movement_B00M_MMCK.wav	Slow and crunchy movement.	GOREBone_BONES-Pepper Crunch Slow Movement_B00M_MMCK.wav	GOREBone_BONES-Pepper Crunch Slow Movement_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Pepper Crush Shell_B00M_MMCK.wav	Hard and crunchy smash.	GOREBone_BONES-Pepper Crush Shell_B00M_MMCK.wav	GOREBone_BONES-Pepper Crush Shell_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Pepper Juicy Wet Squeeze 01_B00M_MMCK.wav	Squishing a juicy pepper. Liquid squeezes.	GOREBone_BONES-Pepper Juicy Wet Squeeze 01_B00M_MMCK.wav	GOREBone_BONES-Pepper Juicy Wet Squeeze 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Pepper Juicy Wet Squeeze 02_B00M_MMCK.wav	Squishing a juicy pepper. Liquid squeezes.	GOREBone_BONES-Pepper Juicy Wet Squeeze 02_B00M_MMCK.wav	GOREBone_BONES-Pepper Juicy Wet Squeeze 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Pepper Rips 02_B00M_MMCK.wav	Wet and crunchy tearing.	GOREBone_BONES-Pepper Rips 02_B00M_MMCK.wav	GOREBone_BONES-Pepper Rips 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_BONES-Pepper Rips Skin 01_B00M_MMCK.wav	Wet, hard, and crunchy tearing.	GOREBone_BONES-Pepper Rips Skin 01_B00M_MMCK.wav	GOREBone_BONES-Pepper Rips Skin 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_GUTS-Break Fast Celery_B00M_MMCK.wav	Quick and crunchy movement.	GOREBone_GUTS-Break Fast Celery_B00M_MMCK.wav	GOREBone_GUTS-Break Fast Celery_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_GUTS-Break High Celery_B00M_MMCK.wav	Fast and crunchy cracks.	GOREBone_GUTS-Break High Celery_B00M_MMCK.wav	GOREBone_GUTS-Break High Celery_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_GUTS-Break Long Celery_B00M_MMCK.wav	Crunchy and hard cracks.	GOREBone_GUTS-Break Long Celery_B00M_MMCK.wav	GOREBone_GUTS-Break Long Celery_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_GUTS-Break Short Celery_B00M_MMCK.wav	Quick, short, and crunchy cracks.	GOREBone_GUTS-Break Short Celery_B00M_MMCK.wav	GOREBone_GUTS-Break Short Celery_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_GUTS-Break Slow Celery_B00M_MMCK.wav	Slow, hard, and crunchy cracks.	GOREBone_GUTS-Break Slow Celery_B00M_MMCK.wav	GOREBone_GUTS-Break Slow Celery_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_GUTS-Impact Short_B00M_MMCK.wav	Quick and crunchy hit.	GOREBone_GUTS-Impact Short_B00M_MMCK.wav	GOREBone_GUTS-Impact Short_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_GUTS-Impact Splatter Low_B00M_MMCK.wav	Quick, crunchy, and rustling hit.	GOREBone_GUTS-Impact Splatter Low_B00M_MMCK.wav	GOREBone_GUTS-Impact Splatter Low_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREBone_GUTS-Impact Tight Low_B00M_MMCK.wav	Quick, hard, and crunchy hit.	GOREBone_GUTS-Impact Tight Low_B00M_MMCK.wav	GOREBone_GUTS-Impact Tight Low_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREFlsh_GORE-Rag Leather Movement In Bucket Constant_B00M_MMCK.wav	Continuous, wet, and rustling movement.	GOREFlsh_GORE-Rag Leather Movement In Bucket Constant_B00M_MMCK.wav	GOREFlsh_GORE-Rag Leather Movement In Bucket Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREFlsh_GORE-Rag Leather Movement In Hand Constant_B00M_MMCK.wav	Continuous, wet, soft, and rustling movement.	GOREFlsh_GORE-Rag Leather Movement In Hand Constant_B00M_MMCK.wav	GOREFlsh_GORE-Rag Leather Movement In Hand Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREFlsh_GORE-Wet Pasta Drop Floor_B00M_MMCK.wav	Wet and mushy hit.	GOREFlsh_GORE-Wet Pasta Drop Floor_B00M_MMCK.wav	GOREFlsh_GORE-Wet Pasta Drop Floor_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREFlsh_GORE-Wet Pasta Movement Constant 01_B00M_MMCK.wav	Continuous, wet, and mushy movement.	GOREFlsh_GORE-Wet Pasta Movement Constant 01_B00M_MMCK.wav	GOREFlsh_GORE-Wet Pasta Movement Constant 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREFlsh_GORE-Wet Pasta Movement Constant 02_B00M_MMCK.wav	Continuous, wet, and mushy movement.	GOREFlsh_GORE-Wet Pasta Movement Constant 02_B00M_MMCK.wav	GOREFlsh_GORE-Wet Pasta Movement Constant 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREFlsh_GORE-Wet Pasta Movement Constant Aggressive_B00M_MMCK.wav	Continuous, hard, wet, and mushy movement.	GOREFlsh_GORE-Wet Pasta Movement Constant Aggressive_B00M_MMCK.wav	GOREFlsh_GORE-Wet Pasta Movement Constant Aggressive_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREFlsh_GORE-Wet Pasta Pick Up Squeeze_B00M_MMCK.wav	Short, wet, and mushy movement.	GOREFlsh_GORE-Wet Pasta Pick Up Squeeze_B00M_MMCK.wav	GOREFlsh_GORE-Wet Pasta Pick Up Squeeze_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREFlsh_GORE-Wet Pasta Squeeze Fast_B00M_MMCK.wav	Quick, short, wet, and mushy squeeze.	GOREFlsh_GORE-Wet Pasta Squeeze Fast_B00M_MMCK.wav	GOREFlsh_GORE-Wet Pasta Squeeze Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREFlsh_GORE-Wet Pasta Squeeze Handling_B00M_MMCK.wav	Soft, wet and mushy movement.	GOREFlsh_GORE-Wet Pasta Squeeze Handling_B00M_MMCK.wav	GOREFlsh_GORE-Wet Pasta Squeeze Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREFlsh_GORE-Wet Pasta Squeeze Slow Wet_B00M_MMCK.wav	Slow, soft, wet, and mushy movement.	GOREFlsh_GORE-Wet Pasta Squeeze Slow Wet_B00M_MMCK.wav	GOREFlsh_GORE-Wet Pasta Squeeze Slow Wet_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREFlsh_GORE-Wet Pasta Squeeze Slow_B00M_MMCK.wav	Soft, short, wet, and mushy movement.	GOREFlsh_GORE-Wet Pasta Squeeze Slow_B00M_MMCK.wav	GOREFlsh_GORE-Wet Pasta Squeeze Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GORE-Leather Rag Pull Out_B00M_MMCK.wav	Wet and rustling movement.	GORESplt_GORE-Leather Rag Pull Out_B00M_MMCK.wav	GORESplt_GORE-Leather Rag Pull Out_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GORE-Puddle Impact Hand_B00M_MMCK.wav	Quick, wet, and squishy hit.	GORESplt_GORE-Puddle Impact Hand_B00M_MMCK.wav	GORESplt_GORE-Puddle Impact Hand_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

GORESplt_GORE-Rag Leather Drop_B00M_MMCK.wav	Hard, wet, and rustling hit.	GORESplt_GORE-Rag Leather Drop_B00M_MMCK.wav	GORESplt_GORE-Rag Leather Drop_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GORE-Rag Leather Impact Hand_B00M_MMCK.wav	Soft, wet, and rustling hit.	GORESplt_GORE-Rag Leather Impact Hand_B00M_MMCK.wav	GORESplt_GORE-Rag Leather Impact Hand_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GORE-Rag Leather Punch Rinse_B00M_MMCK.wav	Soft, short, and wet hit.	GORESplt_GORE-Rag Leather Punch Rinse_B00M_MMCK.wav	GORESplt_GORE-Rag Leather Punch Rinse_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GORE-Rag Leather Punch Squeeze_B00M_MMCK.wav	Soft, short, wet, and mushy hit.	GORESplt_GORE-Rag Leather Punch Squeeze_B00M_MMCK.wav	GORESplt_GORE-Rag Leather Punch Squeeze_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GORE-Rag Leather Stab Finger_B00M_MMCK.wav	Light, wet, and mushy hit.	GORESplt_GORE-Rag Leather Stab Finger_B00M_MMCK.wav	GORESplt_GORE-Rag Leather Stab Finger_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GORE-Rag Several Drop_B00M_MMCK.wav	Wet and crunchy hit.	GORESplt_GORE-Rag Several Drop_B00M_MMCK.wav	GORESplt_GORE-Rag Several Drop_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GORE-Rag Several Impact Squeeze_B00M_MMCK.wav	Hard, wet, and rustling hit.	GORESplt_GORE-Rag Several Impact Squeeze_B00M_MMCK.wav	GORESplt_GORE-Rag Several Impact Squeeze_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GORE-Rag Several Stab Hand_B00M_MMCK.wav	Soft, wet, and rustling hit.	GORESplt_GORE-Rag Several Stab Hand_B00M_MMCK.wav	GORESplt_GORE-Rag Several Stab Hand_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GORE-Rag Slap Hand_B00M_MMCK.wav	Wet and softly crunchy slap.	GORESplt_GORE-Rag Slap Hand_B00M_MMCK.wav	GORESplt_GORE-Rag Slap Hand_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GORE-Rug Several Squeeze Punch_B00M_MMCK.wav	Wet, crunchy, and rustling movement.	GORESplt_GORE-Rug Several Squeeze Punch_B00M_MMCK.wav	GORESplt_GORE-Rug Several Squeeze Punch_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Break Crack Pepper_B00M_MMCK.wav	Slow and soft cracking.	GORESplt_GUTS-Break Crack Pepper_B00M_MMCK.wav	GORESplt_GUTS-Break Crack Pepper_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Cut Salad_B00M_MMCK.wav	Crunchy and crackle like sound.	GORESplt_GUTS-Cut Salad_B00M_MMCK.wav	GORESplt_GUTS-Cut Salad_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Cut Salat Soft_B00M_MMCK.wav	Soft and crunchy movement.	GORESplt_GUTS-Cut Salat Soft_B00M_MMCK.wav	GORESplt_GUTS-Cut Salat Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Impact Splatter Guts Bones Blood_B00M_MMCK.wav	Hard, wet, and mushy hit.	GORESplt_GUTS-Impact Splatter Guts Bones Blood_B00M_MMCK.wav	GORESplt_GUTS-Impact Splatter Guts Bones Blood_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Rip Off Melon_B00M_MMCK.wav	Soft crack and scratch like sound.	GORESplt_GUTS-Rip Off Melon_B00M_MMCK.wav	GORESplt_GUTS-Rip Off Melon_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Rip Off Pepper Soft_B00M_MMCK.wav	Soft and crunchy tearing.	GORESplt_GUTS-Rip Off Pepper Soft_B00M_MMCK.wav	GORESplt_GUTS-Rip Off Pepper Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Rip Off Pepper_B00M_MMCK.wav	Slow, hard, and crunchy tearing.	GORESplt_GUTS-Rip Off Pepper_B00M_MMCK.wav	GORESplt_GUTS-Rip Off Pepper_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Rip Off Salad Hard_B00M_MMCK.wav	Loud and crunchy tearing.	GORESplt_GUTS-Rip Off Salad Hard_B00M_MMCK.wav	GORESplt_GUTS-Rip Off Salad Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Rip Off Salad Medium_B00M_MMCK.wav	Hard and crunchy tearing.	GORESplt_GUTS-Rip Off Salad Medium_B00M_MMCK.wav	GORESplt_GUTS-Rip Off Salad Medium_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Rip Off Salad Soft_B00M_MMCK.wav	Soft, slow, and crunchy tearing.	GORESplt_GUTS-Rip Off Salad Soft_B00M_MMCK.wav	GORESplt_GUTS-Rip Off Salad Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Rip Off Salad Various_B00M_MMCK.wav	Hard and crunchy tearing with movement.	GORESplt_GUTS-Rip Off Salad Various_B00M_MMCK.wav	GORESplt_GUTS-Rip Off Salad Various_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Slice Salad Medium_B00M_MMCK.wav	Making crunchy cuts, with scratches.	GORESplt_GUTS-Slice Salad Medium_B00M_MMCK.wav	GORESplt_GUTS-Slice Salad Medium_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Slice Salad Soft_B00M_MMCK.wav	Making soft and crunchy cuts, with scratches.	GORESplt_GUTS-Slice Salad Soft_B00M_MMCK.wav	GORESplt_GUTS-Slice Salad Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Splash Impact Salad Processed Crumble_B00M_MMCK.wav	Soft and heavy rattle like sound, with crunch.	GORESplt_GUTS-Splash Impact Salad Processed Crumble_B00M_MMCK.wav	GORESplt_GUTS-Splash Impact Salad Processed Crumble_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Splash Impact Salad Processed_B00M_MMCK.wav	Heavy and fast rattle like sound, with crunch.	GORESplt_GUTS-Splash Impact Salad Processed_B00M_MMCK.wav	GORESplt_GUTS-Splash Impact Salad Processed_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Stab Fast Wet Salad_B00M_MMCK.wav	Quick, short, and crunchy hit.	GORESplt_GUTS-Stab Fast Wet Salad_B00M_MMCK.wav	GORESplt_GUTS-Stab Fast Wet Salad_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Stab Hard Melon_B00M_MMCK.wav	Quick, short, and hit, with scratch.	GORESplt_GUTS-Stab Hard Melon_B00M_MMCK.wav	GORESplt_GUTS-Stab Hard Melon_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Stab Impact Crunch Heavy Salad_B00M_MMCK.wav	Hard, quick, and crunchy hit.	GORESplt_GUTS-Stab Impact Crunch Heavy Salad_B00M_MMCK.wav	GORESplt_GUTS-Stab Impact Crunch Heavy Salad_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplt_GUTS-Stab Impact Crunch Pepper_B00M_MMCK.wav	Fast and wet hit, resembling quick rustling.	GORESplt_GUTS-Stab Impact Crunch Pepper_B00M_MMCK.wav	GORESplt_GUTS-Stab Impact Crunch Pepper_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

GORESplT_GUTS-Stab Impact Crunch Salad_B00M_MMCK.wav	Hard, heavy, and crunchy hit.	GORESplT_GUTS-Stab Impact Crunch Salad_B00M_MMCK.wav	GORESplT_GUTS-Stab Impact Crunch Salad_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplT_GUTS-Stab Impact Crunch Short In Salad_B00M_MMCK.wav	Quick, hard, heavy, and crunchy hit.	GORESplT_GUTS-Stab Impact Crunch Short In Salad_B00M_MMCK.wav	GORESplT_GUTS-Stab Impact Crunch Short In Salad_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplT_GUTS-Stab Impact Fast Pepper_B00M_MMCK.wav	Quick, short, wet, and crunchy hit.	GORESplT_GUTS-Stab Impact Fast Pepper_B00M_MMCK.wav	GORESplT_GUTS-Stab Impact Fast Pepper_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplT_GUTS-Stab Impact Heavy Pepper_B00M_MMCK.wav	Quick, hard, wet, and crunchy hit.	GORESplT_GUTS-Stab Impact Heavy Pepper_B00M_MMCK.wav	GORESplT_GUTS-Stab Impact Heavy Pepper_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplT_GUTS-Stab Impact Transient Pepper_B00M_MMCK.wav	Quick, wet, and squishy hit.	GORESplT_GUTS-Stab Impact Transient Pepper_B00M_MMCK.wav	GORESplT_GUTS-Stab Impact Transient Pepper_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplT_GUTS-Stab Pull Out Salad_B00M_MMCK.wav	Quick and crunchy hit, followed by scratch.	GORESplT_GUTS-Stab Pull Out Salad_B00M_MMCK.wav	GORESplT_GUTS-Stab Pull Out Salad_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplT_GUTS-Stab Salad Hard_B00M_MMCK.wav	Hard and crunchy hit.	GORESplT_GUTS-Stab Salad Hard_B00M_MMCK.wav	GORESplT_GUTS-Stab Salad Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplT_GUTS-Stab Salad Short Wet_B00M_MMCK.wav	Short, hard, crunchy, and wet hit.	GORESplT_GUTS-Stab Salad Short Wet_B00M_MMCK.wav	GORESplT_GUTS-Stab Salad Short Wet_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplT_GUTS-Stab Salad Soft_B00M_MMCK.wav	Short, soft, and crunchy hit.	GORESplT_GUTS-Stab Salad Soft_B00M_MMCK.wav	GORESplT_GUTS-Stab Salad Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GORESplT_GUTS-Stress Salad Constant_B00M_MMCK.wav	Continuous, slow, and hard rusting.	GORESplT_GUTS-Stress Salad Constant_B00M_MMCK.wav	GORESplT_GUTS-Stress Salad Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Cut Salt Horseshoe_B00M_MMCK.wav	Crusty hit with metal clang like sound.	GOREStab_GORE-Cut Salt Horseshoe_B00M_MMCK.wav	GOREStab_GORE-Cut Salt Horseshoe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Cut Salt Knife_B00M_MMCK.wav	Crusty hit with quick scratch.	GOREStab_GORE-Cut Salt Knife_B00M_MMCK.wav	GOREStab_GORE-Cut Salt Knife_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Cut Salt Metal Wardrobe_B00M_MMCK.wav	Quick hit with clang and short scratch.	GOREStab_GORE-Cut Salt Metal Wardrobe_B00M_MMCK.wav	GOREStab_GORE-Cut Salt Metal Wardrobe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Cut Salt Perforated Sheet Metal_B00M_MMCK.wav	Soft and textured hit with scratch.	GOREStab_GORE-Cut Salt Perforated Sheet Metal_B00M_MMCK.wav	GOREStab_GORE-Cut Salt Perforated Sheet Metal_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Cut Salt Rod Thin_B00M_MMCK.wav	Soft and textures hit with subtle scratch.	GOREStab_GORE-Cut Salt Rod Thin_B00M_MMCK.wav	GOREStab_GORE-Cut Salt Rod Thin_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Cut Salt Rod_B00M_MMCK.wav	Hard hit with metal clang like sound.	GOREStab_GORE-Cut Salt Rod_B00M_MMCK.wav	GOREStab_GORE-Cut Salt Rod_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Cut Salt Saw_B00M_MMCK.wav	Slow, soft, and textured hit.	GOREStab_GORE-Cut Salt Saw_B00M_MMCK.wav	GOREStab_GORE-Cut Salt Saw_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Cut Salt Scythe Small_B00M_MMCK.wav	Textured clunk with soft scratching.	GOREStab_GORE-Cut Salt Scythe Small_B00M_MMCK.wav	GOREStab_GORE-Cut Salt Scythe Small_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Cut Salt Stainless Steel Sheet_B00M_MMCK.wav	Textured hit with soft clunk.	GOREStab_GORE-Cut Salt Stainless Steel Sheet_B00M_MMCK.wav	GOREStab_GORE-Cut Salt Stainless Steel Sheet_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Cut Sand Knife_B00M_MMCK.wav	Fast, short, and textured scratching.	GOREStab_GORE-Cut Sand Knife_B00M_MMCK.wav	GOREStab_GORE-Cut Sand Knife_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Cut Sand Scythe Small_B00M_MMCK.wav	Soft and textured hit with clunk like sound.	GOREStab_GORE-Cut Sand Scythe Small_B00M_MMCK.wav	GOREStab_GORE-Cut Sand Scythe Small_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Earth Horseshoe_B00M_MMCK.wav	Quick and hard hit.	GOREStab_GORE-Earth Horseshoe_B00M_MMCK.wav	GOREStab_GORE-Earth Horseshoe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Earth Knife_B00M_MMCK.wav	Quick, hard, and textured hit.	GOREStab_GORE-Earth Knife_B00M_MMCK.wav	GOREStab_GORE-Earth Knife_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Earth Metal Wardrobe_B00M_MMCK.wav	Quick, hard, and deep hit.	GOREStab_GORE-Earth Metal Wardrobe_B00M_MMCK.wav	GOREStab_GORE-Earth Metal Wardrobe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Earth Rod Thin_B00M_MMCK.wav	Quick, hard, and short hit.	GOREStab_GORE-Earth Rod Thin_B00M_MMCK.wav	GOREStab_GORE-Earth Rod Thin_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Earth Rod_B00M_MMCK.wav	Quick, soft, and textured hit.	GOREStab_GORE-Earth Rod_B00M_MMCK.wav	GOREStab_GORE-Earth Rod_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Earth Saw_B00M_MMCK.wav	Hard, heavy, and textured hit.	GOREStab_GORE-Earth Saw_B00M_MMCK.wav	GOREStab_GORE-Earth Saw_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Earth Scythe Small_B00M_MMCK.wav	Quick, soft, and textured hit.	GOREStab_GORE-Earth Scythe Small_B00M_MMCK.wav	GOREStab_GORE-Earth Scythe Small_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

GOREstab_GORE-Earth Scythe_B00M_MMCK.wav	Quick, short, and soft hit.	GOREstab_GORE-Earth Scythe_B00M_MMCK.wav	GOREstab_GORE-Earth Scythe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Earth Stainless Steel Sheet_B00M_MMCK.wav	Soft, heavy, and deep hit.	GOREstab_GORE-Earth Stainless Steel Sheet_B00M_MMCK.wav	GOREstab_GORE-Earth Stainless Steel Sheet_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Earth Knife_B00M_MMCK.wav	Soft scratch and clang.	GOREstab_GORE-Pull Out Earth Knife_B00M_MMCK.wav	GOREstab_GORE-Pull Out Earth Knife_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Earth Rod Thin_B00M_MMCK.wav	Metal clang and short scratching.	GOREstab_GORE-Pull Out Earth Rod Thin_B00M_MMCK.wav	GOREstab_GORE-Pull Out Earth Rod Thin_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Earth Rod_B00M_MMCK.wav	Metal clang and soft scratching.	GOREstab_GORE-Pull Out Earth Rod_B00M_MMCK.wav	GOREstab_GORE-Pull Out Earth Rod_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Earth Saw_B00M_MMCK.wav	Textured and crunchy scratching.	GOREstab_GORE-Pull Out Earth Saw_B00M_MMCK.wav	GOREstab_GORE-Pull Out Earth Saw_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Earth Scythe Small_B00M_MMCK.wav	Hard scratching with metal clang like sound.	GOREstab_GORE-Pull Out Earth Scythe Small_B00M_MMCK.wav	GOREstab_GORE-Pull Out Earth Scythe Small_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Rod_B00M_MMCK.wav	Soft and metal clang with short scratching.	GOREstab_GORE-Pull Out Rod_B00M_MMCK.wav	GOREstab_GORE-Pull Out Rod_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Salt Horseshoe_B00M_MMCK.wav	Hard clang with short scratching.	GOREstab_GORE-Pull Out Salt Horseshoe_B00M_MMCK.wav	GOREstab_GORE-Pull Out Salt Horseshoe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Salt Knife_B00M_MMCK.wav	Quick and textured scratching.	GOREstab_GORE-Pull Out Salt Knife_B00M_MMCK.wav	GOREstab_GORE-Pull Out Salt Knife_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Salt Metal Wardrobe_B00M_MMCK.wav	Metal clang with short and soft scratching.	GOREstab_GORE-Pull Out Salt Metal Wardrobe_B00M_MMCK.wav	GOREstab_GORE-Pull Out Salt Metal Wardrobe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Salt Perforated Sheet Metal_B00M_MMCK.wav	Metal clang with short scratching.	GOREstab_GORE-Pull Out Salt Perforated Sheet Metal_B00M_MMCK.wav	GOREstab_GORE-Pull Out Salt Perforated Sheet Metal_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Salt Rod Thin_B00M_MMCK.wav	Hard clang with short scratching.	GOREstab_GORE-Pull Out Salt Rod Thin_B00M_MMCK.wav	GOREstab_GORE-Pull Out Salt Rod Thin_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Salt Saw_B00M_MMCK.wav	Textured and slow scratching.	GOREstab_GORE-Pull Out Salt Saw_B00M_MMCK.wav	GOREstab_GORE-Pull Out Salt Saw_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Salt Scythe Small_B00M_MMCK.wav	Short and textured scratching.	GOREstab_GORE-Pull Out Salt Scythe Small_B00M_MMCK.wav	GOREstab_GORE-Pull Out Salt Scythe Small_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Salt Stainless Steel Sheet_B00M_MMCK.wav	Short scratching with metal clang like sound.	GOREstab_GORE-Pull Out Salt Stainless Steel Sheet_B00M_MMCK.wav	GOREstab_GORE-Pull Out Salt Stainless Steel Sheet_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Sand Horseshoe_B00M_MMCK.wav	Short clang and textured scratching.	GOREstab_GORE-Pull Out Sand Horseshoe_B00M_MMCK.wav	GOREstab_GORE-Pull Out Sand Horseshoe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Sand Knife_B00M_MMCK.wav	Textured, short, and soft scratching.	GOREstab_GORE-Pull Out Sand Knife_B00M_MMCK.wav	GOREstab_GORE-Pull Out Sand Knife_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Sand Metal Wardrobe_B00M_MMCK.wav	Hard, short, and textured scratching.	GOREstab_GORE-Pull Out Sand Metal Wardrobe_B00M_MMCK.wav	GOREstab_GORE-Pull Out Sand Metal Wardrobe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Sand Perforated Sheet Metal_B00M_MMCK.wav	Soft, textured scratching with metal clang.	GOREstab_GORE-Pull Out Sand Perforated Sheet Metal_B00M_MMCK.wav	GOREstab_GORE-Pull Out Sand Perforated Sheet Metal_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Sand Rod Thin_B00M_MMCK.wav	Soft and short scratching with metal clang like sound.	GOREstab_GORE-Pull Out Sand Rod Thin_B00M_MMCK.wav	GOREstab_GORE-Pull Out Sand Rod Thin_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Sand Rod_B00M_MMCK.wav	Short scratching with metal clang like sound.	GOREstab_GORE-Pull Out Sand Rod_B00M_MMCK.wav	GOREstab_GORE-Pull Out Sand Rod_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Sand Saw_B00M_MMCK.wav	Short, fast, and textured scratching.	GOREstab_GORE-Pull Out Sand Saw_B00M_MMCK.wav	GOREstab_GORE-Pull Out Sand Saw_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Sand Scythe Small_B00M_MMCK.wav	Short and textured scratching.	GOREstab_GORE-Pull Out Sand Scythe Small_B00M_MMCK.wav	GOREstab_GORE-Pull Out Sand Scythe Small_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Sand Scythe_B00M_MMCK.wav	Short, quick, and textured scratching.	GOREstab_GORE-Pull Out Sand Scythe_B00M_MMCK.wav	GOREstab_GORE-Pull Out Sand Scythe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Sand Stainless Steel Sheet_B00M_MMCK.wav	Quick scratching with metal clang.	GOREstab_GORE-Pull Out Sand Stainless Steel Sheet_B00M_MMCK.wav	GOREstab_GORE-Pull Out Sand Stainless Steel Sheet_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Pull Out Scythe Earth_B00M_MMCK.wav	Soft scratching with metal clang.	GOREstab_GORE-Pull Out Scythe Earth_B00M_MMCK.wav	GOREstab_GORE-Pull Out Scythe Earth_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Rag Several Grab Impact_B00M_MMCK.wav	Hard, wet, and mushy hits.	GOREstab_GORE-Rag Several Grab Impact_B00M_MMCK.wav	GOREstab_GORE-Rag Several Grab Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

GOREstab_GORE-Salt Horseshoe_B00M_MMCK.wav	Quick, hard, and textured hit.	GOREstab_GORE-Salt Horseshoe_B00M_MMCK.wav	GOREstab_GORE-Salt Horseshoe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Salt Knife_B00M_MMCK.wav	Fast, deep, and textured hit.	GOREstab_GORE-Salt Knife_B00M_MMCK.wav	GOREstab_GORE-Salt Knife_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Salt Metal Wardrobe_B00M_MMCK.wav	Quick and textured hit.	GOREstab_GORE-Salt Metal Wardrobe_B00M_MMCK.wav	GOREstab_GORE-Salt Metal Wardrobe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Salt Perforated Sheet Metal_B00M_MMCK.wav	Hard, heavy, and textured hit.	GOREstab_GORE-Salt Perforated Sheet Metal_B00M_MMCK.wav	GOREstab_GORE-Salt Perforated Sheet Metal_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Salt Rod Thin_B00M_MMCK.wav	Fast, deep, and textured hit.	GOREstab_GORE-Salt Rod Thin_B00M_MMCK.wav	GOREstab_GORE-Salt Rod Thin_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Salt Rod_B00M_MMCK.wav	Fast, deep, and textured hit.	GOREstab_GORE-Salt Rod_B00M_MMCK.wav	GOREstab_GORE-Salt Rod_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Salt Saw_B00M_MMCK.wav	Heavy and textured hit.	GOREstab_GORE-Salt Saw_B00M_MMCK.wav	GOREstab_GORE-Salt Saw_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Salt Scythe Small_B00M_MMCK.wav	Soft, deep, and textured hit.	GOREstab_GORE-Salt Scythe Small_B00M_MMCK.wav	GOREstab_GORE-Salt Scythe Small_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Salt Stainless Steel Sheet_B00M_MMCK.wav	Soft and textured hit.	GOREstab_GORE-Salt Stainless Steel Sheet_B00M_MMCK.wav	GOREstab_GORE-Salt Stainless Steel Sheet_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Sand Horseshoe_B00M_MMCK.wav	Deep, fast, and textured hit.	GOREstab_GORE-Sand Horseshoe_B00M_MMCK.wav	GOREstab_GORE-Sand Horseshoe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Sand Knife_B00M_MMCK.wav	Fast hit with scratch like sound.	GOREstab_GORE-Sand Knife_B00M_MMCK.wav	GOREstab_GORE-Sand Knife_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Sand Metal Wardrobe_B00M_MMCK.wav	Fast, short, and deep hit.	GOREstab_GORE-Sand Metal Wardrobe_B00M_MMCK.wav	GOREstab_GORE-Sand Metal Wardrobe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Sand Perforated Sheet Metal_B00M_MMCK.wav	Short, quick, and textured hit.	GOREstab_GORE-Sand Perforated Sheet Metal_B00M_MMCK.wav	GOREstab_GORE-Sand Perforated Sheet Metal_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Sand Rod Thin_B00M_MMCK.wav	Short, textured, and fast hit.	GOREstab_GORE-Sand Rod Thin_B00M_MMCK.wav	GOREstab_GORE-Sand Rod Thin_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Sand Rod_B00M_MMCK.wav	Short, textured, and fast hit.	GOREstab_GORE-Sand Rod_B00M_MMCK.wav	GOREstab_GORE-Sand Rod_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Sand Saw_B00M_MMCK.wav	Short, hard, deep, and textured hit.	GOREstab_GORE-Sand Saw_B00M_MMCK.wav	GOREstab_GORE-Sand Saw_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Sand Scythe Small_B00M_MMCK.wav	Soft, fast, and textured hit.	GOREstab_GORE-Sand Scythe Small_B00M_MMCK.wav	GOREstab_GORE-Sand Scythe Small_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Sand Scythe_B00M_MMCK.wav	Fast, short, and textured hit.	GOREstab_GORE-Sand Scythe_B00M_MMCK.wav	GOREstab_GORE-Sand Scythe_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREstab_GORE-Sand Stainless Steel Sheet_B00M_MMCK.wav	Short, hard, and quick hit.	GOREstab_GORE-Sand Stainless Steel Sheet_B00M_MMCK.wav	GOREstab_GORE-Sand Stainless Steel Sheet_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Backpack Combined Step Impact_B00M_MMCK.wav	Single hard and heavy hit.	LETHRImpt_SWEETENER-Leather Backpack Combined Step Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Backpack Combined Step Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Backpack Drag Impact_B00M_MMCK.wav	Short, soft, and heavy hit.	LETHRImpt_SWEETENER-Leather Backpack Drag Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Backpack Drag Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Backpack Rolled Hit Hand Impact_B00M_MMCK.wav	Hard and heavy hit.	LETHRImpt_SWEETENER-Leather Backpack Rolled Hit Hand Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Backpack Rolled Hit Hand Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Backpack Step Impact_B00M_MMCK.wav	Quick, hard, and heavy hit.	LETHRImpt_SWEETENER-Leather Backpack Step Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Backpack Step Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Bad Three Combined Grab Impact_B00M_MMCK.wav	Hard and textured hit.	LETHRImpt_SWEETENER-Leather Bad Three Combined Grab Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bad Three Combined Grab Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Bag Big Drag Impact_B00M_MMCK.wav	Hard hit resembling quick swish.	LETHRImpt_SWEETENER-Leather Bag Big Drag Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bag Big Drag Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Bag Big Hit Swipe Impact_B00M_MMCK.wav	Single fast and heavy hit.	LETHRImpt_SWEETENER-Leather Bag Big Hit Swipe Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bag Big Hit Swipe Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Bag Big Rolled Hit Hand Impact_B00M_MMCK.wav	Single soft and short hit.	LETHRImpt_SWEETENER-Leather Bag Big Rolled Hit Hand Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bag Big Rolled Hit Hand Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Bag Combined Shake Impact_B00M_MMCK.wav	Heavy rattle like shaking.	LETHRImpt_SWEETENER-Leather Bag Combined Shake Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bag Combined Shake Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

LETHRImpt_SWEETENER-Leather Bag Combined Slap Impact_B00M_MMCK.wav	Single hard and heavy hit.	LETHRImpt_SWEETENER-Leather Bag Combined Slap Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bag Combined Slap Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Bag Combined Throw Traveller Impact_B00M_MMCK.wav	Hard and textured hit.	LETHRImpt_SWEETENER-Leather Bag Combined Throw Traveller Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bag Combined Throw Traveller Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Bag Creaky Grab Impact_B00M_MMCK.wav	Single heavy and short hit.	LETHRImpt_SWEETENER-Leather Bag Creaky Grab Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bag Creaky Grab Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Bag Creaky Hit Hand Impact_B00M_MMCK.wav	Single fast and soft hit.	LETHRImpt_SWEETENER-Leather Bag Creaky Hit Hand Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bag Creaky Hit Hand Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Bag Small Hit Hand Impact_B00M_MMCK.wav	Single quick and hard hit.	LETHRImpt_SWEETENER-Leather Bag Small Hit Hand Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bag Small Hit Hand Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Bag Small Hit Tight Impact_B00M_MMCK.wav	Single soft and short hit.	LETHRImpt_SWEETENER-Leather Bag Small Hit Tight Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bag Small Hit Tight Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Bag Small Shake Impact_B00M_MMCK.wav	Single soft hit with shaking.	LETHRImpt_SWEETENER-Leather Bag Small Shake Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bag Small Shake Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Bag Traveller Impact_B00M_MMCK.wav	Single soft and textured hit.	LETHRImpt_SWEETENER-Leather Bag Traveller Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bag Traveller Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Bag Two Combined Grab Impact_B00M_MMCK.wav	Single short, soft, and textured hit.	LETHRImpt_SWEETENER-Leather Bag Two Combined Grab Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bag Two Combined Grab Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Bags Four Combined Shake Impact_B00M_MMCK.wav	Single textured hit and subtle shaking.	LETHRImpt_SWEETENER-Leather Bags Four Combined Shake Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Bags Four Combined Shake Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Belts Shake Impact_B00M_MMCK.wav	Quick shaking with soft rattling.	LETHRImpt_SWEETENER-Leather Belts Shake Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Belts Shake Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Gloves Hit Hand Impact_B00M_MMCK.wav	Single hard and sharp hit.	LETHRImpt_SWEETENER-Leather Gloves Hit Hand Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Gloves Hit Hand Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Gloves Shake Impact_B00M_MMCK.wav	Single textured hit with subtle shaking.	LETHRImpt_SWEETENER-Leather Gloves Shake Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Gloves Shake Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Impact 01_B00M_MMCK.wav	Hard and heavy hit.	LETHRImpt_SWEETENER-Leather Impact 01_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Impact 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Impact 02_B00M_MMCK.wav	Hard and heavy hit.	LETHRImpt_SWEETENER-Leather Impact 02_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Impact 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Impact 03_B00M_MMCK.wav	Hard and heavy hit.	LETHRImpt_SWEETENER-Leather Impact 03_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Impact 03_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Impact 04_B00M_MMCK.wav	Hard and heavy hit.	LETHRImpt_SWEETENER-Leather Impact 04_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Impact 04_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Impact 05_B00M_MMCK.wav	Hard and heavy hit.	LETHRImpt_SWEETENER-Leather Impact 05_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Impact 05_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Jacket Drag Impact_B00M_MMCK.wav	Single textured and soft hit.	LETHRImpt_SWEETENER-Leather Jacket Drag Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Jacket Drag Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Jacket Rolled Hit Hand Impact_B00M_MMCK.wav	Single hard and deep hit.	LETHRImpt_SWEETENER-Leather Jacket Rolled Hit Hand Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Jacket Rolled Hit Hand Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Jacket Shake Impact_B00M_MMCK.wav	Single soft hit resembling short rustling.	LETHRImpt_SWEETENER-Leather Jacket Shake Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Jacket Shake Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
LETHRImpt_SWEETENER-Leather Jacket Step Impact_B00M_MMCK.wav	Single soft and quick hit.	LETHRImpt_SWEETENER-Leather Jacket Step Impact_B00M_MMCK.wav	LETHRImpt_SWEETENER-Leather Jacket Step Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLFric_SWEETENER-Gritty Scrape 01_B00M_MMCK.wav	Hard and heavy scraping.	METLFric_SWEETENER-Gritty Scrape 01_B00M_MMCK.wav	METLFric_SWEETENER-Gritty Scrape 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLFric_SWEETENER-Gritty Scrape 02_B00M_MMCK.wav	Hard and heavy scraping.	METLFric_SWEETENER-Gritty Scrape 02_B00M_MMCK.wav	METLFric_SWEETENER-Gritty Scrape 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLFric_SWEETENER-Gritty Scrape Long_B00M_MMCK.wav	Hard, heavy, and slow scraping.	METLFric_SWEETENER-Gritty Scrape Long_B00M_MMCK.wav	METLFric_SWEETENER-Gritty Scrape Long_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLImpt_SWEETENER-Hook Impact 01_B00M_MMCK.wav	Short rattling with clangs.	METLImpt_SWEETENER-Hook Impact 01_B00M_MMCK.wav	METLImpt_SWEETENER-Hook Impact 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

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METLImpt_SWEETENER-Metal Impact Feedback 11_B00M_MMCK.wav	Hard hit with long ringing.	METLImpt_SWEETENER-Metal Impact Feedback 11_B00M_MMCK.wav	METLImpt_SWEETENER-Metal Impact Feedback 11_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLImpt_SWEETENER-Metal Impact Feedback 12_B00M_MMCK.wav	Hard hit with long ringing.	METLImpt_SWEETENER-Metal Impact Feedback 12_B00M_MMCK.wav	METLImpt_SWEETENER-Metal Impact Feedback 12_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLImpt_SWEETENER-Metal Impact Feedback 13_B00M_MMCK.wav	Hard hit with long ringing.	METLImpt_SWEETENER-Metal Impact Feedback 13_B00M_MMCK.wav	METLImpt_SWEETENER-Metal Impact Feedback 13_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLImpt_SWEETENER-Metal Impact Feedback 14_B00M_MMCK.wav	Hard hit with long ringing.	METLImpt_SWEETENER-Metal Impact Feedback 14_B00M_MMCK.wav	METLImpt_SWEETENER-Metal Impact Feedback 14_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLImpt_SWEETENER-Metal Impact Feedback 15_B00M_MMCK.wav	Hard hit with long ringing.	METLImpt_SWEETENER-Metal Impact Feedback 15_B00M_MMCK.wav	METLImpt_SWEETENER-Metal Impact Feedback 15_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLImpt_SWEETENER-Plate Impact_B00M_MMCK.wav	Short and hard hit.	METLImpt_SWEETENER-Plate Impact_B00M_MMCK.wav	METLImpt_SWEETENER-Plate Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLImpt_SWEETENER-Sword Click_B00M_MMCK.wav	Hard hit with some rattling.	METLImpt_SWEETENER-Sword Click_B00M_MMCK.wav	METLImpt_SWEETENER-Sword Click_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMisc_SWEETENER-One Handed Metal Buckler Equip_B00M_MMCK.wav	Soft clangs and fast movements.	METLMisc_SWEETENER-One Handed Metal Buckler Equip_B00M_MMCK.wav	METLMisc_SWEETENER-One Handed Metal Buckler Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMisc_SWEETENER-One Handed Metal Buckler Grab 01_B00M_MMCK.wav	Single soft and subtle hit.	METLMisc_SWEETENER-One Handed Metal Buckler Grab 01_B00M_MMCK.wav	METLMisc_SWEETENER-One Handed Metal Buckler Grab 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMisc_SWEETENER-One Handed Metal Buckler Grab 02_B00M_MMCK.wav	Single soft and subtle hit.	METLMisc_SWEETENER-One Handed Metal Buckler Grab 02_B00M_MMCK.wav	METLMisc_SWEETENER-One Handed Metal Buckler Grab 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMisc_SWEETENER-One Handed Metal Buckler Handling Hard_B00M_MMCK.wav	Soft sliding and short scratches.	METLMisc_SWEETENER-One Handed Metal Buckler Handling Hard_B00M_MMCK.wav	METLMisc_SWEETENER-One Handed Metal Buckler Handling Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMisc_SWEETENER-One Handed Metal Buckler Handling_B00M_MMCK.wav	Short movements resembling clicks.	METLMisc_SWEETENER-One Handed Metal Buckler Handling_B00M_MMCK.wav	METLMisc_SWEETENER-One Handed Metal Buckler Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMisc_SWEETENER-One Handed Metal Buckler Impact Hard 01_B00M_MMCK.wav	Soft rattling and metallic clangs.	METLMisc_SWEETENER-One Handed Metal Buckler Impact Hard 01_B00M_MMCK.wav	METLMisc_SWEETENER-One Handed Metal Buckler Impact Hard 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMisc_SWEETENER-One Handed Metal Buckler Impact Hard 02_B00M_MMCK.wav	Soft rattling and metallic clangs.	METLMisc_SWEETENER-One Handed Metal Buckler Impact Hard 02_B00M_MMCK.wav	METLMisc_SWEETENER-One Handed Metal Buckler Impact Hard 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMisc_SWEETENER-One Handed Metal Buckler Impact Hard 03_B00M_MMCK.wav	Soft hit and metallic clang.	METLMisc_SWEETENER-One Handed Metal Buckler Impact Hard 03_B00M_MMCK.wav	METLMisc_SWEETENER-One Handed Metal Buckler Impact Hard 03_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMisc_SWEETENER-One Handed Metal Buckler Impact Soft_B00M_MMCK.wav	Light rattling and clangs.	METLMisc_SWEETENER-One Handed Metal Buckler Impact Soft_B00M_MMCK.wav	METLMisc_SWEETENER-One Handed Metal Buckler Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMisc_SWEETENER-One Handed Metal Buckler Sword Slash Hard_B00M_MMCK.wav	Soft scratches and subtle ringing.	METLMisc_SWEETENER-One Handed Metal Buckler Sword Slash Hard_B00M_MMCK.wav	METLMisc_SWEETENER-One Handed Metal Buckler Sword Slash Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMisc_SWEETENER-One Handed Metal Buckler Sword Slash Soft_B00M_MMCK.wav	Soft scratches and subtle ringing.	METLMisc_SWEETENER-One Handed Metal Buckler Sword Slash Soft_B00M_MMCK.wav	METLMisc_SWEETENER-One Handed Metal Buckler Sword Slash Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMisc_SWEETENER-One Handed Metal Buckler Sword Stab Hard_B00M_MMCK.wav	Soft scratches, rattling, and subtle ringing.	METLMisc_SWEETENER-One Handed Metal Buckler Sword Stab Hard_B00M_MMCK.wav	METLMisc_SWEETENER-One Handed Metal Buckler Sword Stab Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMisc_SWEETENER-One Handed Metal Buckler Sword Stab Soft_B00M_MMCK.wav	Soft, short, and dull hit.	METLMisc_SWEETENER-One Handed Metal Buckler Sword Stab Soft_B00M_MMCK.wav	METLMisc_SWEETENER-One Handed Metal Buckler Sword Stab Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMisc_SWEETENER-One Handed Metal Buckler Unequip_B00M_MMCK.wav	Fast and dull shaking and subtle clang.	METLMisc_SWEETENER-One Handed Metal Buckler Unequip_B00M_MMCK.wav	METLMisc_SWEETENER-One Handed Metal Buckler Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMvmt_ROD-Scrape Constant 01_B00M_MMCK.wav	Continuous scratches with metal clangs.	METLMvmt_ROD-Scrape Constant 01_B00M_MMCK.wav	METLMvmt_ROD-Scrape Constant 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMvmt_ROD-Scrape Constant 02_B00M_MMCK.wav	Continuous scratches with metal clangs.	METLMvmt_ROD-Scrape Constant 02_B00M_MMCK.wav	METLMvmt_ROD-Scrape Constant 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
METLMvmt_ROD-Scrape Fast_B00M_MMCK.wav	Quick scratching with metal clang.	METLMvmt_ROD-Scrape Fast_B00M_MMCK.wav	METLMvmt_ROD-Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

METLTonl_ROD-Ringout_B00M_MMCK.wav	Single metal clang like sound.	METLTonl_ROD-Ringout_B00M_MMCK.wav	METLTonl_ROD-Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Scrape 01_B00M_MMCK.wav	Metallic swish, resembling scratching.	SWSH_SWEETENER-Scrape 01_B00M_MMCK.wav	SWSH_SWEETENER-Scrape 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Scrape 02_B00M_MMCK.wav	Metallic swish, resembling scratching.	SWSH_SWEETENER-Scrape 02_B00M_MMCK.wav	SWSH_SWEETENER-Scrape 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Scrape 03_B00M_MMCK.wav	Metallic swish, resembling scratching.	SWSH_SWEETENER-Scrape 03_B00M_MMCK.wav	SWSH_SWEETENER-Scrape 03_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Scrape 04_B00M_MMCK.wav	Metallic swish, resembling scratching.	SWSH_SWEETENER-Scrape 04_B00M_MMCK.wav	SWSH_SWEETENER-Scrape 04_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Scrape 05_B00M_MMCK.wav	Metallic swish, resembling scratching.	SWSH_SWEETENER-Scrape 05_B00M_MMCK.wav	SWSH_SWEETENER-Scrape 05_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Scrape 06_B00M_MMCK.wav	Metallic swish, resembling scratching.	SWSH_SWEETENER-Scrape 06_B00M_MMCK.wav	SWSH_SWEETENER-Scrape 06_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Scrape 07_B00M_MMCK.wav	Metallic swish, resembling scratching.	SWSH_SWEETENER-Scrape 07_B00M_MMCK.wav	SWSH_SWEETENER-Scrape 07_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Scrape 08_B00M_MMCK.wav	Metallic swish, resembling scratching.	SWSH_SWEETENER-Scrape 08_B00M_MMCK.wav	SWSH_SWEETENER-Scrape 08_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Scrape 09_B00M_MMCK.wav	Metallic swish, resembling scratching.	SWSH_SWEETENER-Scrape 09_B00M_MMCK.wav	SWSH_SWEETENER-Scrape 09_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Scrape 10_B00M_MMCK.wav	Metallic swish, resembling scratching.	SWSH_SWEETENER-Scrape 10_B00M_MMCK.wav	SWSH_SWEETENER-Scrape 10_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Scrape 11_B00M_MMCK.wav	Metallic swish, resembling scratching.	SWSH_SWEETENER-Scrape 11_B00M_MMCK.wav	SWSH_SWEETENER-Scrape 11_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Scrape 12_B00M_MMCK.wav	Metallic swish, resembling scratching.	SWSH_SWEETENER-Scrape 12_B00M_MMCK.wav	SWSH_SWEETENER-Scrape 12_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Tonal 01_B00M_MMCK.wav	Soft and melodic clang like sound.	SWSH_SWEETENER-Tonal 01_B00M_MMCK.wav	SWSH_SWEETENER-Tonal 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Tonal 02_B00M_MMCK.wav	Soft and melodic clang like sound.	SWSH_SWEETENER-Tonal 02_B00M_MMCK.wav	SWSH_SWEETENER-Tonal 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Tonal 03_B00M_MMCK.wav	Soft and melodic clang like sound.	SWSH_SWEETENER-Tonal 03_B00M_MMCK.wav	SWSH_SWEETENER-Tonal 03_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Tonal 04_B00M_MMCK.wav	Soft and melodic clang like sound.	SWSH_SWEETENER-Tonal 04_B00M_MMCK.wav	SWSH_SWEETENER-Tonal 04_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Tonal 05_B00M_MMCK.wav	Soft and melodic clang like sound.	SWSH_SWEETENER-Tonal 05_B00M_MMCK.wav	SWSH_SWEETENER-Tonal 05_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Tonal 06_B00M_MMCK.wav	Soft and melodic clang like sound.	SWSH_SWEETENER-Tonal 06_B00M_MMCK.wav	SWSH_SWEETENER-Tonal 06_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Tonal 07_B00M_MMCK.wav	Soft and melodic clang like sound.	SWSH_SWEETENER-Tonal 07_B00M_MMCK.wav	SWSH_SWEETENER-Tonal 07_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Tonal 08_B00M_MMCK.wav	Soft and melodic clang like sound.	SWSH_SWEETENER-Tonal 08_B00M_MMCK.wav	SWSH_SWEETENER-Tonal 08_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Tonal 09_B00M_MMCK.wav	Soft and melodic clang like sound.	SWSH_SWEETENER-Tonal 09_B00M_MMCK.wav	SWSH_SWEETENER-Tonal 09_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Tonal 10_B00M_MMCK.wav	Soft and melodic clang like sound.	SWSH_SWEETENER-Tonal 10_B00M_MMCK.wav	SWSH_SWEETENER-Tonal 10_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWEETENER-Tonal 11_B00M_MMCK.wav	Soft and melodic clang like sound.	SWSH_SWEETENER-Tonal 11_B00M_MMCK.wav	SWSH_SWEETENER-Tonal 11_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable 3 Pole Constant_B00M_MMCK.wav	Continuous swishing back and forth.	SWSH_SWISH-Cable 3 Pole Constant_B00M_MMCK.wav	SWSH_SWISH-Cable 3 Pole Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable 3 Pole_B00M_MMCK.wav	Short and soft swish.	SWSH_SWISH-Cable 3 Pole_B00M_MMCK.wav	SWSH_SWISH-Cable 3 Pole_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable Antenna Constant_B00M_MMCK.wav	Continuous swishing back and forth.	SWSH_SWISH-Cable Antenna Constant_B00M_MMCK.wav	SWSH_SWISH-Cable Antenna Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

SWSH_SWISH-Cable Antenna_B00M_MMCK.wav	Fast, short, and soft swish.	SWSH_SWISH-Cable Antenna_B00M_MMCK.wav	SWSH_SWISH-Cable Antenna_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable Chinch Constant_B00M_MMCK.wav	Continuous swishing back and forth.	SWSH_SWISH-Cable Chinch Constant_B00M_MMCK.wav	SWSH_SWISH-Cable Chinch Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable Chinch_B00M_MMCK.wav	Quick and short swish.	SWSH_SWISH-Cable Chinch_B00M_MMCK.wav	SWSH_SWISH-Cable Chinch_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable Hose Constant_B00M_MMCK.wav	Continuous swishing back and forth.	SWSH_SWISH-Cable Hose Constant_B00M_MMCK.wav	SWSH_SWISH-Cable Hose Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable Hose_B00M_MMCK.wav	Fast, short, and subtle swish.	SWSH_SWISH-Cable Hose_B00M_MMCK.wav	SWSH_SWISH-Cable Hose_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable IEC Constant_B00M_MMCK.wav	Continuous swishing back and forth.	SWSH_SWISH-Cable IEC Constant_B00M_MMCK.wav	SWSH_SWISH-Cable IEC Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable IEC_B00M_MMCK.wav	Fast swishing with a tail.	SWSH_SWISH-Cable IEC_B00M_MMCK.wav	SWSH_SWISH-Cable IEC_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable Powerline With Cable Ties Constant_B00M_MMCK.wav	Continuous swishing back and forth.	SWSH_SWISH-Cable Powerline With Cable Ties Constant_B00M_MMCK.wav	SWSH_SWISH-Cable Powerline With Cable Ties Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable Powerline With Cable Ties_B00M_MMCK.wav	Fast and high pitched swish.	SWSH_SWISH-Cable Powerline With Cable Ties_B00M_MMCK.wav	SWSH_SWISH-Cable Powerline With Cable Ties_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable Scart Constant_B00M_MMCK.wav	Continuous swishing back and forth.	SWSH_SWISH-Cable Scart Constant_B00M_MMCK.wav	SWSH_SWISH-Cable Scart Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable Scart_B00M_MMCK.wav	Fast and short swish.	SWSH_SWISH-Cable Scart_B00M_MMCK.wav	SWSH_SWISH-Cable Scart_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable XLR Constant_B00M_MMCK.wav	Continuous swishing back and forth.	SWSH_SWISH-Cable XLR Constant_B00M_MMCK.wav	SWSH_SWISH-Cable XLR Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Cable XLR_B00M_MMCK.wav	Quick and soft swish.	SWSH_SWISH-Cable XLR_B00M_MMCK.wav	SWSH_SWISH-Cable XLR_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Carpet Beater_B00M_MMCK.wav	Quick and hard swish.	SWSH_SWISH-Carpet Beater_B00M_MMCK.wav	SWSH_SWISH-Carpet Beater_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Door Seal Constant_B00M_MMCK.wav	Continuous swishing back and forth.	SWSH_SWISH-Door Seal Constant_B00M_MMCK.wav	SWSH_SWISH-Door Seal Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Door Seal_B00M_MMCK.wav	Fast, hard, and high pitched swish.	SWSH_SWISH-Door Seal_B00M_MMCK.wav	SWSH_SWISH-Door Seal_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Hose Garden Constant_B00M_MMCK.wav	Continuous swishing back and forth.	SWSH_SWISH-Hose Garden Constant_B00M_MMCK.wav	SWSH_SWISH-Hose Garden Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Hose Garden_B00M_MMCK.wav	Hard and heavy swish.	SWSH_SWISH-Hose Garden_B00M_MMCK.wav	SWSH_SWISH-Hose Garden_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Hose Large Combined Constant_B00M_MMCK.wav	Continuous swishing back and forth.	SWSH_SWISH-Hose Large Combined Constant_B00M_MMCK.wav	SWSH_SWISH-Hose Large Combined Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Hose Large Combined_B00M_MMCK.wav	Fast and high pitched swish.	SWSH_SWISH-Hose Large Combined_B00M_MMCK.wav	SWSH_SWISH-Hose Large Combined_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Hose Large_B00M_MMCK.wav	Fast and hard swish.	SWSH_SWISH-Hose Large_B00M_MMCK.wav	SWSH_SWISH-Hose Large_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Hose Medium Constant_B00M_MMCK.wav	Continuous swishing back and forth.	SWSH_SWISH-Hose Medium Constant_B00M_MMCK.wav	SWSH_SWISH-Hose Medium Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Hose Medium_B00M_MMCK.wav	Fast, hard, and heavy swish.	SWSH_SWISH-Hose Medium_B00M_MMCK.wav	SWSH_SWISH-Hose Medium_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Hose Small Constant_B00M_MMCK.wav	Continuous swishing back and forth.	SWSH_SWISH-Hose Small Constant_B00M_MMCK.wav	SWSH_SWISH-Hose Small Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Hose Small_B00M_MMCK.wav	Fast and high pitched swish.	SWSH_SWISH-Hose Small_B00M_MMCK.wav	SWSH_SWISH-Hose Small_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Perforated Tape_B00M_MMCK.wav	Very fast and short swish, resembling a click.	SWSH_SWISH-Perforated Tape_B00M_MMCK.wav	SWSH_SWISH-Perforated Tape_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Racket Badminton_B00M_MMCK.wav	Fast and short swish.	SWSH_SWISH-Racket Badminton_B00M_MMCK.wav	SWSH_SWISH-Racket Badminton_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Racket Speedminton_B00M_MMCK.wav	Fast and heavy swish.	SWSH_SWISH-Racket Speedminton_B00M_MMCK.wav	SWSH_SWISH-Racket Speedminton_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

SWSH_SWISH-Rope Constant_B00M_MMCK.wav	Continuous swishing back and forth.	SWSH_SWISH-Rope Constant_B00M_MMCK.wav	SWSH_SWISH-Rope Constant_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH- Rope_B00M_MMCK.wav	Quick and wavering swish.	SWSH_SWISH- Rope_B00M_MMCK.wav	SWSH_SWISH- Rope_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Stick Bamboo_B00M_MMCK.wav	Very short and fast swish.	SWSH_SWISH-Stick Bamboo_B00M_MMCK.wav	SWSH_SWISH-Stick Bamboo_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Stick Wandering_B00M_MMCK.wav	Very short and hard swish, resembling hit.	SWSH_SWISH-Stick Wandering_B00M_MMCK.wav	SWSH_SWISH-Stick Wandering_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Stick With Grater_B00M_MMCK.wav	Short and light swish.	SWSH_SWISH-Stick With Grater_B00M_MMCK.wav	SWSH_SWISH-Stick With Grater_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Stick With Wiper Grid Large_B00M_MMCK.wav	Short, fast, and heavy swish.	SWSH_SWISH-Stick With Wiper Grid Large_B00M_MMCK.wav	SWSH_SWISH-Stick With Wiper Grid Large_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Stick With Wiper Grid Sharp_B00M_MMCK.wav	Short, fast, and textured swish.	SWSH_SWISH-Stick With Wiper Grid Sharp_B00M_MMCK.wav	SWSH_SWISH-Stick With Wiper Grid Sharp_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH-Stick With Wiper Grid_B00M_MMCK.wav	Fast and textured swish.	SWSH_SWISH-Stick With Wiper Grid_B00M_MMCK.wav	SWSH_SWISH-Stick With Wiper Grid_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
SWSH_SWISH- Stick_B00M_MMCK.wav	Fast and heavy swish.	SWSH_SWISH- Stick_B00M_MMCK.wav	SWSH_SWISH- Stick_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 01_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 01_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 02_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 02_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 03_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 03_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 03_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 04_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 04_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 04_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 05_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 05_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 05_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 06_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 06_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 06_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 07_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 07_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 07_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 08_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 08_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 08_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 09_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 09_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 09_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 10_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 10_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 10_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 11_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 11_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 11_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 12_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 12_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 12_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 13_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 13_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 13_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 14_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 14_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 14_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 15_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 15_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 15_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 16_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 16_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 16_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 17_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 17_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 17_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 18_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 18_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 18_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal 19_B00M_MMCK.wav	Hard hit with metallic clang.	WEAPArmr_SHIELD-Impact Metal 19_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal 19_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal Large Hard_B00M_MMCK.wav	Heavy hit with metal clang and some ringing.	WEAPArmr_SHIELD-Impact Metal Large Hard_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal Large Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Metal Large Soft_B00M_MMCK.wav	Hit with some shaking.	WEAPArmr_SHIELD-Impact Metal Large Soft_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Metal Large Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

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WEAPArmr_SHIELD-Impact Wood Large Sweetener_B00M_MMCK.wav	Single deep and heavy hit.	WEAPArmr_SHIELD-Impact Wood Large Sweetener_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Wood Large Sweetener_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Wood Small 01_B00M_MMCK.wav	Short and fast hits.	WEAPArmr_SHIELD-Impact Wood Small 01_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Wood Small 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Wood Small 02_B00M_MMCK.wav	Hard and fast hit.	WEAPArmr_SHIELD-Impact Wood Small 02_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Wood Small 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Wood Small Hard_B00M_MMCK.wav	Fast, short, and hard hit.	WEAPArmr_SHIELD-Impact Wood Small Hard_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Wood Small Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Wood Small Ringout_B00M_MMCK.wav	Short and quick hits.	WEAPArmr_SHIELD-Impact Wood Small Ringout_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Wood Small Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Impact Wood Small Soft_B00M_MMCK.wav	Single hard and heavy hit.	WEAPArmr_SHIELD-Impact Wood Small Soft_B00M_MMCK.wav	WEAPArmr_SHIELD-Impact Wood Small Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Metal Large Bash_B00M_MMCK.wav	Metallic rattling and soft ringing.	WEAPArmr_SHIELD-Metal Large Bash_B00M_MMCK.wav	WEAPArmr_SHIELD-Metal Large Bash_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Metal Large Equip_B00M_MMCK.wav	Metallic rattling and scratches.	WEAPArmr_SHIELD-Metal Large Equip_B00M_MMCK.wav	WEAPArmr_SHIELD-Metal Large Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Metal Large Grab_B00M_MMCK.wav	Soft scratches and subtle ringing.	WEAPArmr_SHIELD-Metal Large Grab_B00M_MMCK.wav	WEAPArmr_SHIELD-Metal Large Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Metal Large Handling_B00M_MMCK.wav	Hits and soft scratches.	WEAPArmr_SHIELD-Metal Large Handling_B00M_MMCK.wav	WEAPArmr_SHIELD-Metal Large Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Metal Large Unequip_B00M_MMCK.wav	Hitting, rattling, and soft clangs.	WEAPArmr_SHIELD-Metal Large Unequip_B00M_MMCK.wav	WEAPArmr_SHIELD-Metal Large Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Metal Small Bash 01_B00M_MMCK.wav	Hard hit and fast rattling.	WEAPArmr_SHIELD-Metal Small Bash 01_B00M_MMCK.wav	WEAPArmr_SHIELD-Metal Small Bash 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Metal Small Bash 02_B00M_MMCK.wav	Hard hit and fast rattling.	WEAPArmr_SHIELD-Metal Small Bash 02_B00M_MMCK.wav	WEAPArmr_SHIELD-Metal Small Bash 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Metal Small Equip_B00M_MMCK.wav	Hits and metallic clangs.	WEAPArmr_SHIELD-Metal Small Equip_B00M_MMCK.wav	WEAPArmr_SHIELD-Metal Small Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Metal Small Grab_B00M_MMCK.wav	Single hard and heavy hit.	WEAPArmr_SHIELD-Metal Small Grab_B00M_MMCK.wav	WEAPArmr_SHIELD-Metal Small Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Metal Small Handling_B00M_MMCK.wav	Dull hits and short movements.	WEAPArmr_SHIELD-Metal Small Handling_B00M_MMCK.wav	WEAPArmr_SHIELD-Metal Small Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Metal Small Unequip_B00M_MMCK.wav	Sliding and soft hits.	WEAPArmr_SHIELD-Metal Small Unequip_B00M_MMCK.wav	WEAPArmr_SHIELD-Metal Small Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Wood Large Bash Sweetener_B00M_MMCK.wav	Hard and heavy hit with shaking.	WEAPArmr_SHIELD-Wood Large Bash Sweetener_B00M_MMCK.wav	WEAPArmr_SHIELD-Wood Large Bash Sweetener_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Wood Large Bash_B00M_MMCK.wav	Heavy and fast rattling.	WEAPArmr_SHIELD-Wood Large Bash_B00M_MMCK.wav	WEAPArmr_SHIELD-Wood Large Bash_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Wood Large Equip_B00M_MMCK.wav	Soft slides and hits.	WEAPArmr_SHIELD-Wood Large Equip_B00M_MMCK.wav	WEAPArmr_SHIELD-Wood Large Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Wood Large Grab_B00M_MMCK.wav	Dull hits and movements.	WEAPArmr_SHIELD-Wood Large Grab_B00M_MMCK.wav	WEAPArmr_SHIELD-Wood Large Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Wood Large Handling_B00M_MMCK.wav	Chaotic movements and hits.	WEAPArmr_SHIELD-Wood Large Handling_B00M_MMCK.wav	WEAPArmr_SHIELD-Wood Large Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Wood Large Unequip_B00M_MMCK.wav	Sliding and soft rattling.	WEAPArmr_SHIELD-Wood Large Unequip_B00M_MMCK.wav	WEAPArmr_SHIELD-Wood Large Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Wood Small Bash_B00M_MMCK.wav	Soft rattling and movements.	WEAPArmr_SHIELD-Wood Small Bash_B00M_MMCK.wav	WEAPArmr_SHIELD-Wood Small Bash_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Wood Small Equip_B00M_MMCK.wav	Hits and soft rattling.	WEAPArmr_SHIELD-Wood Small Equip_B00M_MMCK.wav	WEAPArmr_SHIELD-Wood Small Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Wood Small Grab_B00M_MMCK.wav	Soft hit with movement.	WEAPArmr_SHIELD-Wood Small Grab_B00M_MMCK.wav	WEAPArmr_SHIELD-Wood Small Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Wood Small Handling_B00M_MMCK.wav	Dragging and soft hits.	WEAPArmr_SHIELD-Wood Small Handling_B00M_MMCK.wav	WEAPArmr_SHIELD-Wood Small Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Wood Small Ringout_B00M_MMCK.wav	Short and fast hits.	WEAPArmr_SHIELD-Wood Small Ringout_B00M_MMCK.wav	WEAPArmr_SHIELD-Wood Small Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPArmr_SHIELD-Wood Small Unequip_B00M_MMCK.wav	Soft scrapes and rattling.	WEAPArmr_SHIELD-Wood Small Unequip_B00M_MMCK.wav	WEAPArmr_SHIELD-Wood Small Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 01 Block_B00M_MMCK.wav	Fast and hard rattling.	WEAPBlnt_FLAIL-One Handed 01 Block_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 01 Block_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 01 Chain Block_B00M_MMCK.wav	Quick and short rattling.	WEAPBlnt_FLAIL-One Handed 01 Chain Block_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 01 Chain Block_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

WEAPBlnt_FLAIL-One Handed 01 Chain Handling_B00M_MMCK.wav	Clicks and rattling.	WEAPBlnt_FLAIL-One Handed 01 Chain Handling_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 01 Chain Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 01 Chain Impact_B00M_MMCK.wav	Short and hard rattling.	WEAPBlnt_FLAIL-One Handed 01 Chain Impact_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 01 Chain Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 01 Equip_B00M_MMCK.wav	Hard rattling and clicks.	WEAPBlnt_FLAIL-One Handed 01 Equip_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 01 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 01 Handling_B00M_MMCK.wav	Hard and short rattling.	WEAPBlnt_FLAIL-One Handed 01 Handling_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 01 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 01 Impact Hard_B00M_MMCK.wav	Hard hit with some rattling.	WEAPBlnt_FLAIL-One Handed 01 Impact Hard_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 01 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 01 Impact Soft_B00M_MMCK.wav	Soft hit with some rattling.	WEAPBlnt_FLAIL-One Handed 01 Impact Soft_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 01 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 02 Block_B00M_MMCK.wav	Hard hit with rattling.	WEAPBlnt_FLAIL-One Handed 02 Block_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 02 Block_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 02 Chain Block_B00M_MMCK.wav	Hit with soft rattling.	WEAPBlnt_FLAIL-One Handed 02 Chain Block_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 02 Chain Block_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 02 Chain Handling_B00M_MMCK.wav	Rattling and soft movements.	WEAPBlnt_FLAIL-One Handed 02 Chain Handling_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 02 Chain Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 02 Chain Impact_B00M_MMCK.wav	Short and fast rattling.	WEAPBlnt_FLAIL-One Handed 02 Chain Impact_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 02 Chain Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 02 Equip_B00M_MMCK.wav	Short and fast movements with rattling.	WEAPBlnt_FLAIL-One Handed 02 Equip_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 02 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 02 Handling_B00M_MMCK.wav	Soft rattling and clicks.	WEAPBlnt_FLAIL-One Handed 02 Handling_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 02 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 02 Impact Hard_B00M_MMCK.wav	Hard and short hit.	WEAPBlnt_FLAIL-One Handed 02 Impact Hard_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 02 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 02 Impact Soft_B00M_MMCK.wav	Soft and short hit.	WEAPBlnt_FLAIL-One Handed 02 Impact Soft_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 02 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Chain Drop_B00M_MMCK.wav	Hard rattling and clangs.	WEAPBlnt_FLAIL-One Handed 03 Chain Drop_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Chain Drop_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Chain Movement_B00M_MMCK.wav	Soft rattling and ringing.	WEAPBlnt_FLAIL-One Handed 03 Chain Movement_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Chain Movement_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Equip_B00M_MMCK.wav	Soft rattling and clangs.	WEAPBlnt_FLAIL-One Handed 03 Equip_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Grab Add_B00M_MMCK.wav	Soft and subtle click like sound.	WEAPBlnt_FLAIL-One Handed 03 Grab Add_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Grab Add_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Grab_B00M_MMCK.wav	Soft rattling and movements.	WEAPBlnt_FLAIL-One Handed 03 Grab_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Handling_B00M_MMCK.wav	Soft rattling and clangs.	WEAPBlnt_FLAIL-One Handed 03 Handling_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Impact 01_B00M_MMCK.wav	Hard and fast rattling.	WEAPBlnt_FLAIL-One Handed 03 Impact 01_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Impact 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Impact 02_B00M_MMCK.wav	Hard and fast rattling.	WEAPBlnt_FLAIL-One Handed 03 Impact 02_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Impact 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Movement Constant 01_B00M_MMCK.wav	Continuous and soft rattling.	WEAPBlnt_FLAIL-One Handed 03 Movement Constant 01_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Movement Constant 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Movement Constant 02_B00M_MMCK.wav	Continuous and soft rattling.	WEAPBlnt_FLAIL-One Handed 03 Movement Constant 02_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Movement Constant 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Scrape Fast_B00M_MMCK.wav	Fast and hard rattling with ringing.	WEAPBlnt_FLAIL-One Handed 03 Scrape Fast_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Scrape Rattle Long_B00M_MMCK.wav	Fast movement and short clangs.	WEAPBlnt_FLAIL-One Handed 03 Scrape Rattle Long_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Scrape Rattle Long_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Scrape Slow_B00M_MMCK.wav	Fast movement and rattling.	WEAPBlnt_FLAIL-One Handed 03 Scrape Slow_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Unequip_B00M_MMCK.wav	Short movement and rattling.	WEAPBlnt_FLAIL-One Handed 03 Unequip_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_FLAIL-One Handed 03 Whip Movement_B00M_MMCK.wav	Metallic and soft hits.	WEAPBlnt_FLAIL-One Handed 03 Whip Movement_B00M_MMCK.wav	WEAPBlnt_FLAIL-One Handed 03 Whip Movement_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-One Handed 01 Block_B00M_MMCK.wav	Hard hit with rattling.	WEAPBlnt_HAMMER-One Handed 01 Block_B00M_MMCK.wav	WEAPBlnt_HAMMER-One Handed 01 Block_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

WEAPBlnt_HAMMER-One Handed 01 Equip_B00M_MMCK.wav	Soft and short scraping.	WEAPBlnt_HAMMER-One Handed 01 Equip_B00M_MMCK.wav	WEAPBlnt_HAMMER-One Handed 01 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-One Handed 01 Handling_B00M_MMCK.wav	Soft and subtle scraping.	WEAPBlnt_HAMMER-One Handed 01 Handling_B00M_MMCK.wav	WEAPBlnt_HAMMER-One Handed 01 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-One Handed 01 Impact Hard_B00M_MMCK.wav	Single hard hit with clang.	WEAPBlnt_HAMMER-One Handed 01 Impact Hard_B00M_MMCK.wav	WEAPBlnt_HAMMER-One Handed 01 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-One Handed 01 Impact Soft_B00M_MMCK.wav	Single soft hit with clang.	WEAPBlnt_HAMMER-One Handed 01 Impact Soft_B00M_MMCK.wav	WEAPBlnt_HAMMER-One Handed 01 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-One Handed 01 Ringout_B00M_MMCK.wav	Single hard hit with ringing.	WEAPBlnt_HAMMER-One Handed 01 Ringout_B00M_MMCK.wav	WEAPBlnt_HAMMER-One Handed 01 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-One Handed 01 Unequip_B00M_MMCK.wav	Soft and short hits.	WEAPBlnt_HAMMER-One Handed 01 Unequip_B00M_MMCK.wav	WEAPBlnt_HAMMER-One Handed 01 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 01 Block_B00M_MMCK.wav	Short and fast scraping.	WEAPBlnt_HAMMER-Two Handed 01 Block_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 01 Block_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 01 Equip_B00M_MMCK.wav	Rattling with soft clangs.	WEAPBlnt_HAMMER-Two Handed 01 Equip_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 01 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 01 Handling_B00M_MMCK.wav	Very short and subtle clangs.	WEAPBlnt_HAMMER-Two Handed 01 Handling_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 01 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 01 Impact Hard_B00M_MMCK.wav	Hard hits with ringing.	WEAPBlnt_HAMMER-Two Handed 01 Impact Hard_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 01 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 01 Impact Soft_B00M_MMCK.wav	Soft hits with ringing.	WEAPBlnt_HAMMER-Two Handed 01 Impact Soft_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 01 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 01 Ringout_B00M_MMCK.wav	Single hit with sharp ringing.	WEAPBlnt_HAMMER-Two Handed 01 Ringout_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 01 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 01 Unequip_B00M_MMCK.wav	Hard hits with clangs.	WEAPBlnt_HAMMER-Two Handed 01 Unequip_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 01 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 02 Block_B00M_MMCK.wav	Fast and short hits with ringing.	WEAPBlnt_HAMMER-Two Handed 02 Block_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 02 Block_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 02 Equip_B00M_MMCK.wav	Short hits with clangs.	WEAPBlnt_HAMMER-Two Handed 02 Equip_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 02 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 02 Handling_B00M_MMCK.wav	Short and soft scraping.	WEAPBlnt_HAMMER-Two Handed 02 Handling_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 02 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 02 Impact Hard_B00M_MMCK.wav	Hard hit with ringing.	WEAPBlnt_HAMMER-Two Handed 02 Impact Hard_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 02 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 02 Impact Soft_B00M_MMCK.wav	Soft hit with ringing.	WEAPBlnt_HAMMER-Two Handed 02 Impact Soft_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 02 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 02 Ringout_B00M_MMCK.wav	Single hit with sharp ringing.	WEAPBlnt_HAMMER-Two Handed 02 Ringout_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 02 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 02 Unequip_B00M_MMCK.wav	Short and hard hits.	WEAPBlnt_HAMMER-Two Handed 02 Unequip_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 02 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 03 Equip_B00M_MMCK.wav	Sharp and slow scraping.	WEAPBlnt_HAMMER-Two Handed 03 Equip_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 03 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 03 Grab 02_B00M_MMCK.wav	Short and subtle hit.	WEAPBlnt_HAMMER-Two Handed 03 Grab 02_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 03 Grab 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 03 Grab_B00M_MMCK.wav	Soft and subtle hit.	WEAPBlnt_HAMMER-Two Handed 03 Grab_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 03 Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 03 Handling_B00M_MMCK.wav	Short and soft hits.	WEAPBlnt_HAMMER-Two Handed 03 Handling_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 03 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 03 Impact Dampened_B00M_MMCK.wav	Hard and short hit.	WEAPBlnt_HAMMER-Two Handed 03 Impact Dampened_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 03 Impact Dampened_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 03 Impact_B00M_MMCK.wav	Hard hit with ringing.	WEAPBlnt_HAMMER-Two Handed 03 Impact_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 03 Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 03 Parry_B00M_MMCK.wav	Soft hits with clangs.	WEAPBlnt_HAMMER-Two Handed 03 Parry_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 03 Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 03 Scrape Fast_B00M_MMCK.wav	Short and hard scraping.	WEAPBlnt_HAMMER-Two Handed 03 Scrape Fast_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 03 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 03 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.	WEAPBlnt_HAMMER-Two Handed 03 Scrape Slow_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 03 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_HAMMER-Two Handed 03 Unequip_B00M_MMCK.wav	Slow and textured scraping.	WEAPBlnt_HAMMER-Two Handed 03 Unequip_B00M_MMCK.wav	WEAPBlnt_HAMMER-Two Handed 03 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_MACE-One Handed Equip_B00M_MMCK.wav	Short and heavy scrapes.	WEAPBlnt_MACE-One Handed Equip_B00M_MMCK.wav	WEAPBlnt_MACE-One Handed Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_MACE-One Handed Grab_B00M_MMCK.wav	Single short and quick hit.	WEAPBlnt_MACE-One Handed Grab_B00M_MMCK.wav	WEAPBlnt_MACE-One Handed Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

WEAPBlnt_MACE-One Handed Handling_B00M_MMCK.wav	Soft and short scraping.	WEAPBlnt_MACE-One Handed Handling_B00M_MMCK.wav	WEAPBlnt_MACE-One Handed Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_MACE-One Handed Impact Hard_B00M_MMCK.wav	Hard and metallic hit.	WEAPBlnt_MACE-One Handed Impact Hard_B00M_MMCK.wav	WEAPBlnt_MACE-One Handed Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_MACE-One Handed Impact Soft 01_B00M_MMCK.wav	Soft and metallic hit.	WEAPBlnt_MACE-One Handed Impact Soft 01_B00M_MMCK.wav	WEAPBlnt_MACE-One Handed Impact Soft 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_MACE-One Handed Impact Soft 02_B00M_MMCK.wav	Soft and metallic hit.	WEAPBlnt_MACE-One Handed Impact Soft 02_B00M_MMCK.wav	WEAPBlnt_MACE-One Handed Impact Soft 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_MACE-One Handed Impact Soft 03_B00M_MMCK.wav	Soft and metallic hit.	WEAPBlnt_MACE-One Handed Impact Soft 03_B00M_MMCK.wav	WEAPBlnt_MACE-One Handed Impact Soft 03_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_MACE-One Handed Ringout_B00M_MMCK.wav	Hard and metallic hit with clang.	WEAPBlnt_MACE-One Handed Ringout_B00M_MMCK.wav	WEAPBlnt_MACE-One Handed Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_MACE-One Handed Scrape Fast Parry_B00M_MMCK.wav	Short, quick, and soft scraping with clang.	WEAPBlnt_MACE-One Handed Scrape Fast Parry_B00M_MMCK.wav	WEAPBlnt_MACE-One Handed Scrape Fast Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_MACE-One Handed Scrape Fast_B00M_MMCK.wav	Heavy and short scraping.	WEAPBlnt_MACE-One Handed Scrape Fast_B00M_MMCK.wav	WEAPBlnt_MACE-One Handed Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_MACE-One Handed Scrape Parry 01_B00M_MMCK.wav	Scraping in short and fast motions.	WEAPBlnt_MACE-One Handed Scrape Parry 01_B00M_MMCK.wav	WEAPBlnt_MACE-One Handed Scrape Parry 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_MACE-One Handed Scrape Parry 02_B00M_MMCK.wav	Short and soft scraping with clang.	WEAPBlnt_MACE-One Handed Scrape Parry 02_B00M_MMCK.wav	WEAPBlnt_MACE-One Handed Scrape Parry 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_MACE-One Handed Scrape Slow_B00M_MMCK.wav	Heavy and slow scraping.	WEAPBlnt_MACE-One Handed Scrape Slow_B00M_MMCK.wav	WEAPBlnt_MACE-One Handed Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_MACE-One Handed Unequip_B00M_MMCK.wav	Soft rattling and clangs.	WEAPBlnt_MACE-One Handed Unequip_B00M_MMCK.wav	WEAPBlnt_MACE-One Handed Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_STAFF-Wood Double Impact_B00M_MMCK.wav	Two soft and fast hits.	WEAPBlnt_STAFF-Wood Double Impact_B00M_MMCK.wav	WEAPBlnt_STAFF-Wood Double Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_STAFF-Wood Grab_B00M_MMCK.wav	Soft and light hit.	WEAPBlnt_STAFF-Wood Grab_B00M_MMCK.wav	WEAPBlnt_STAFF-Wood Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_STAFF-Wood Handling_B00M_MMCK.wav	Soft and light rattling.	WEAPBlnt_STAFF-Wood Handling_B00M_MMCK.wav	WEAPBlnt_STAFF-Wood Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_STAFF-Wood Impact_B00M_MMCK.wav	Single hard and short hit.	WEAPBlnt_STAFF-Wood Impact_B00M_MMCK.wav	WEAPBlnt_STAFF-Wood Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_STAFF-Wood Scrape Fast_B00M_MMCK.wav	Quick and short scraping.	WEAPBlnt_STAFF-Wood Scrape Fast_B00M_MMCK.wav	WEAPBlnt_STAFF-Wood Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_STAFF-Wood Scrape Slow_B00M_MMCK.wav	Long and hard scraping.	WEAPBlnt_STAFF-Wood Scrape Slow_B00M_MMCK.wav	WEAPBlnt_STAFF-Wood Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPBlnt_STAFF-Wood Unequip_B00M_MMCK.wav	Soft hit with rustling in some variations.	WEAPBlnt_STAFF-Wood Unequip_B00M_MMCK.wav	WEAPBlnt_STAFF-Wood Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 01 Block_B00M_MMCK.wav	Hard and short scraping.	WEAPKnif_DAGGER-One Handed 01 Block_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 01 Block_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 01 Drag_B00M_MMCK.wav	Hard and heavy scraping.	WEAPKnif_DAGGER-One Handed 01 Drag_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 01 Drag_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 01 Equip_B00M_MMCK.wav	Short and soft scraping with clang.	WEAPKnif_DAGGER-One Handed 01 Equip_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 01 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 01 Handling_B00M_MMCK.wav	Short and quick hits with clangs.	WEAPKnif_DAGGER-One Handed 01 Handling_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 01 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 01 Impact Hard_B00M_MMCK.wav	Hard and short hit with ringing.	WEAPKnif_DAGGER-One Handed 01 Impact Hard_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 01 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 01 Impact Soft_B00M_MMCK.wav	Soft and short hit with ringing.	WEAPKnif_DAGGER-One Handed 01 Impact Soft_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 01 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 01 Ringout_B00M_MMCK.wav	Single hard hit with ringing.	WEAPKnif_DAGGER-One Handed 01 Ringout_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 01 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 01 Scrape Fast Ringout_B00M_MMCK.wav	Quick and short scraping.	WEAPKnif_DAGGER-One Handed 01 Scrape Fast Ringout_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 01 Scrape Fast Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 01 Scrape Fast_B00M_MMCK.wav	Slow and short scraping.	WEAPKnif_DAGGER-One Handed 01 Scrape Fast_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 01 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 01 Scrape Slow_B00M_MMCK.wav	Hard and heavy scraping.	WEAPKnif_DAGGER-One Handed 01 Scrape Slow_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 01 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 01 Unequip_B00M_MMCK.wav	Metallic clangs with dragging.	WEAPKnif_DAGGER-One Handed 01 Unequip_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 01 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

WEAPKnif_DAGGER-One Handed 02 Block_B00M_MMCK.wav	Hard hits and metallic clangs.	WEAPKnif_DAGGER-One Handed 02 Block_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 02 Block_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 02 Equip_B00M_MMCK.wav	Short scraping with ringing.	WEAPKnif_DAGGER-One Handed 02 Equip_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 02 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 02 Handling_B00M_MMCK.wav	Chaotic movements and metallic hits.	WEAPKnif_DAGGER-One Handed 02 Handling_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 02 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 02 Impact Hard_B00M_MMCK.wav	Hard hit with ringing.	WEAPKnif_DAGGER-One Handed 02 Impact Hard_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 02 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 02 Impact Soft_B00M_MMCK.wav	Soft hit with ringing.	WEAPKnif_DAGGER-One Handed 02 Impact Soft_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 02 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 02 Ringout_B00M_MMCK.wav	Hard hit with sharp ringing.	WEAPKnif_DAGGER-One Handed 02 Ringout_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 02 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 02 Scrape Fast_B00M_MMCK.wav	Quick and short scraping.	WEAPKnif_DAGGER-One Handed 02 Scrape Fast_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 02 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 02 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.	WEAPKnif_DAGGER-One Handed 02 Scrape Slow_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 02 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed 02 Unequip_B00M_MMCK.wav	Short and hard scraping.	WEAPKnif_DAGGER-One Handed 02 Unequip_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed 02 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 01 Equip_B00M_MMCK.wav	Soft hit and scraping.	WEAPKnif_DAGGER-One Handed Small 01 Equip_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 01 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 01 Grab_B00M_MMCK.wav	Soft and short hit.	WEAPKnif_DAGGER-One Handed Small 01 Grab_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 01 Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 01 Handling_B00M_MMCK.wav	Soft rattling with clangs.	WEAPKnif_DAGGER-One Handed Small 01 Handling_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 01 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 01 Impact Hard_B00M_MMCK.wav	Hard and short hit.	WEAPKnif_DAGGER-One Handed Small 01 Impact Hard_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 01 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 01 Impact Soft_B00M_MMCK.wav	Soft and short hit.	WEAPKnif_DAGGER-One Handed Small 01 Impact Soft_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 01 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 01 Parry_B00M_MMCK.wav	Soft rattling with clangs.	WEAPKnif_DAGGER-One Handed Small 01 Parry_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 01 Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 01 Ringout_B00M_MMCK.wav	Soft hit with ringing.	WEAPKnif_DAGGER-One Handed Small 01 Ringout_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 01 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 01 Scrape Fast_B00M_MMCK.wav	Short and light scraping.	WEAPKnif_DAGGER-One Handed Small 01 Scrape Fast_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 01 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 01 Scrape Slow_B00M_MMCK.wav	Slow and light scraping.	WEAPKnif_DAGGER-One Handed Small 01 Scrape Slow_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 01 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 01 Unequip_B00M_MMCK.wav	Soft scraping and click.	WEAPKnif_DAGGER-One Handed Small 01 Unequip_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 01 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 02 Equip_B00M_MMCK.wav	Hard and heavy scraping.	WEAPKnif_DAGGER-One Handed Small 02 Equip_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 02 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 02 Grab_B00M_MMCK.wav	Soft and short clicks.	WEAPKnif_DAGGER-One Handed Small 02 Grab_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 02 Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 02 Handling_B00M_MMCK.wav	Soft hits and metallic clangs.	WEAPKnif_DAGGER-One Handed Small 02 Handling_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 02 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 02 Impact Hard_B00M_MMCK.wav	Hard hits and metallic clangs.	WEAPKnif_DAGGER-One Handed Small 02 Impact Hard_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 02 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 02 Impact Soft_B00M_MMCK.wav	Soft hits and metallic clangs.	WEAPKnif_DAGGER-One Handed Small 02 Impact Soft_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 02 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 02 Parry_B00M_MMCK.wav	Hard hit and soft rattling.	WEAPKnif_DAGGER-One Handed Small 02 Parry_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 02 Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 02 Ringout_B00M_MMCK.wav	Hard hit and ringing.	WEAPKnif_DAGGER-One Handed Small 02 Ringout_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 02 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 02 Scrape Fast_B00M_MMCK.wav	Hard and slow scraping.	WEAPKnif_DAGGER-One Handed Small 02 Scrape Fast_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 02 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

WEAPKnif_DAGGER-One Handed Small 02 Scrape Slow_B00M_MMCK.wav	Quick and short scraping.	WEAPKnif_DAGGER-One Handed Small 02 Scrape Slow_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 02 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 02 Unequip_B00M_MMCK.wav	Hard and long scraping.	WEAPKnif_DAGGER-One Handed Small 02 Unequip_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 02 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 03 Equip_B00M_MMCK.wav	Fast and short scraping.	WEAPKnif_DAGGER-One Handed Small 03 Equip_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 03 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 03 Handling 01_B00M_MMCK.wav	Soft and metallic clangs.	WEAPKnif_DAGGER-One Handed Small 03 Handling 01_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 03 Handling 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 03 Handling 02_B00M_MMCK.wav	Soft and metallic clangs.	WEAPKnif_DAGGER-One Handed Small 03 Handling 02_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 03 Handling 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 03 Impact Hard_B00M_MMCK.wav	Hard hit with ringing.	WEAPKnif_DAGGER-One Handed Small 03 Impact Hard_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 03 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 03 Impact Soft_B00M_MMCK.wav	Soft hit with subtle ringing.	WEAPKnif_DAGGER-One Handed Small 03 Impact Soft_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 03 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 03 Parry_B00M_MMCK.wav	Hard hits with clangs.	WEAPKnif_DAGGER-One Handed Small 03 Parry_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 03 Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 03 Ringout_B00M_MMCK.wav	Light hit with ringing.	WEAPKnif_DAGGER-One Handed Small 03 Ringout_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 03 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 03 Scrape Fast_B00M_MMCK.wav	Hard and short scraping.	WEAPKnif_DAGGER-One Handed Small 03 Scrape Fast_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 03 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 03 Scrape Slow_B00M_MMCK.wav	Hard and slow scraping.	WEAPKnif_DAGGER-One Handed Small 03 Scrape Slow_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 03 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_DAGGER-One Handed Small 03 Unequip_B00M_MMCK.wav	Hard and short scraping.	WEAPKnif_DAGGER-One Handed Small 03 Unequip_B00M_MMCK.wav	WEAPKnif_DAGGER-One Handed Small 03 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Large Equip_B00M_MMCK.wav	Soft and short scraping.	WEAPKnif_KNIFE-One Handed Large Equip_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Large Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Large Grab_B00M_MMCK.wav	Soft and short click.	WEAPKnif_KNIFE-One Handed Large Grab_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Large Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Large Impact Hard_B00M_MMCK.wav	Hard and short hit.	WEAPKnif_KNIFE-One Handed Large Impact Hard_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Large Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Large Impact Soft_B00M_MMCK.wav	Soft and short hit.	WEAPKnif_KNIFE-One Handed Large Impact Soft_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Large Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Large Parry_B00M_MMCK.wav	Soft hit and subtle rattling.	WEAPKnif_KNIFE-One Handed Large Parry_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Large Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Large Ringout_B00M_MMCK.wav	Soft and short hit.	WEAPKnif_KNIFE-One Handed Large Ringout_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Large Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Large Scrape Fast_B00M_MMCK.wav	Quick and short scraping.	WEAPKnif_KNIFE-One Handed Large Scrape Fast_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Large Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Large Scrape Slow_B00M_MMCK.wav	Slow and short scraping.	WEAPKnif_KNIFE-One Handed Large Scrape Slow_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Large Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Large Unequip_B00M_MMCK.wav	Slow scraping with clangs.	WEAPKnif_KNIFE-One Handed Large Unequip_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Large Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Small Equip_B00M_MMCK.wav	Soft and short scraping.	WEAPKnif_KNIFE-One Handed Small Equip_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Small Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Small Grab_B00M_MMCK.wav	Short and soft hits.	WEAPKnif_KNIFE-One Handed Small Grab_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Small Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Small Handling_B00M_MMCK.wav	Soft and subtle hits.	WEAPKnif_KNIFE-One Handed Small Handling_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Small Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Small Impact Hard_B00M_MMCK.wav	Hard and short hits.	WEAPKnif_KNIFE-One Handed Small Impact Hard_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Small Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Small Impact Soft_B00M_MMCK.wav	Soft and short hits.	WEAPKnif_KNIFE-One Handed Small Impact Soft_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Small Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

WEAPKnif_KNIFE-One Handed Small Parry_B00M_MMCK.wav	Short hits with clangs.	WEAPKnif_KNIFE-One Handed Small Parry_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Small Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Small Ringout_B00M_MMCK.wav	Single hit with sharp ringing.	WEAPKnif_KNIFE-One Handed Small Ringout_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Small Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Small Scrape Fast_B00M_MMCK.wav	Quick and short scraping.	WEAPKnif_KNIFE-One Handed Small Scrape Fast_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Small Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Small Scrape Slow_B00M_MMCK.wav	Slow and soft scraping.	WEAPKnif_KNIFE-One Handed Small Scrape Slow_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Small Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-One Handed Small Unequip_B00M_MMCK.wav	Soft and wavering scraping.	WEAPKnif_KNIFE-One Handed Small Unequip_B00M_MMCK.wav	WEAPKnif_KNIFE-One Handed Small Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-Scrape Slice 01_B00M_MMCK.wav	Quick and short scraping.	WEAPKnif_KNIFE-Scrape Slice 01_B00M_MMCK.wav	WEAPKnif_KNIFE-Scrape Slice 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-Scrape Slice 02_B00M_MMCK.wav	Quick and short scraping.	WEAPKnif_KNIFE-Scrape Slice 02_B00M_MMCK.wav	WEAPKnif_KNIFE-Scrape Slice 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-Scrape Slice 03_B00M_MMCK.wav	Quick and short scraping.	WEAPKnif_KNIFE-Scrape Slice 03_B00M_MMCK.wav	WEAPKnif_KNIFE-Scrape Slice 03_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-Scrape Slice 04_B00M_MMCK.wav	Quick and short scraping.	WEAPKnif_KNIFE-Scrape Slice 04_B00M_MMCK.wav	WEAPKnif_KNIFE-Scrape Slice 04_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPKnif_KNIFE-Scrape Slice 05_B00M_MMCK.wav	Quick and short scraping.	WEAPKnif_KNIFE-Scrape Slice 05_B00M_MMCK.wav	WEAPKnif_KNIFE-Scrape Slice 05_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 01 Equip_B00M_MMCK.wav	Hit and soft scraping.	WEAPMisc_AXE-One Handed 01 Equip_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 01 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 01 Grab_B00M_MMCK.wav	Soft and subtle hit.	WEAPMisc_AXE-One Handed 01 Grab_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 01 Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 01 Handling_B00M_MMCK.wav	Quiet and soft clangs.	WEAPMisc_AXE-One Handed 01 Handling_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 01 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 01 Impact Hard_B00M_MMCK.wav	Hard hit with some ringing.	WEAPMisc_AXE-One Handed 01 Impact Hard_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 01 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 01 Impact Soft_B00M_MMCK.wav	Soft hit with clang.	WEAPMisc_AXE-One Handed 01 Impact Soft_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 01 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 01 Parry_B00M_MMCK.wav	Hard hits with clangs.	WEAPMisc_AXE-One Handed 01 Parry_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 01 Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 01 Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.	WEAPMisc_AXE-One Handed 01 Scrape Fast_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 01 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 01 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.	WEAPMisc_AXE-One Handed 01 Scrape Slow_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 01 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 01 Unequip_B00M_MMCK.wav	Soft scraping with hit.	WEAPMisc_AXE-One Handed 01 Unequip_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 01 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 02 Equip_B00M_MMCK.wav	Short hits with clangs.	WEAPMisc_AXE-One Handed 02 Equip_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 02 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 02 Grab_B00M_MMCK.wav	Soft and subtle hits.	WEAPMisc_AXE-One Handed 02 Grab_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 02 Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 02 Handling_B00M_MMCK.wav	Soft and short hits.	WEAPMisc_AXE-One Handed 02 Handling_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 02 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 02 Impact Hard_B00M_MMCK.wav	Hard and short hit.	WEAPMisc_AXE-One Handed 02 Impact Hard_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 02 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 02 Impact Soft_B00M_MMCK.wav	Soft and short hit.	WEAPMisc_AXE-One Handed 02 Impact Soft_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 02 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 02 Parry_B00M_MMCK.wav	Soft hits with clangs.	WEAPMisc_AXE-One Handed 02 Parry_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 02 Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 02 Ringout_B00M_MMCK.wav	Soft hit with ringing.	WEAPMisc_AXE-One Handed 02 Ringout_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 02 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 02 Scrape Fast_B00M_MMCK.wav	Short and fast scraping.	WEAPMisc_AXE-One Handed 02 Scrape Fast_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 02 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 02 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.	WEAPMisc_AXE-One Handed 02 Scrape Slow_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 02 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 02 Unequip_B00M_MMCK.wav	Short and soft scraping with clang.	WEAPMisc_AXE-One Handed 02 Unequip_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 02 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 03 Equip_B00M_MMCK.wav	Hard hits with clangs.	WEAPMisc_AXE-One Handed 03 Equip_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 03 Grab 01_B00M_MMCK.wav	Single hard and dull hit.	WEAPMisc_AXE-One Handed 03 Grab 01_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Grab 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

WEAPMisc_AXE-One Handed 03 Grab 02_B00M_MMCK.wav	Single hard and short hit.	WEAPMisc_AXE-One Handed 03 Grab 02_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Grab 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 03 Handling_B00M_MMCK.wav	Hard hits with clangs.	WEAPMisc_AXE-One Handed 03 Handling_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 03 Impact 01_B00M_MMCK.wav	Single hard hit with ringing.	WEAPMisc_AXE-One Handed 03 Impact 01_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Impact 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 03 Impact 02_B00M_MMCK.wav	Hard hit with ringing.	WEAPMisc_AXE-One Handed 03 Impact 02_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Impact 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 03 Impact Hard_B00M_MMCK.wav	Hard and short hit.	WEAPMisc_AXE-One Handed 03 Impact Hard_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 03 Impact Soft 01_B00M_MMCK.wav	Soft and short hit.	WEAPMisc_AXE-One Handed 03 Impact Soft 01_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Impact Soft 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 03 Impact Soft 02_B00M_MMCK.wav	Soft and short hit.	WEAPMisc_AXE-One Handed 03 Impact Soft 02_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Impact Soft 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 03 Ringout_B00M_MMCK.wav	Soft hit with ringing.	WEAPMisc_AXE-One Handed 03 Ringout_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 03 Scrape Fast_B00M_MMCK.wav	Short and hard scraping.	WEAPMisc_AXE-One Handed 03 Scrape Fast_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 03 Scrape Parry_B00M_MMCK.wav	Metallic clangs with short scrapings.	WEAPMisc_AXE-One Handed 03 Scrape Parry_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Scrape Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 03 Scrape Slow_B00M_MMCK.wav	Long and shaky scraping.	WEAPMisc_AXE-One Handed 03 Scrape Slow_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 03 Scrape Sweetener_B00M_MMCK.wav	Single short and fast scraping.	WEAPMisc_AXE-One Handed 03 Scrape Sweetener_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Scrape Sweetener_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-One Handed 03 Unequip_B00M_MMCK.wav	Short and soft scraping with clang.	WEAPMisc_AXE-One Handed 03 Unequip_B00M_MMCK.wav	WEAPMisc_AXE-One Handed 03 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 01 Block_B00M_MMCK.wav	Hard and short scraping.	WEAPMisc_AXE-Two Handed 01 Block_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 01 Block_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 01 Equip_B00M_MMCK.wav	Hard hit and heavy scraping.	WEAPMisc_AXE-Two Handed 01 Equip_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 01 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 01 Handling_B00M_MMCK.wav	Metallic hits and short scrapings.	WEAPMisc_AXE-Two Handed 01 Handling_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 01 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 01 Impact Hard_B00M_MMCK.wav	Soft and high pitched hit.	WEAPMisc_AXE-Two Handed 01 Impact Hard_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 01 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 01 Impact Soft_B00M_MMCK.wav	Light hit with ringing.	WEAPMisc_AXE-Two Handed 01 Impact Soft_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 01 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 01 Ring Out_B00M_MMCK.wav	Single hard hit with ringing.	WEAPMisc_AXE-Two Handed 01 Ring Out_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 01 Ring Out_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 01 Scrape_B00M_MMCK.wav	Single hard and fast scraping.	WEAPMisc_AXE-Two Handed 01 Scrape_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 01 Scrape_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 01 Unequip_B00M_MMCK.wav	Single hard, short, and heavy scraping.	WEAPMisc_AXE-Two Handed 01 Unequip_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 01 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 02 Block_B00M_MMCK.wav	Hard hits and metallic clangs.	WEAPMisc_AXE-Two Handed 02 Block_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 02 Block_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 02 Equip_B00M_MMCK.wav	Soft hits and metallic clangs.	WEAPMisc_AXE-Two Handed 02 Equip_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 02 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 02 Handling_B00M_MMCK.wav	Hard hits and rattling.	WEAPMisc_AXE-Two Handed 02 Handling_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 02 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 02 Impact Hard_B00M_MMCK.wav	Hard hit and ringing.	WEAPMisc_AXE-Two Handed 02 Impact Hard_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 02 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 02 Impact Soft_B00M_MMCK.wav	Soft and short hit.	WEAPMisc_AXE-Two Handed 02 Impact Soft_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 02 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 02 Ring Out_B00M_MMCK.wav	Hard hit and sharp ringing.	WEAPMisc_AXE-Two Handed 02 Ring Out_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 02 Ring Out_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 02 Scrape_B00M_MMCK.wav	Hard and quick scraping.	WEAPMisc_AXE-Two Handed 02 Scrape_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 02 Scrape_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPMisc_AXE-Two Handed 02 Unequip_B00M_MMCK.wav	Fast and short scraping.	WEAPMisc_AXE-Two Handed 02 Unequip_B00M_MMCK.wav	WEAPMisc_AXE-Two Handed 02 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PARTISAN-One Handed Equip_B00M_MMCK.wav	Hit and soft scraping.	WEAPPole_PARTISAN-One Handed Equip_B00M_MMCK.wav	WEAPPole_PARTISAN-One Handed Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PARTISAN-One Handed Grab_B00M_MMCK.wav	Soft and subtle hit.	WEAPPole_PARTISAN-One Handed Grab_B00M_MMCK.wav	WEAPPole_PARTISAN-One Handed Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

WEAPPole_PARTISAN-One Handed Handling_B00M_MMCK.wav	Soft hits with clangs.	WEAPPole_PARTISAN-One Handed Handling_B00M_MMCK.wav	WEAPPole_PARTISAN-One Handed Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PARTISAN-One Handed Impact Hard_B00M_MMCK.wav	Single hard hit with ringing.	WEAPPole_PARTISAN-One Handed Impact Hard_B00M_MMCK.wav	WEAPPole_PARTISAN-One Handed Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PARTISAN-One Handed Impact Soft_B00M_MMCK.wav	Single soft hit with ringing.	WEAPPole_PARTISAN-One Handed Impact Soft_B00M_MMCK.wav	WEAPPole_PARTISAN-One Handed Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PARTISAN-One Handed Parry_B00M_MMCK.wav	Soft and quiet rattling.	WEAPPole_PARTISAN-One Handed Parry_B00M_MMCK.wav	WEAPPole_PARTISAN-One Handed Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PARTISAN-One Handed Ringout_B00M_MMCK.wav	Single hit with sharp ringing.	WEAPPole_PARTISAN-One Handed Ringout_B00M_MMCK.wav	WEAPPole_PARTISAN-One Handed Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PARTISAN-One Handed Scrape Fast_B00M_MMCK.wav	Quick and short scraping.	WEAPPole_PARTISAN-One Handed Scrape Fast_B00M_MMCK.wav	WEAPPole_PARTISAN-One Handed Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PARTISAN-One Handed Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.	WEAPPole_PARTISAN-One Handed Scrape Slow_B00M_MMCK.wav	WEAPPole_PARTISAN-One Handed Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PARTISAN-One Handed Unequip_B00M_MMCK.wav	Slow and quiet scraping.	WEAPPole_PARTISAN-One Handed Unequip_B00M_MMCK.wav	WEAPPole_PARTISAN-One Handed Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PIKE-One Handed Equip_B00M_MMCK.wav	Soft hit and scraping.	WEAPPole_PIKE-One Handed Equip_B00M_MMCK.wav	WEAPPole_PIKE-One Handed Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PIKE-One Handed Grab_B00M_MMCK.wav	Soft and subtle hit.	WEAPPole_PIKE-One Handed Grab_B00M_MMCK.wav	WEAPPole_PIKE-One Handed Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PIKE-One Handed Handling_B00M_MMCK.wav	Soft and fast hits.	WEAPPole_PIKE-One Handed Handling_B00M_MMCK.wav	WEAPPole_PIKE-One Handed Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PIKE-One Handed Impact Hard_B00M_MMCK.wav	Hard hit with some ringing.	WEAPPole_PIKE-One Handed Impact Hard_B00M_MMCK.wav	WEAPPole_PIKE-One Handed Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PIKE-One Handed Parry_B00M_MMCK.wav	Soft hit with subtle shaking.	WEAPPole_PIKE-One Handed Parry_B00M_MMCK.wav	WEAPPole_PIKE-One Handed Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PIKE-One Handed Ringout_B00M_MMCK.wav	Hard hit with ringing.	WEAPPole_PIKE-One Handed Ringout_B00M_MMCK.wav	WEAPPole_PIKE-One Handed Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PIKE-One Handed Scrape Fast_B00M_MMCK.wav	Quick and sharp scraping.	WEAPPole_PIKE-One Handed Scrape Fast_B00M_MMCK.wav	WEAPPole_PIKE-One Handed Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PIKE-One Handed Scrape Slow_B00M_MMCK.wav	Slow and sharp scraping.	WEAPPole_PIKE-One Handed Scrape Slow_B00M_MMCK.wav	WEAPPole_PIKE-One Handed Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_PIKE-One Handed Unequip_B00M_MMCK.wav	Fast and gritty scraping.	WEAPPole_PIKE-One Handed Unequip_B00M_MMCK.wav	WEAPPole_PIKE-One Handed Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 01 Equip_B00M_MMCK.wav	Soft and subtle scraping.	WEAPPole_POLE-One Handed 01 Equip_B00M_MMCK.wav	WEAPPole_POLE-One Handed 01 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 01 Grab_B00M_MMCK.wav	Short and subtle hit.	WEAPPole_POLE-One Handed 01 Grab_B00M_MMCK.wav	WEAPPole_POLE-One Handed 01 Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 01 Handling_B00M_MMCK.wav	Soft and short hits.	WEAPPole_POLE-One Handed 01 Handling_B00M_MMCK.wav	WEAPPole_POLE-One Handed 01 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 01 Impact Hard_B00M_MMCK.wav	Single hard hit with ringing.	WEAPPole_POLE-One Handed 01 Impact Hard_B00M_MMCK.wav	WEAPPole_POLE-One Handed 01 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 01 Impact Soft_B00M_MMCK.wav	Single soft and short hit.	WEAPPole_POLE-One Handed 01 Impact Soft_B00M_MMCK.wav	WEAPPole_POLE-One Handed 01 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 01 Parry_B00M_MMCK.wav	Fast and soft rattling.	WEAPPole_POLE-One Handed 01 Parry_B00M_MMCK.wav	WEAPPole_POLE-One Handed 01 Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 01 Ringout_B00M_MMCK.wav	Single hit with sharp ringing.	WEAPPole_POLE-One Handed 01 Ringout_B00M_MMCK.wav	WEAPPole_POLE-One Handed 01 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 01 Scrape Fast_B00M_MMCK.wav	Quick and soft scraping.	WEAPPole_POLE-One Handed 01 Scrape Fast_B00M_MMCK.wav	WEAPPole_POLE-One Handed 01 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 01 Scrape Slow_B00M_MMCK.wav	Slow and soft scraping.	WEAPPole_POLE-One Handed 01 Scrape Slow_B00M_MMCK.wav	WEAPPole_POLE-One Handed 01 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 01 Unequip_B00M_MMCK.wav	Light and long scraping.	WEAPPole_POLE-One Handed 01 Unequip_B00M_MMCK.wav	WEAPPole_POLE-One Handed 01 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 02 Equip_B00M_MMCK.wav	Soft, short, and subtle scrapings.	WEAPPole_POLE-One Handed 02 Equip_B00M_MMCK.wav	WEAPPole_POLE-One Handed 02 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 02 Grab_B00M_MMCK.wav	Soft and subtle hit.	WEAPPole_POLE-One Handed 02 Grab_B00M_MMCK.wav	WEAPPole_POLE-One Handed 02 Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 02 Handling_B00M_MMCK.wav	Soft and quiet hits with clangs.	WEAPPole_POLE-One Handed 02 Handling_B00M_MMCK.wav	WEAPPole_POLE-One Handed 02 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

WEAPPole_POLE-One Handed 02 Impact Hard_B00M_MMCK.wav	Single short and hard hit.	WEAPPole_POLE-One Handed 02 Impact Hard_B00M_MMCK.wav	WEAPPole_POLE-One Handed 02 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 02 Impact Soft_B00M_MMCK.wav	Single short and light hit.	WEAPPole_POLE-One Handed 02 Impact Soft_B00M_MMCK.wav	WEAPPole_POLE-One Handed 02 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 02 Parry_B00M_MMCK.wav	Quiet rattling with clangs.	WEAPPole_POLE-One Handed 02 Parry_B00M_MMCK.wav	WEAPPole_POLE-One Handed 02 Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 02 Ringout_B00M_MMCK.wav	Single hard hit with sharp ringing.	WEAPPole_POLE-One Handed 02 Ringout_B00M_MMCK.wav	WEAPPole_POLE-One Handed 02 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 02 Scrape Fast_B00M_MMCK.wav	Quick and short scraping.	WEAPPole_POLE-One Handed 02 Scrape Fast_B00M_MMCK.wav	WEAPPole_POLE-One Handed 02 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 02 Scrape Slow_B00M_MMCK.wav	Slow and soft scraping.	WEAPPole_POLE-One Handed 02 Scrape Slow_B00M_MMCK.wav	WEAPPole_POLE-One Handed 02 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLE-One Handed 02 Unequip_B00M_MMCK.wav	Slow and gritty scraping.	WEAPPole_POLE-One Handed 02 Unequip_B00M_MMCK.wav	WEAPPole_POLE-One Handed 02 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLEARM-Two Handed Scythe Block_B00M_MMCK.wav	Hard hits with ringing.	WEAPPole_POLEARM-Two Handed Scythe Block_B00M_MMCK.wav	WEAPPole_POLEARM-Two Handed Scythe Block_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLEARM-Two Handed Scythe Equip_B00M_MMCK.wav	Fast and hard hits with ringing.	WEAPPole_POLEARM-Two Handed Scythe Equip_B00M_MMCK.wav	WEAPPole_POLEARM-Two Handed Scythe Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLEARM-Two Handed Scythe Handling_B00M_MMCK.wav	Chaotic and short scraping.	WEAPPole_POLEARM-Two Handed Scythe Handling_B00M_MMCK.wav	WEAPPole_POLEARM-Two Handed Scythe Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLEARM-Two Handed Scythe Impact Hard_B00M_MMCK.wav	Hard hit with ringing.	WEAPPole_POLEARM-Two Handed Scythe Impact Hard_B00M_MMCK.wav	WEAPPole_POLEARM-Two Handed Scythe Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLEARM-Two Handed Scythe Impact Soft_B00M_MMCK.wav	Soft hit with ringing.	WEAPPole_POLEARM-Two Handed Scythe Impact Soft_B00M_MMCK.wav	WEAPPole_POLEARM-Two Handed Scythe Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLEARM-Two Handed Scythe Ringout_B00M_MMCK.wav	Single hard hit with sharp ringing.	WEAPPole_POLEARM-Two Handed Scythe Ringout_B00M_MMCK.wav	WEAPPole_POLEARM-Two Handed Scythe Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLEARM-Two Handed Scythe Scrape Fast_B00M_MMCK.wav	Single sharp and hard scraping.	WEAPPole_POLEARM-Two Handed Scythe Scrape Fast_B00M_MMCK.wav	WEAPPole_POLEARM-Two Handed Scythe Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLEARM-Two Handed Scythe Scrape Slow_B00M_MMCK.wav	Single sharp and slow scraping.	WEAPPole_POLEARM-Two Handed Scythe Scrape Slow_B00M_MMCK.wav	WEAPPole_POLEARM-Two Handed Scythe Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLEARM-Two Handed Scythe Unequip_B00M_MMCK.wav	Single hard and gritty scraping.	WEAPPole_POLEARM-Two Handed Scythe Unequip_B00M_MMCK.wav	WEAPPole_POLEARM-Two Handed Scythe Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLLAXE-Two Handed Equip_B00M_MMCK.wav	Hit and soft scraping.	WEAPPole_POLLAXE-Two Handed Equip_B00M_MMCK.wav	WEAPPole_POLLAXE-Two Handed Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLLAXE-Two Handed Grab_B00M_MMCK.wav	Soft and subtle hit.	WEAPPole_POLLAXE-Two Handed Grab_B00M_MMCK.wav	WEAPPole_POLLAXE-Two Handed Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLLAXE-Two Handed Handling_B00M_MMCK.wav	Quiet and soft clangs.	WEAPPole_POLLAXE-Two Handed Handling_B00M_MMCK.wav	WEAPPole_POLLAXE-Two Handed Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLLAXE-Two Handed Impact Hard_B00M_MMCK.wav	Hard hit with some ringing.	WEAPPole_POLLAXE-Two Handed Impact Hard_B00M_MMCK.wav	WEAPPole_POLLAXE-Two Handed Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLLAXE-Two Handed Impact Soft_B00M_MMCK.wav	Soft hit with clang.	WEAPPole_POLLAXE-Two Handed Impact Soft_B00M_MMCK.wav	WEAPPole_POLLAXE-Two Handed Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLLAXE-Two Handed Parry_B00M_MMCK.wav	Hard hits with clangs.	WEAPPole_POLLAXE-Two Handed Parry_B00M_MMCK.wav	WEAPPole_POLLAXE-Two Handed Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLLAXE-Two Handed Ringout_B00M_MMCK.wav	Single hit with ringing.	WEAPPole_POLLAXE-Two Handed Ringout_B00M_MMCK.wav	WEAPPole_POLLAXE-Two Handed Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLLAXE-Two Handed Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.	WEAPPole_POLLAXE-Two Handed Scrape Fast_B00M_MMCK.wav	WEAPPole_POLLAXE-Two Handed Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLLAXE-Two Handed Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.	WEAPPole_POLLAXE-Two Handed Scrape Slow_B00M_MMCK.wav	WEAPPole_POLLAXE-Two Handed Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_POLLAXE-Two Handed Unequip_B00M_MMCK.wav	Soft scraping with hit.	WEAPPole_POLLAXE-Two Handed Unequip_B00M_MMCK.wav	WEAPPole_POLLAXE-Two Handed Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

WEAPPole_SPEAR-Two Handed Equip 01_B00M_MMCK.wav	Short and slow scraping.	WEAPPole_SPEAR-Two Handed Equip 01_B00M_MMCK.wav	WEAPPole_SPEAR-Two Handed Equip 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_SPEAR-Two Handed Equip 02_B00M_MMCK.wav	Short and fast scraping.	WEAPPole_SPEAR-Two Handed Equip 02_B00M_MMCK.wav	WEAPPole_SPEAR-Two Handed Equip 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_SPEAR-Two Handed Grab_B00M_MMCK.wav	Soft and dull hit.	WEAPPole_SPEAR-Two Handed Grab_B00M_MMCK.wav	WEAPPole_SPEAR-Two Handed Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_SPEAR-Two Handed Handling_B00M_MMCK.wav	Soft and quiet rattling.	WEAPPole_SPEAR-Two Handed Handling_B00M_MMCK.wav	WEAPPole_SPEAR-Two Handed Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_SPEAR-Two Handed Impact Hard_B00M_MMCK.wav	Hard hit with some ringing.	WEAPPole_SPEAR-Two Handed Impact Hard_B00M_MMCK.wav	WEAPPole_SPEAR-Two Handed Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_SPEAR-Two Handed Impact_B00M_MMCK.wav	Hard hit with some ringing.	WEAPPole_SPEAR-Two Handed Impact_B00M_MMCK.wav	WEAPPole_SPEAR-Two Handed Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_SPEAR-Two Handed Parry_B00M_MMCK.wav	Fast and soft hits.	WEAPPole_SPEAR-Two Handed Parry_B00M_MMCK.wav	WEAPPole_SPEAR-Two Handed Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_SPEAR-Two Handed Scrape Fast_B00M_MMCK.wav	Hard and sharp scraping.	WEAPPole_SPEAR-Two Handed Scrape Fast_B00M_MMCK.wav	WEAPPole_SPEAR-Two Handed Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_SPEAR-Two Handed Scrape Slow_B00M_MMCK.wav	Slow and sharp scraping.	WEAPPole_SPEAR-Two Handed Scrape Slow_B00M_MMCK.wav	WEAPPole_SPEAR-Two Handed Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_SPEAR-Two Handed Unequip 01_B00M_MMCK.wav	Heavy dragging with some clicks.	WEAPPole_SPEAR-Two Handed Unequip 01_B00M_MMCK.wav	WEAPPole_SPEAR-Two Handed Unequip 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_SPEAR-Two Handed Unequip 02_B00M_MMCK.wav	Heavy dragging with some clicks.	WEAPPole_SPEAR-Two Handed Unequip 02_B00M_MMCK.wav	WEAPPole_SPEAR-Two Handed Unequip 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPPole_SPEAR-Two Handed Unequip 03_B00M_MMCK.wav	Heavy dragging with some clicks.	WEAPPole_SPEAR-Two Handed Unequip 03_B00M_MMCK.wav	WEAPPole_SPEAR-Two Handed Unequip 03_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_KATANA-One Handed Equip_B00M_MMCK.wav	Fast and hard scraping.	WEAPSwrd_KATANA-One Handed Equip_B00M_MMCK.wav	WEAPSwrd_KATANA-One Handed Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_KATANA-One Handed Ringout_B00M_MMCK.wav	Hard hit with sharp ringing.	WEAPSwrd_KATANA-One Handed Ringout_B00M_MMCK.wav	WEAPSwrd_KATANA-One Handed Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_KATANA-One Handed Scrape Constant 01_B00M_MMCK.wav	Continuous and sharp scraping.	WEAPSwrd_KATANA-One Handed Scrape Constant 01_B00M_MMCK.wav	WEAPSwrd_KATANA-One Handed Scrape Constant 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_KATANA-One Handed Scrape Constant 02_B00M_MMCK.wav	Continuous and sharp scraping.	WEAPSwrd_KATANA-One Handed Scrape Constant 02_B00M_MMCK.wav	WEAPSwrd_KATANA-One Handed Scrape Constant 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_KATANA-One Handed Scrape Fast 01_B00M_MMCK.wav	Quick and short scraping with ringing.	WEAPSwrd_KATANA-One Handed Scrape Fast 01_B00M_MMCK.wav	WEAPSwrd_KATANA-One Handed Scrape Fast 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_KATANA-One Handed Scrape Fast 02_B00M_MMCK.wav	Fast swish with sharp ringing.	WEAPSwrd_KATANA-One Handed Scrape Fast 02_B00M_MMCK.wav	WEAPSwrd_KATANA-One Handed Scrape Fast 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_KATANA-One Handed Scrape Slow_B00M_MMCK.wav	Slow and sharp scraping.	WEAPSwrd_KATANA-One Handed Scrape Slow_B00M_MMCK.wav	WEAPSwrd_KATANA-One Handed Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_KATANA-One Handed Unequip_B00M_MMCK.wav	Short and soft scraping.	WEAPSwrd_KATANA-One Handed Unequip_B00M_MMCK.wav	WEAPSwrd_KATANA-One Handed Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Clash Block 01_B00M_MMCK.wav	Hard hits with clangs.	WEAPSwrd_SWORD-Clash Block 01_B00M_MMCK.wav	WEAPSwrd_SWORD-Clash Block 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Clash Block 02_B00M_MMCK.wav	Hard hits with clangs.	WEAPSwrd_SWORD-Clash Block 02_B00M_MMCK.wav	WEAPSwrd_SWORD-Clash Block 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Clash Block Complex_B00M_MMCK.wav	Several hard hits with clangs.	WEAPSwrd_SWORD-Clash Block Complex_B00M_MMCK.wav	WEAPSwrd_SWORD-Clash Block Complex_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Clash Block Ringout High_B00M_MMCK.wav	Single hard hit with high pitched ringing.	WEAPSwrd_SWORD-Clash Block Ringout High_B00M_MMCK.wav	WEAPSwrd_SWORD-Clash Block Ringout High_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Clash Block Ringout Resonate_B00M_MMCK.wav	Single rough hit with ringing.	WEAPSwrd_SWORD-Clash Block Ringout Resonate_B00M_MMCK.wav	WEAPSwrd_SWORD-Clash Block Ringout Resonate_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Clash Block Ringout_B00M_MMCK.wav	Hard hit with clang and some ringing.	WEAPSwrd_SWORD-Clash Block Ringout_B00M_MMCK.wav	WEAPSwrd_SWORD-Clash Block Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One And A Half Handed Equip_B00M_MMCK.wav	Hard and heavy scraping.	WEAPSwrd_SWORD-One And A Half Handed Equip_B00M_MMCK.wav	WEAPSwrd_SWORD-One And A Half Handed Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One And A Half Handed Grab_B00M_MMCK.wav	Hard and dull hit.	WEAPSwrd_SWORD-One And A Half Handed Grab_B00M_MMCK.wav	WEAPSwrd_SWORD-One And A Half Handed Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

WEAPSwrd_SWORD-One And A Half Handed Handle Clash_B00M_MMCK.wav	Hard and loud clangs.	WEAPSwrd_SWORD-One And A Half Handed Handle Clash_B00M_MMCK.wav	WEAPSwrd_SWORD-One And A Half Handed Handle Clash_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One And A Half Handed Handling Short_B00M_MMCK.wav	Hard hit with some rattling.	WEAPSwrd_SWORD-One And A Half Handed Handling Short_B00M_MMCK.wav	WEAPSwrd_SWORD-One And A Half Handed Handling Short_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One And A Half Handed Impact Hard 01_B00M_MMCK.wav	Hard hit with clang.	WEAPSwrd_SWORD-One And A Half Handed Impact Hard 01_B00M_MMCK.wav	WEAPSwrd_SWORD-One And A Half Handed Impact Hard 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One And A Half Handed Impact Hard 02_B00M_MMCK.wav	Hard hit with clang.	WEAPSwrd_SWORD-One And A Half Handed Impact Hard 02_B00M_MMCK.wav	WEAPSwrd_SWORD-One And A Half Handed Impact Hard 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One And A Half Handed Impact Soft_B00M_MMCK.wav	Soft hit with clang.	WEAPSwrd_SWORD-One And A Half Handed Impact Soft_B00M_MMCK.wav	WEAPSwrd_SWORD-One And A Half Handed Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One And A Half Handed Ringout_B00M_MMCK.wav	Single hit with ringing.	WEAPSwrd_SWORD-One And A Half Handed Ringout_B00M_MMCK.wav	WEAPSwrd_SWORD-One And A Half Handed Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One And A Half Handed Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.	WEAPSwrd_SWORD-One And A Half Handed Scrape Fast_B00M_MMCK.wav	WEAPSwrd_SWORD-One And A Half Handed Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One And A Half Handed Scrape Parry_B00M_MMCK.wav	Hard hits with clangs.	WEAPSwrd_SWORD-One And A Half Handed Scrape Parry_B00M_MMCK.wav	WEAPSwrd_SWORD-One And A Half Handed Scrape Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One And A Half Handed Scrape Slow_B00M_MMCK.wav	Hard and slow scraping.	WEAPSwrd_SWORD-One And A Half Handed Scrape Slow_B00M_MMCK.wav	WEAPSwrd_SWORD-One And A Half Handed Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One And A Half Handed Unequip_B00M_MMCK.wav	Hit and hard scraping.	WEAPSwrd_SWORD-One And A Half Handed Unequip_B00M_MMCK.wav	WEAPSwrd_SWORD-One And A Half Handed Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 01 Block_B00M_MMCK.wav	Hard and short scraping with some ringing.	WEAPSwrd_SWORD-One Handed 01 Block_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 01 Block_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 01 Drag_B00M_MMCK.wav	Hard and slow dragging.	WEAPSwrd_SWORD-One Handed 01 Drag_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 01 Drag_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 01 Equip_B00M_MMCK.wav	Hit and hard scraping.	WEAPSwrd_SWORD-One Handed 01 Equip_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 01 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 01 Handling_B00M_MMCK.wav	Hard hits with some rattling.	WEAPSwrd_SWORD-One Handed 01 Handling_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 01 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 01 Impact Hard_B00M_MMCK.wav	Hard hit with sharp ringing.	WEAPSwrd_SWORD-One Handed 01 Impact Hard_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 01 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 01 Impact Soft_B00M_MMCK.wav	Soft hit with ringing.	WEAPSwrd_SWORD-One Handed 01 Impact Soft_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 01 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 01 Ringout_B00M_MMCK.wav	Heavy hit with sharp ringing.	WEAPSwrd_SWORD-One Handed 01 Ringout_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 01 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 01 Scrape Fast_B00M_MMCK.wav	Quick and heavy scraping.	WEAPSwrd_SWORD-One Handed 01 Scrape Fast_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 01 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 01 Scrape Slow_B00M_MMCK.wav	Slow and heavy scraping.	WEAPSwrd_SWORD-One Handed 01 Scrape Slow_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 01 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 01 Sheat_B00M_MMCK.wav	Slow scraping and hit.	WEAPSwrd_SWORD-One Handed 01 Sheat_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 01 Sheat_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 02 Block_B00M_MMCK.wav	Hard and short scraping with some ringing.	WEAPSwrd_SWORD-One Handed 02 Block_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 02 Block_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 02 Drag_B00M_MMCK.wav	Hard and slow dragging.	WEAPSwrd_SWORD-One Handed 02 Drag_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 02 Drag_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 02 Equip_B00M_MMCK.wav	Hard and heavy scraping.	WEAPSwrd_SWORD-One Handed 02 Equip_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 02 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 02 Handling_B00M_MMCK.wav	Hard hits with some rattling.	WEAPSwrd_SWORD-One Handed 02 Handling_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 02 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 02 Impact Sharp Solid_B00M_MMCK.wav	Hard hit with sharp ringing.	WEAPSwrd_SWORD-One Handed 02 Impact Sharp Solid_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 02 Impact Sharp Solid_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 02 Impact Sharp Tonal_B00M_MMCK.wav	Soft hit with ringing.	WEAPSwrd_SWORD-One Handed 02 Impact Sharp Tonal_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 02 Impact Sharp Tonal_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed 02 Impact Soft_B00M_MMCK.wav	Heavy hit with sharp ringing.	WEAPSwrd_SWORD-One Handed 02 Impact Soft_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 02 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

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WEAPSwrd_SWORD-One Handed 08 Unequip_B00M_MMCK.wav	Soft scraping with hit.	WEAPSwrd_SWORD-One Handed 08 Unequip_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed 08 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Clean Impact_B00M_MMCK.wav	Hit with subtle clang.	WEAPSwrd_SWORD-One Handed Clean Impact_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Clean Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rapier Equip_B00M_MMCK.wav	Hard, deep, and gritty hit.	WEAPSwrd_SWORD-One Handed Rapier Equip_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rapier Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rapier Unequip 01_B00M_MMCK.wav	Hard and wavering scraping.	WEAPSwrd_SWORD-One Handed Rapier Unequip 01_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rapier Unequip 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rapier Unequip 02_B00M_MMCK.wav	Hard and wavering scraping.	WEAPSwrd_SWORD-One Handed Rapier Unequip 02_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rapier Unequip 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rapier Unequip 03_B00M_MMCK.wav	Hard and wavering scraping.	WEAPSwrd_SWORD-One Handed Rapier Unequip 03_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rapier Unequip 03_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Equip Sheath_B00M_MMCK.wav	Soft and smooth scraping.	WEAPSwrd_SWORD-One Handed Rusty Sabre Equip Sheath_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Equip Sheath_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Equip_B00M_MMCK.wav	Hard and slow scraping.	WEAPSwrd_SWORD-One Handed Rusty Sabre Equip_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Grab_B00M_MMCK.wav	Hard and dull hit.	WEAPSwrd_SWORD-One Handed Rusty Sabre Grab_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Handling Alt_B00M_MMCK.wav	Soft and quiet rattling.	WEAPSwrd_SWORD-One Handed Rusty Sabre Handling Alt_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Handling Alt_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Handling Long_B00M_MMCK.wav	Soft and heavy rattling.	WEAPSwrd_SWORD-One Handed Rusty Sabre Handling Long_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Handling Long_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Handling Subtle_B00M_MMCK.wav	Hard and quick hit with some rattling.	WEAPSwrd_SWORD-One Handed Rusty Sabre Handling Subtle_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Handling Subtle_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Handling_B00M_MMCK.wav	Hard, short, and wavering scraping.	WEAPSwrd_SWORD-One Handed Rusty Sabre Handling_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Impact Hard 01_B00M_MMCK.wav	Single hard hit with some ringing.	WEAPSwrd_SWORD-One Handed Rusty Sabre Impact Hard 01_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Impact Hard 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Impact Hard Alternative_B00M_MMCK.wav	Hard hit with some ringing.	WEAPSwrd_SWORD-One Handed Rusty Sabre Impact Hard Alternative_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Impact Hard Alternative_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Impact Soft_B00M_MMCK.wav	Soft hit with clang.	WEAPSwrd_SWORD-One Handed Rusty Sabre Impact Soft_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Ringout_B00M_MMCK.wav	Single hard hit with sharp ringing.	WEAPSwrd_SWORD-One Handed Rusty Sabre Ringout_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.	WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Fast_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Parry_B00M_MMCK.wav	Hard and short scraping.	WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Parry_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Slow In_B00M_MMCK.wav	Slow and hard scraping.	WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Slow In_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Slow In_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Slow Out_B00M_MMCK.wav	Slow and hard scraping with ringing.	WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Slow Out_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Scrape Slow Out_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Unequip Sheath_B00M_MMCK.wav	Short, hard, and fast taps.	WEAPSwrd_SWORD-One Handed Rusty Sabre Unequip Sheath_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Unequip Sheath_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Rusty Sabre Unequip_B00M_MMCK.wav	Hard and slow scraping.	WEAPSwrd_SWORD-One Handed Rusty Sabre Unequip_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Rusty Sabre Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Sabre Grab_B00M_MMCK.wav	Single hard and dull hit.	WEAPSwrd_SWORD-One Handed Sabre Grab_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Sabre Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

WEAPSwrd_SWORD-One Handed Sabre Handling_B00M_MMCK.wav	Soft and quiet rattling.	WEAPSwrd_SWORD-One Handed Sabre Handling_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Sabre Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Sabre Impact Dampened_B00M_MMCK.wav	Hard and quick hit.	WEAPSwrd_SWORD-One Handed Sabre Impact Dampened_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Sabre Impact Dampened_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Sabre Impact_B00M_MMCK.wav	Single hard hit with ringing.	WEAPSwrd_SWORD-One Handed Sabre Impact_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Sabre Impact_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Sabre Parry_B00M_MMCK.wav	Hard and short scrapings.	WEAPSwrd_SWORD-One Handed Sabre Parry_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Sabre Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Sabre Scrape Fast_B00M_MMCK.wav	Hard and quick scraping with ringing.	WEAPSwrd_SWORD-One Handed Sabre Scrape Fast_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Sabre Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Sabre Scrape Slow 01_B00M_MMCK.wav	Hard and slow scraping with ringing.	WEAPSwrd_SWORD-One Handed Sabre Scrape Slow 01_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Sabre Scrape Slow 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Sabre Scrape Slow 02_B00M_MMCK.wav	Hard and slow scraping with ringing.	WEAPSwrd_SWORD-One Handed Sabre Scrape Slow 02_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Sabre Scrape Slow 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Sabre Unequip 01_B00M_MMCK.wav	Hard and short taps.	WEAPSwrd_SWORD-One Handed Sabre Unequip 01_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Sabre Unequip 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Sabre Unequip 02_B00M_MMCK.wav	Very short and hard scraping.	WEAPSwrd_SWORD-One Handed Sabre Unequip 02_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Sabre Unequip 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 01 Equip_B00M_MMCK.wav	Soft and short scraping.	WEAPSwrd_SWORD-One Handed Small 01 Equip_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 01 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 01 Grab_B00M_MMCK.wav	Quiet and dull hit.	WEAPSwrd_SWORD-One Handed Small 01 Grab_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 01 Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 01 Handling_B00M_MMCK.wav	Soft and short rattling.	WEAPSwrd_SWORD-One Handed Small 01 Handling_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 01 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 01 Impact Hard_B00M_MMCK.wav	Hard and short hit.	WEAPSwrd_SWORD-One Handed Small 01 Impact Hard_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 01 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 01 Impact Soft_B00M_MMCK.wav	Soft and short hit.	WEAPSwrd_SWORD-One Handed Small 01 Impact Soft_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 01 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 01 Parry_B00M_MMCK.wav	Fast and short rattling.	WEAPSwrd_SWORD-One Handed Small 01 Parry_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 01 Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 01 Ringout_B00M_MMCK.wav	Hard hit with ringing.	WEAPSwrd_SWORD-One Handed Small 01 Ringout_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 01 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 01 Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.	WEAPSwrd_SWORD-One Handed Small 01 Scrape Fast_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 01 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 01 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.	WEAPSwrd_SWORD-One Handed Small 01 Scrape Slow_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 01 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 01 Unequip_B00M_MMCK.wav	Short and quiet scraping.	WEAPSwrd_SWORD-One Handed Small 01 Unequip_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 01 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 02 Equip_B00M_MMCK.wav	Soft and quiet scraping.	WEAPSwrd_SWORD-One Handed Small 02 Equip_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 02 Equip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 02 Grab_B00M_MMCK.wav	Soft and subtle hit.	WEAPSwrd_SWORD-One Handed Small 02 Grab_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 02 Grab_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 02 Handling_B00M_MMCK.wav	Soft hits with clangs.	WEAPSwrd_SWORD-One Handed Small 02 Handling_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 02 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 02 Impact Hard_B00M_MMCK.wav	Hard hit with sharp ringing.	WEAPSwrd_SWORD-One Handed Small 02 Impact Hard_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 02 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 02 Impact Soft_B00M_MMCK.wav	Soft hit with ringing.	WEAPSwrd_SWORD-One Handed Small 02 Impact Soft_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 02 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 02 Parry_B00M_MMCK.wav	Soft and quiet clicks.	WEAPSwrd_SWORD-One Handed Small 02 Parry_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 02 Parry_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-One Handed Small 02 Ringout_B00M_MMCK.wav	Single hit with sharp ringing.	WEAPSwrd_SWORD-One Handed Small 02 Ringout_B00M_MMCK.wav	WEAPSwrd_SWORD-One Handed Small 02 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0

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WEAPSwrd_SWORD-Two Handed 03 Impact Hard _B00M_MMCK.wav	Hard hit with sharp ringing.	WEAPSwrd_SWORD-Two Handed 03 Impact Hard _B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 03 Impact Hard _B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 03 Impact Soft_B00M_MMCK.wav	Soft hit with some ringing.	WEAPSwrd_SWORD-Two Handed 03 Impact Soft_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 03 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 03 Ringout_B00M_MMCK.wav	Single heavy hit with sharp ringing.	WEAPSwrd_SWORD-Two Handed 03 Ringout_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 03 Ringout_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 03 Scrape Fast_B00M_MMCK.wav	Quick and hard scraping.	WEAPSwrd_SWORD-Two Handed 03 Scrape Fast_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 03 Scrape Fast_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 03 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.	WEAPSwrd_SWORD-Two Handed 03 Scrape Slow_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 03 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 03 Sheat_B00M_MMCK.wav	Slow and hard scraping with hit.	WEAPSwrd_SWORD-Two Handed 03 Sheat_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 03 Sheat_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 04 Handling_B00M_MMCK.wav	Soft clangs with some rattling.	WEAPSwrd_SWORD-Two Handed 04 Handling_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 04 Handling_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 04 Impact Dampened_B00M_MMCK.wav	Short and hard hits.	WEAPSwrd_SWORD-Two Handed 04 Impact Dampened_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 04 Impact Dampened_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 04 Impact Hard_B00M_MMCK.wav	Short and hard hit with ringing.	WEAPSwrd_SWORD-Two Handed 04 Impact Hard_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 04 Impact Hard_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 04 Impact Scrape_B00M_MMCK.wav	Short and hard scraping.	WEAPSwrd_SWORD-Two Handed 04 Impact Scrape_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 04 Impact Scrape_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 04 Impact Soft_B00M_MMCK.wav	Soft and hard hits with clangs.	WEAPSwrd_SWORD-Two Handed 04 Impact Soft_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 04 Impact Soft_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 04 Parry 01_B00M_MMCK.wav	Hard and short rattling.	WEAPSwrd_SWORD-Two Handed 04 Parry 01_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 04 Parry 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 04 Parry 02_B00M_MMCK.wav	Hard and short rattling.	WEAPSwrd_SWORD-Two Handed 04 Parry 02_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 04 Parry 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 04 Scrape Fast 01_B00M_MMCK.wav	Quick and hard scraping.	WEAPSwrd_SWORD-Two Handed 04 Scrape Fast 01_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 04 Scrape Fast 01_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 04 Scrape Fast 02_B00M_MMCK.wav	Quick and hard scraping.	WEAPSwrd_SWORD-Two Handed 04 Scrape Fast 02_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 04 Scrape Fast 02_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 04 Scrape Slow_B00M_MMCK.wav	Slow and hard scraping.	WEAPSwrd_SWORD-Two Handed 04 Scrape Slow_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 04 Scrape Slow_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
WEAPSwrd_SWORD-Two Handed 04 Unequip_B00M_MMCK.wav	Slow and hard dragging with hit.	WEAPSwrd_SWORD-Two Handed 04 Unequip_B00M_MMCK.wav	WEAPSwrd_SWORD-Two Handed 04 Unequip_B00M_MMCK.wav	Medieval Melee		MMCK	0	0
GOREStab_GORE-Slice Small_B00M_MMDS.wav	Heavy impact with squishy tail.	GOREStab_GORE-Slice Small_B00M_MMDS.wav	GOREStab_GORE-Slice Small_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
GOREStab_GORE-Slice Medium_B00M_MMDS.wav	Hard, heavy, wet, and mushy hit.	GOREStab_GORE-Slice Medium_B00M_MMDS.wav	GOREStab_GORE-Slice Medium_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
GOREStab_GORE-Slice Large_B00M_MMDS.wav	Hard, wet, and mushy hit.	GOREStab_GORE-Slice Large_B00M_MMDS.wav	GOREStab_GORE-Slice Large_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
GOREStab_GORE-Stab Small_B00M_MMDS.wav	Very heavy, fast, and mushy cut with liquid droplets.	GOREStab_GORE-Stab Small_B00M_MMDS.wav	GOREStab_GORE-Stab Small_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
GOREStab_GORE-Stab Medium_B00M_MMDS.wav	Harsh and fast swishing with wet, dripping tail.	GOREStab_GORE-Stab Medium_B00M_MMDS.wav	GOREStab_GORE-Stab Medium_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
GOREStab_GORE-Stab Large_B00M_MMDS.wav	Hard, fast, and muchy cut with liquid droplets.	GOREStab_GORE-Stab Large_B00M_MMDS.wav	GOREStab_GORE-Stab Large_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
GOREStab_GORE-Impact Small_B00M_MMDS.wav	Very heavy, fast, and mushy hit with liquid droplets.	GOREStab_GORE-Impact Small_B00M_MMDS.wav	GOREStab_GORE-Impact Small_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
GOREStab_GORE-Impact Medium_B00M_MMDS.wav	Short and squishy impact with some crunching.	GOREStab_GORE-Impact Medium_B00M_MMDS.wav	GOREStab_GORE-Impact Medium_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
GOREStab_GORE-Impact Large_B00M_MMDS.wav	Short, fast, hard, and mushy hit with liquid droplets.	GOREStab_GORE-Impact Large_B00M_MMDS.wav	GOREStab_GORE-Impact Large_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD METAL- Deflect_B00M_MMDS.wav	Hard hit with some shaking and clang.	WEAPArmr_SHIELD METAL- Deflect_B00M_MMDS.wav	WEAPArmr_SHIELD METAL- Deflect_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD METAL- Equip_B00M_MMDS.wav	Hard rattling and hits.	WEAPArmr_SHIELD METAL- Equip_B00M_MMDS.wav	WEAPArmr_SHIELD METAL- Equip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0

WEAPArmr_SHIELD METAL-Finisher_B00M_MMDS.wav	Metal swish, followed by hard and liquid hit.	WEAPArmr_SHIELD METAL-Finisher_B00M_MMDS.wav	WEAPArmr_SHIELD METAL-Finisher_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD METAL-Impact Hard_B00M_MMDS.wav	Hard and shaky hit with some ringing.	WEAPArmr_SHIELD METAL-Impact Hard_B00M_MMDS.wav	WEAPArmr_SHIELD METAL-Impact Hard_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD METAL-Impact Soft_B00M_MMDS.wav	Heavy hit with some ringing.	WEAPArmr_SHIELD METAL-Impact Soft_B00M_MMDS.wav	WEAPArmr_SHIELD METAL-Impact Soft_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD METAL-Unequip_B00M_MMDS.wav	Fast rattling and hits.	WEAPArmr_SHIELD METAL-Unequip_B00M_MMDS.wav	WEAPArmr_SHIELD METAL-Unequip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD METAL-Whoosh Long_B00M_MMDS.wav	Long blow with metallic clangs.	WEAPArmr_SHIELD METAL-Whoosh Long_B00M_MMDS.wav	WEAPArmr_SHIELD METAL-Whoosh Long_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD METAL-Whoosh Short_B00M_MMDS.wav	Short blow with metallic clangs.	WEAPArmr_SHIELD METAL-Whoosh Short_B00M_MMDS.wav	WEAPArmr_SHIELD METAL-Whoosh Short_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD WOOD-Deflect_B00M_MMDS.wav	Hard hit with some shaking.	WEAPArmr_SHIELD WOOD-Deflect_B00M_MMDS.wav	WEAPArmr_SHIELD WOOD-Deflect_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD WOOD-Equip_B00M_MMDS.wav	Hard and chaotic hits.	WEAPArmr_SHIELD WOOD-Equip_B00M_MMDS.wav	WEAPArmr_SHIELD WOOD-Equip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD WOOD-Finisher_B00M_MMDS.wav	Fast blow and liquid hit.	WEAPArmr_SHIELD WOOD-Finisher_B00M_MMDS.wav	WEAPArmr_SHIELD WOOD-Finisher_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD WOOD-Impact Hard_B00M_MMDS.wav	Fast and hard hit with some shaking.	WEAPArmr_SHIELD WOOD-Impact Hard_B00M_MMDS.wav	WEAPArmr_SHIELD WOOD-Impact Hard_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD WOOD-Impact Soft_B00M_MMDS.wav	Soft and fast hit with some shaking.	WEAPArmr_SHIELD WOOD-Impact Soft_B00M_MMDS.wav	WEAPArmr_SHIELD WOOD-Impact Soft_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD WOOD-Unequip_B00M_MMDS.wav	Short dragging and rattling.	WEAPArmr_SHIELD WOOD-Unequip_B00M_MMDS.wav	WEAPArmr_SHIELD WOOD-Unequip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD WOOD-Whoosh Long_B00M_MMDS.wav	Long and hard whoosh.	WEAPArmr_SHIELD WOOD-Whoosh Long_B00M_MMDS.wav	WEAPArmr_SHIELD WOOD-Whoosh Long_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPArmr_SHIELD WOOD-Whoosh Short_B00M_MMDS.wav	Quick and hard whoosh.	WEAPArmr_SHIELD WOOD-Whoosh Short_B00M_MMDS.wav	WEAPArmr_SHIELD WOOD-Whoosh Short_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_FLAIL-Deflect Body_B00M_MMDS.wav	Hard hit and shattering.	WEAPBlnt_FLAIL-Deflect Body_B00M_MMDS.wav	WEAPBlnt_FLAIL-Deflect Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_FLAIL-Deflect Tail_B00M_MMDS.wav	Single hard hit and ringing.	WEAPBlnt_FLAIL-Deflect Tail_B00M_MMDS.wav	WEAPBlnt_FLAIL-Deflect Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_FLAIL-Deflect_B00M_MMDS.wav	Double hit and ringing. Single hit in some variations.	WEAPBlnt_FLAIL-Deflect_B00M_MMDS.wav	WEAPBlnt_FLAIL-Deflect_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_FLAIL-Equip_B00M_MMDS.wav	Fast and hard shattering.	WEAPBlnt_FLAIL-Equip_B00M_MMDS.wav	WEAPBlnt_FLAIL-Equip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_FLAIL-Finisher_B00M_MMDS.wav	Hard shattering with liquid element.	WEAPBlnt_FLAIL-Finisher_B00M_MMDS.wav	WEAPBlnt_FLAIL-Finisher_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_FLAIL-Impact Hard Body_B00M_MMDS.wav	Heavy hit with shattering.	WEAPBlnt_FLAIL-Impact Hard Body_B00M_MMDS.wav	WEAPBlnt_FLAIL-Impact Hard Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_FLAIL-Impact Hard Tail_B00M_MMDS.wav	Soft hit with ringing.	WEAPBlnt_FLAIL-Impact Hard Tail_B00M_MMDS.wav	WEAPBlnt_FLAIL-Impact Hard Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_FLAIL-Impact Hard_B00M_MMDS.wav	Hard hit with ringing and shattering.	WEAPBlnt_FLAIL-Impact Hard_B00M_MMDS.wav	WEAPBlnt_FLAIL-Impact Hard_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_FLAIL-Impact Soft_B00M_MMDS.wav	Soft hit with ringing and shattering.	WEAPBlnt_FLAIL-Impact Soft_B00M_MMDS.wav	WEAPBlnt_FLAIL-Impact Soft_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_FLAIL-Unequip_B00M_MMDS.wav	Short and fast shattering.	WEAPBlnt_FLAIL-Unequip_B00M_MMDS.wav	WEAPBlnt_FLAIL-Unequip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_FLAIL-Whoosh Long_B00M_MMDS.wav	Wavering whoosh with shattering.	WEAPBlnt_FLAIL-Whoosh Long_B00M_MMDS.wav	WEAPBlnt_FLAIL-Whoosh Long_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_FLAIL-Whoosh Short_B00M_MMDS.wav	Short whoosh with shattering.	WEAPBlnt_FLAIL-Whoosh Short_B00M_MMDS.wav	WEAPBlnt_FLAIL-Whoosh Short_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_HAMMER LARGE-Deflect Body_B00M_MMDS.wav	Hard hits and clangs.	WEAPBlnt_HAMMER LARGE-Deflect Body_B00M_MMDS.wav	WEAPBlnt_HAMMER LARGE-Deflect Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_HAMMER LARGE-Deflect Tail_B00M_MMDS.wav	Hard hit with ringing.	WEAPBlnt_HAMMER LARGE-Deflect Tail_B00M_MMDS.wav	WEAPBlnt_HAMMER LARGE-Deflect Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_HAMMER LARGE-Deflect_B00M_MMDS.wav	Hard hits and ringing.	WEAPBlnt_HAMMER LARGE-Deflect_B00M_MMDS.wav	WEAPBlnt_HAMMER LARGE-Deflect_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_HAMMER LARGE-Equip_B00M_MMDS.wav	Fast and soft hits with clangs.	WEAPBlnt_HAMMER LARGE-Equip_B00M_MMDS.wav	WEAPBlnt_HAMMER LARGE-Equip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_HAMMER LARGE-Finisher_B00M_MMDS.wav	Blow and mushy hit with liquid droplets.	WEAPBlnt_HAMMER LARGE-Finisher_B00M_MMDS.wav	WEAPBlnt_HAMMER LARGE-Finisher_B00M_MMDS.wav	Medieval Melee		MMDS	0	0

WEAPBlnt_HAMMER LARGE-Impact Hard Body_B00M_MMDS.wav	Hard hit with ringing.	WEAPBlnt_HAMMER LARGE-Impact Hard Body_B00M_MMDS.wav	WEAPBlnt_HAMMER LARGE-Impact Hard Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_HAMMER LARGE-Impact Hard Tail_B00M_MMDS.wav	Hard hit with long ringing.	WEAPBlnt_HAMMER LARGE-Impact Hard Tail_B00M_MMDS.wav	WEAPBlnt_HAMMER LARGE-Impact Hard Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_HAMMER LARGE-Impact Hard_B00M_MMDS.wav	Hard hit with ringing.	WEAPBlnt_HAMMER LARGE-Impact Hard_B00M_MMDS.wav	WEAPBlnt_HAMMER LARGE-Impact Hard_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_HAMMER LARGE-Impact Soft_B00M_MMDS.wav	Soft hit with some ringing.	WEAPBlnt_HAMMER LARGE-Impact Soft_B00M_MMDS.wav	WEAPBlnt_HAMMER LARGE-Impact Soft_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_HAMMER LARGE-Unequip_B00M_MMDS.wav	Short and fast hits with clangs.	WEAPBlnt_HAMMER LARGE-Unequip_B00M_MMDS.wav	WEAPBlnt_HAMMER LARGE-Unequip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_HAMMER LARGE-Whoosh Long_B00M_MMDS.wav	Hard blow and some shaking.	WEAPBlnt_HAMMER LARGE-Whoosh Long_B00M_MMDS.wav	WEAPBlnt_HAMMER LARGE-Whoosh Long_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_HAMMER LARGE-Whoosh Short_B00M_MMDS.wav	Quick blow and some shaking.	WEAPBlnt_HAMMER LARGE-Whoosh Short_B00M_MMDS.wav	WEAPBlnt_HAMMER LARGE-Whoosh Short_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_MACE-Deflect Body_B00M_MMDS.wav	Short and fast hits with clangs.	WEAPBlnt_MACE-Deflect Body_B00M_MMDS.wav	WEAPBlnt_MACE-Deflect Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_MACE-Deflect Tail_B00M_MMDS.wav	Soft hit with ringing.	WEAPBlnt_MACE-Deflect Tail_B00M_MMDS.wav	WEAPBlnt_MACE-Deflect Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_MACE-Deflect_B00M_MMDS.wav	Heavy hit with ringing.	WEAPBlnt_MACE-Deflect_B00M_MMDS.wav	WEAPBlnt_MACE-Deflect_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_MACE-Equip_B00M_MMDS.wav	Hard hits and some dragging.	WEAPBlnt_MACE-Equip_B00M_MMDS.wav	WEAPBlnt_MACE-Equip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_MACE-Finisher_B00M_MMDS.wav	Hard blow and hit with liquid droplets.	WEAPBlnt_MACE-Finisher_B00M_MMDS.wav	WEAPBlnt_MACE-Finisher_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_MACE-Impact Hard Body_B00M_MMDS.wav	Short and hard hit with some ringing.	WEAPBlnt_MACE-Impact Hard Body_B00M_MMDS.wav	WEAPBlnt_MACE-Impact Hard Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_MACE-Impact Hard Tail_B00M_MMDS.wav	Hard hit with ringing.	WEAPBlnt_MACE-Impact Hard Tail_B00M_MMDS.wav	WEAPBlnt_MACE-Impact Hard Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_MACE-Impact Hard_B00M_MMDS.wav	Fast and heavy hit with ringing.	WEAPBlnt_MACE-Impact Hard_B00M_MMDS.wav	WEAPBlnt_MACE-Impact Hard_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_MACE-Impact Soft_B00M_MMDS.wav	Soft hit with some ringing.	WEAPBlnt_MACE-Impact Soft_B00M_MMDS.wav	WEAPBlnt_MACE-Impact Soft_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_MACE-Unequip_B00M_MMDS.wav	Short dragging sounds with soft hits.	WEAPBlnt_MACE-Unequip_B00M_MMDS.wav	WEAPBlnt_MACE-Unequip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_MACE-Whoosh Long_B00M_MMDS.wav	Long and shaky blow with ringing.	WEAPBlnt_MACE-Whoosh Long_B00M_MMDS.wav	WEAPBlnt_MACE-Whoosh Long_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_MACE-Whoosh Short_B00M_MMDS.wav	Quick blow with ringing.	WEAPBlnt_MACE-Whoosh Short_B00M_MMDS.wav	WEAPBlnt_MACE-Whoosh Short_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_WOODEN STAFF-Deflect Body_B00M_MMDS.wav	Short and hard hit.	WEAPBlnt_WOODEN STAFF-Deflect Body_B00M_MMDS.wav	WEAPBlnt_WOODEN STAFF-Deflect Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_WOODEN STAFF-Deflect Tail_B00M_MMDS.wav	Soft and quick shaking.	WEAPBlnt_WOODEN STAFF-Deflect Tail_B00M_MMDS.wav	WEAPBlnt_WOODEN STAFF-Deflect Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_WOODEN STAFF-Deflect_B00M_MMDS.wav	Short and fast hit with some shaking.	WEAPBlnt_WOODEN STAFF-Deflect_B00M_MMDS.wav	WEAPBlnt_WOODEN STAFF-Deflect_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_WOODEN STAFF-Equip_B00M_MMDS.wav	Soft hits with hard splashing.	WEAPBlnt_WOODEN STAFF-Equip_B00M_MMDS.wav	WEAPBlnt_WOODEN STAFF-Equip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_WOODEN STAFF-Finisher_B00M_MMDS.wav	Hard blow and hit with liquid droplets.	WEAPBlnt_WOODEN STAFF-Finisher_B00M_MMDS.wav	WEAPBlnt_WOODEN STAFF-Finisher_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_WOODEN STAFF-Impact Hard Body_B00M_MMDS.wav	Fast and hard hit.	WEAPBlnt_WOODEN STAFF-Impact Hard Body_B00M_MMDS.wav	WEAPBlnt_WOODEN STAFF-Impact Hard Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_WOODEN STAFF-Impact Hard Tail_B00M_MMDS.wav	Fast, short, and hard hit.	WEAPBlnt_WOODEN STAFF-Impact Hard Tail_B00M_MMDS.wav	WEAPBlnt_WOODEN STAFF-Impact Hard Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_WOODEN STAFF-Impact Hard_B00M_MMDS.wav	Hard and fast hit.	WEAPBlnt_WOODEN STAFF-Impact Hard_B00M_MMDS.wav	WEAPBlnt_WOODEN STAFF-Impact Hard_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_WOODEN STAFF-Impact Soft_B00M_MMDS.wav	Soft and fast hit.	WEAPBlnt_WOODEN STAFF-Impact Soft_B00M_MMDS.wav	WEAPBlnt_WOODEN STAFF-Impact Soft_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_WOODEN STAFF-Unequip_B00M_MMDS.wav	Shaking with hit and hard splashing.	WEAPBlnt_WOODEN STAFF-Unequip_B00M_MMDS.wav	WEAPBlnt_WOODEN STAFF-Unequip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0

WEAPBlnt_WOODEN STAFF-Whoosh Long_B00M_MMDS.wav	Fast and hard blow.	WEAPBlnt_WOODEN STAFF-Whoosh Long_B00M_MMDS.wav	WEAPBlnt_WOODEN STAFF-Whoosh Long_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPBlnt_WOODEN STAFF-Whoosh Short_B00M_MMDS.wav	Short, fast, and hard blow.	WEAPBlnt_WOODEN STAFF-Whoosh Short_B00M_MMDS.wav	WEAPBlnt_WOODEN STAFF-Whoosh Short_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPKnif_DAGGER-Deflect Body_B00M_MMDS.wav	Quick hits and rattling.	WEAPKnif_DAGGER-Deflect Body_B00M_MMDS.wav	WEAPKnif_DAGGER-Deflect Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPKnif_DAGGER-Deflect Tail_B00M_MMDS.wav	Soft hit with ringing.	WEAPKnif_DAGGER-Deflect Tail_B00M_MMDS.wav	WEAPKnif_DAGGER-Deflect Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPKnif_DAGGER-Deflect_B00M_MMDS.wav	Hard hit with ringing.	WEAPKnif_DAGGER-Deflect_B00M_MMDS.wav	WEAPKnif_DAGGER-Deflect_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPKnif_DAGGER-Equip_B00M_MMDS.wav	Soft hits, clangs, and ringing.	WEAPKnif_DAGGER-Equip_B00M_MMDS.wav	WEAPKnif_DAGGER-Equip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPKnif_DAGGER-Finisher_B00M_MMDS.wav	Hard blow and liquid hit.	WEAPKnif_DAGGER-Finisher_B00M_MMDS.wav	WEAPKnif_DAGGER-Finisher_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPKnif_DAGGER-Impact Hard Body_B00M_MMDS.wav	Hard hit with clang.	WEAPKnif_DAGGER-Impact Hard Body_B00M_MMDS.wav	WEAPKnif_DAGGER-Impact Hard Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPKnif_DAGGER-Impact Hard Tail_B00M_MMDS.wav	Single hard hit with sharp ringing.	WEAPKnif_DAGGER-Impact Hard Tail_B00M_MMDS.wav	WEAPKnif_DAGGER-Impact Hard Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPKnif_DAGGER-Impact Hard_B00M_MMDS.wav	Single hard hit with ringing.	WEAPKnif_DAGGER-Impact Hard_B00M_MMDS.wav	WEAPKnif_DAGGER-Impact Hard_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPKnif_DAGGER-Impact Soft_B00M_MMDS.wav	Soft hit with some ringing.	WEAPKnif_DAGGER-Impact Soft_B00M_MMDS.wav	WEAPKnif_DAGGER-Impact Soft_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPKnif_DAGGER-Unequip_B00M_MMDS.wav	Soft and fast scratches.	WEAPKnif_DAGGER-Unequip_B00M_MMDS.wav	WEAPKnif_DAGGER-Unequip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPKnif_DAGGER-Whoosh Long_B00M_MMDS.wav	Fast and hard blow.	WEAPKnif_DAGGER-Whoosh Long_B00M_MMDS.wav	WEAPKnif_DAGGER-Whoosh Long_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPKnif_DAGGER-Whoosh Short_B00M_MMDS.wav	Fast, short, and hard blow.	WEAPKnif_DAGGER-Whoosh Short_B00M_MMDS.wav	WEAPKnif_DAGGER-Whoosh Short_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE LARGE-Deflect Body_B00M_MMDS.wav	Hard hits with clangs.	WEAPMisc_AXE LARGE-Deflect Body_B00M_MMDS.wav	WEAPMisc_AXE LARGE-Deflect Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE LARGE-Deflect Tail_B00M_MMDS.wav	Soft hit with ringing.	WEAPMisc_AXE LARGE-Deflect Tail_B00M_MMDS.wav	WEAPMisc_AXE LARGE-Deflect Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE LARGE-Deflect_B00M_MMDS.wav	Hard hits with ringing.	WEAPMisc_AXE LARGE-Deflect_B00M_MMDS.wav	WEAPMisc_AXE LARGE-Deflect_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE LARGE-Equip_B00M_MMDS.wav	Hard hits with some shaking and ringing.	WEAPMisc_AXE LARGE-Equip_B00M_MMDS.wav	WEAPMisc_AXE LARGE-Equip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE LARGE-Finisher_B00M_MMDS.wav	Heavy hit with some ringing and liquid droplets.	WEAPMisc_AXE LARGE-Finisher_B00M_MMDS.wav	WEAPMisc_AXE LARGE-Finisher_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE LARGE-Impact Hard Body_B00M_MMDS.wav	Short and hard hit with some ringing.	WEAPMisc_AXE LARGE-Impact Hard Body_B00M_MMDS.wav	WEAPMisc_AXE LARGE-Impact Hard Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE LARGE-Impact Hard Tail_B00M_MMDS.wav	Hard hit with long ringing.	WEAPMisc_AXE LARGE-Impact Hard Tail_B00M_MMDS.wav	WEAPMisc_AXE LARGE-Impact Hard Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE LARGE-Impact Hard_B00M_MMDS.wav	Heavy ht with long ringing.	WEAPMisc_AXE LARGE-Impact Hard_B00M_MMDS.wav	WEAPMisc_AXE LARGE-Impact Hard_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE LARGE-Impact Soft_B00M_MMDS.wav	Short and soft hit with subtle ringing.	WEAPMisc_AXE LARGE-Impact Soft_B00M_MMDS.wav	WEAPMisc_AXE LARGE-Impact Soft_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE LARGE-Unequip_B00M_MMDS.wav	Hard hits and metallic movement.	WEAPMisc_AXE LARGE-Unequip_B00M_MMDS.wav	WEAPMisc_AXE LARGE-Unequip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE LARGE-Whoosh Long_B00M_MMDS.wav	Hard and slow blow.	WEAPMisc_AXE LARGE-Whoosh Long_B00M_MMDS.wav	WEAPMisc_AXE LARGE-Whoosh Long_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE LARGE-Whoosh Short_B00M_MMDS.wav	Quick and hard blow.	WEAPMisc_AXE LARGE-Whoosh Short_B00M_MMDS.wav	WEAPMisc_AXE LARGE-Whoosh Short_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE SMALL-Deflect Body_B00M_MMDS.wav	Hard hits with clangs.	WEAPMisc_AXE SMALL-Deflect Body_B00M_MMDS.wav	WEAPMisc_AXE SMALL-Deflect Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE SMALL-Deflect Tail_B00M_MMDS.wav	Soft hit with some ringing.	WEAPMisc_AXE SMALL-Deflect Tail_B00M_MMDS.wav	WEAPMisc_AXE SMALL-Deflect Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE SMALL-Deflect_B00M_MMDS.wav	Hard and chaotic hits with ringing.	WEAPMisc_AXE SMALL-Deflect_B00M_MMDS.wav	WEAPMisc_AXE SMALL-Deflect_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE SMALL-Equip_B00M_MMDS.wav	Soft hits with scraping and ringing.	WEAPMisc_AXE SMALL-Equip_B00M_MMDS.wav	WEAPMisc_AXE SMALL-Equip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE SMALL-Finisher_B00M_MMDS.wav	Leading in with whoosh, followed by hard impact	WEAPMisc_AXE SMALL-Finisher_B00M_MMDS.wav	WEAPMisc_AXE SMALL-Finisher_B00M_MMDS.wav	Medieval Melee		MMDS	0	0

	with lots of gore.							
WEAPMisc_AXE SMALL-Impact Hard Body_B00M_MMDS.wav	Hard hits with clangs and ringing.	WEAPMisc_AXE SMALL-Impact Hard Body_B00M_MMDS.wav	WEAPMisc_AXE SMALL-Impact Hard Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE SMALL-Impact Hard Tail_B00M_MMDS.wav	Hard hit with some ringing.	WEAPMisc_AXE SMALL-Impact Hard Tail_B00M_MMDS.wav	WEAPMisc_AXE SMALL-Impact Hard Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE SMALL-Impact Hard_B00M_MMDS.wav	Heavy hits with ringing.	WEAPMisc_AXE SMALL-Impact Hard_B00M_MMDS.wav	WEAPMisc_AXE SMALL-Impact Hard_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE SMALL-Impact Soft_B00M_MMDS.wav	Soft hits with some ringing.	WEAPMisc_AXE SMALL-Impact Soft_B00M_MMDS.wav	WEAPMisc_AXE SMALL-Impact Soft_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE SMALL-Unequip_B00M_MMDS.wav	Heavy rattling with some ringing.	WEAPMisc_AXE SMALL-Unequip_B00M_MMDS.wav	WEAPMisc_AXE SMALL-Unequip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE SMALL-Whoosh Long_B00M_MMDS.wav	Slow and hard blow.	WEAPMisc_AXE SMALL-Whoosh Long_B00M_MMDS.wav	WEAPMisc_AXE SMALL-Whoosh Long_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPMisc_AXE SMALL-Whoosh Short_B00M_MMDS.wav	Quick and hard blow.	WEAPMisc_AXE SMALL-Whoosh Short_B00M_MMDS.wav	WEAPMisc_AXE SMALL-Whoosh Short_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPPole_SPEAR-Deflect Body_B00M_MMDS.wav	Metal friction with sharp and fast ending.	WEAPPole_SPEAR-Deflect Body_B00M_MMDS.wav	WEAPPole_SPEAR-Deflect Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPPole_SPEAR-Deflect Tail_B00M_MMDS.wav	Soft metal impact with ring out.	WEAPPole_SPEAR-Deflect Tail_B00M_MMDS.wav	WEAPPole_SPEAR-Deflect Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPPole_SPEAR-Deflect_B00M_MMDS.wav	Rattling metal with fast scrap and subtle ring out.	WEAPPole_SPEAR-Deflect_B00M_MMDS.wav	WEAPPole_SPEAR-Deflect_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPPole_SPEAR-Equip_B00M_MMDS.wav	Rattling metal and wood, followed by sliding.	WEAPPole_SPEAR-Equip_B00M_MMDS.wav	WEAPPole_SPEAR-Equip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPPole_SPEAR-Finisher_B00M_MMDS.wav	Fast impact with lot of gore elements.	WEAPPole_SPEAR-Finisher_B00M_MMDS.wav	WEAPPole_SPEAR-Finisher_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPPole_SPEAR-Impact Hard Body_B00M_MMDS.wav	Short metal sliding followed by lightly ringing impact.	WEAPPole_SPEAR-Impact Hard Body_B00M_MMDS.wav	WEAPPole_SPEAR-Impact Hard Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPPole_SPEAR-Impact Hard Tail_B00M_MMDS.wav	Rusty clanging metal.	WEAPPole_SPEAR-Impact Hard Tail_B00M_MMDS.wav	WEAPPole_SPEAR-Impact Hard Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPPole_SPEAR-Impact Hard_B00M_MMDS.wav	Short lead in followed by hard impact.	WEAPPole_SPEAR-Impact Hard_B00M_MMDS.wav	WEAPPole_SPEAR-Impact Hard_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPPole_SPEAR-Impact Soft_B00M_MMDS.wav	Short intro followed by clanging metal and wood impact.	WEAPPole_SPEAR-Impact Soft_B00M_MMDS.wav	WEAPPole_SPEAR-Impact Soft_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPPole_SPEAR-Unequip_B00M_MMDS.wav	Wooden rattle followed by sliding and impact.	WEAPPole_SPEAR-Unequip_B00M_MMDS.wav	WEAPPole_SPEAR-Unequip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPPole_SPEAR-Whoosh Long_B00M_MMDS.wav	Sharp swoosh with some tonal ring out.	WEAPPole_SPEAR-Whoosh Long_B00M_MMDS.wav	WEAPPole_SPEAR-Whoosh Long_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPPole_SPEAR-Whoosh Short_B00M_MMDS.wav	Fast swoosh with some wobbling.	WEAPPole_SPEAR-Whoosh Short_B00M_MMDS.wav	WEAPPole_SPEAR-Whoosh Short_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD LARGE-Deflect Body_B00M_MMDS.wav	Hard hits with clangs and ringing.	WEAPSwrd_SWORD LARGE-Deflect Body_B00M_MMDS.wav	WEAPSwrd_SWORD LARGE-Deflect Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD LARGE-Deflect Tail_B00M_MMDS.wav	Soft hit with ringing.	WEAPSwrd_SWORD LARGE-Deflect Tail_B00M_MMDS.wav	WEAPSwrd_SWORD LARGE-Deflect Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD LARGE-Deflect_B00M_MMDS.wav	Quick and soft hit with ringing.	WEAPSwrd_SWORD LARGE-Deflect_B00M_MMDS.wav	WEAPSwrd_SWORD LARGE-Deflect_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD LARGE-Equip_B00M_MMDS.wav	Soft hits with scraping and ringing.	WEAPSwrd_SWORD LARGE-Equip_B00M_MMDS.wav	WEAPSwrd_SWORD LARGE-Equip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD LARGE-Finisher_B00M_MMDS.wav	Hard hit with mushy impact and some ringing.	WEAPSwrd_SWORD LARGE-Finisher_B00M_MMDS.wav	WEAPSwrd_SWORD LARGE-Finisher_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD LARGE-Impact Hard Body_B00M_MMDS.wav	Hard and quick hit with ringing.	WEAPSwrd_SWORD LARGE-Impact Hard Body_B00M_MMDS.wav	WEAPSwrd_SWORD LARGE-Impact Hard Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD LARGE-Impact Hard Tail_B00M_MMDS.wav	Heavy hit with sharp ringing. Soft hit in some variations.	WEAPSwrd_SWORD LARGE-Impact Hard Tail_B00M_MMDS.wav	WEAPSwrd_SWORD LARGE-Impact Hard Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0

WEAPSwrd_SWORD LARGE-Impact Hard_B00M_MMDS.wav	Quick and hard hit with ringing.	WEAPSwrd_SWORD LARGE-Impact Hard_B00M_MMDS.wav	WEAPSwrd_SWORD LARGE-Impact Hard_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD LARGE-Impact Soft_B00M_MMDS.wav	Quick and soft hit with ringing.	WEAPSwrd_SWORD LARGE-Impact Soft_B00M_MMDS.wav	WEAPSwrd_SWORD LARGE-Impact Soft_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD LARGE-Unequip_B00M_MMDS.wav	Slow scraping and soft hit.	WEAPSwrd_SWORD LARGE-Unequip_B00M_MMDS.wav	WEAPSwrd_SWORD LARGE-Unequip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD LARGE-Whoosh Long_B00M_MMDS.wav	Slow and soft whoosh with ringing.	WEAPSwrd_SWORD LARGE-Whoosh Long_B00M_MMDS.wav	WEAPSwrd_SWORD LARGE-Whoosh Long_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD LARGE-Whoosh Short_B00M_MMDS.wav	Quick and soft whoosh with ringing.	WEAPSwrd_SWORD LARGE-Whoosh Short_B00M_MMDS.wav	WEAPSwrd_SWORD LARGE-Whoosh Short_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD SMALL-Deflect Body_B00M_MMDS.wav	Hard hits with clangs and ringing.	WEAPSwrd_SWORD SMALL-Deflect Body_B00M_MMDS.wav	WEAPSwrd_SWORD SMALL-Deflect Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD SMALL-Deflect Tail_B00M_MMDS.wav	Soft hit with ringing.	WEAPSwrd_SWORD SMALL-Deflect Tail_B00M_MMDS.wav	WEAPSwrd_SWORD SMALL-Deflect Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD SMALL-Deflect_B00M_MMDS.wav	Quick and hard hit with ringing.	WEAPSwrd_SWORD SMALL-Deflect_B00M_MMDS.wav	WEAPSwrd_SWORD SMALL-Deflect_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD SMALL-Equip_B00M_MMDS.wav	Soft hits with scraping and ringing.	WEAPSwrd_SWORD SMALL-Equip_B00M_MMDS.wav	WEAPSwrd_SWORD SMALL-Equip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD SMALL-Finisher_B00M_MMDS.wav	Hard hit with mushy impact and some ringing.	WEAPSwrd_SWORD SMALL-Finisher_B00M_MMDS.wav	WEAPSwrd_SWORD SMALL-Finisher_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD SMALL-Impact Hard Body_B00M_MMDS.wav	Hard and quick hit with ringing.	WEAPSwrd_SWORD SMALL-Impact Hard Body_B00M_MMDS.wav	WEAPSwrd_SWORD SMALL-Impact Hard Body_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD SMALL-Impact Hard Tail_B00M_MMDS.wav	Soft hit with sharp ringing.	WEAPSwrd_SWORD SMALL-Impact Hard Tail_B00M_MMDS.wav	WEAPSwrd_SWORD SMALL-Impact Hard Tail_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD SMALL-Impact Hard_B00M_MMDS.wav	Quick and hard hit with ringing.	WEAPSwrd_SWORD SMALL-Impact Hard_B00M_MMDS.wav	WEAPSwrd_SWORD SMALL-Impact Hard_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD SMALL-Impact Soft_B00M_MMDS.wav	Quick and soft hit with ringing.	WEAPSwrd_SWORD SMALL-Impact Soft_B00M_MMDS.wav	WEAPSwrd_SWORD SMALL-Impact Soft_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD SMALL-Unequip_B00M_MMDS.wav	Scraping and soft hit.	WEAPSwrd_SWORD SMALL-Unequip_B00M_MMDS.wav	WEAPSwrd_SWORD SMALL-Unequip_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD SMALL-Whoosh Long_B00M_MMDS.wav	Slow and soft whoosh with ringing.	WEAPSwrd_SWORD SMALL-Whoosh Long_B00M_MMDS.wav	WEAPSwrd_SWORD SMALL-Whoosh Long_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
WEAPSwrd_SWORD SMALL-Whoosh Short_B00M_MMDS.wav	Quick and soft whoosh with ringing.	WEAPSwrd_SWORD SMALL-Whoosh Short_B00M_MMDS.wav	WEAPSwrd_SWORD SMALL-Whoosh Short_B00M_MMDS.wav	Medieval Melee		MMDS	0	0
Track Title							0	0