

Sci-Fi Weapons Cyberpunk Arsenal

Filename	Description	BitDepth	SampleRate	Channels	Duration
AMBWar_Alley Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, blasters, sci-fi, futuristic, alley	16	44100	2	00:28
AMBWar_Battlefield Explosions Distant Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, futuristic, rumble, explosions	16	44100	2	00:29
AMBWar_Battlefield Explosions Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, futuristic, rumble, explosions	16	44100	2	00:23
AMBWar_Battlefield Spacecraft Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, futuristic, blasters, explosions, spacecraft	16	44100	2	00:29
AMBWar_Corridor Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, futuristic, blasters, gunfire, impacts, corridor	16	44100	2	00:30
AMBWar_Futuristic Battlefield Loop_01_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, futuristic, blasters, gunfire	16	44100	2	00:32
AMBWar_Futuristic Battlefield Loop_02_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, futuristic, blasters, gunfire, bullet-by	16	44100	2	00:29
AMBWar_Hallway Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, gunfire, muffled, interior, hallway	16	44100	2	00:28
AMBWar_Office Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, gunfire, interior, office	16	44100	2	00:29
AMBWar_Outdoor Spacecraft Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, gunfire, exterior, outdoor, spacecraft	16	44100	2	00:30
AMBWar_Robot Warfare Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, gunfire, explosions, robot	16	44100	2	00:29
AMBWar_Warzone Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, gunfire, muffled, interior	16	44100	2	00:29
BLLTBy_Bulletstorm Loop_01_SFRMS_SCIWPNS.wav	bullet-by, doppler, ambience, loop	16	44100	2	00:30
BLLTBy_Bulletstorm Loop_02_SFRMS_SCIWPNS.wav	bullet-by, doppler, ambience, loop	16	44100	2	00:29
LASRBeam_Laser Loop_01_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:00
LASRBeam_Laser Loop_02_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:00
LASRBeam_Laser Loop_03_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:00
LASRBeam_Laser Loop_04_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:00
LASRBeam_Laser Loop_05_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:01
LASRBeam_Laser Loop_06_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:01
LASRBeam_Laser Loop_07_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:01
LASRBeam_Laser Loop_08_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:01
LASRBeam_Laser Loop_09_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:01
LASRBeam_Laser Loop_10_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:01
LASRBeam_Laser Loop_11_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:01
LASRBeam_Laser Loop_12_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:01
LASRBeam_Laser Loop_13_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:02
LASRBeam_Plasma Loop_01_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop, electric	16	44100	2	00:02
LASRBeam_Plasma Loop_02_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:04
LASRBeam_Plasma Loop_03_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:04
LASRBeam_Plasma Loop_04_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:02
LASRBeam_Plasma Loop_05_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	16	44100	2	00:05
LASRMisc_Beam Transient_01_SFRMS_SCIWPNS.wav	laser, beam, transient, charge, tonal, portamento	16	44100	2	00:00

LASRMisc_Beam Transient_02_SFRMS_SCIWPNS.wav	laser, beam, transient, charge, tonal, portamento	16	44100	2	00:01
LASRMisc_Beam Transient_03_SFRMS_SCIWPNS.wav	laser, beam, transient, charge, tonal, portamento	16	44100	2	00:00
LASRMisc_Beam Transient_04_SFRMS_SCIWPNS.wav	laser, beam, transient, charge, tonal, portamento	16	44100	2	00:00
LASRMisc_Beam Transient_05_SFRMS_SCIWPNS.wav	laser, beam, transient, charge, tonal, portamento	16	44100	2	00:00
BEEPTimer_Anticipation Beeps_01_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth, pitch up	16	44100	2	00:01
BEEPTimer_Anticipation Beeps_02_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth, bomb, timer	16	44100	2	00:01
BEEPTimer_Anticipation Beeps_03_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth, speed up	16	44100	2	00:01
BEEPTimer_Anticipation Beeps_04_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth, slow down	16	44100	2	00:01
BEEPTimer_Anticipation Beeps_05_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth, pitch up	16	44100	2	00:02
BEEPTimer_Anticipation Beeps_06_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth	16	44100	2	00:02
BEEPTimer_Anticipation Beeps_07_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth, speed up	16	44100	2	00:03
BEEPTimer_Anticipation Beeps_08_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth	16	44100	2	00:03
BEEPTimer_Anticipation Beeps_09_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth, speed up	16	44100	2	00:04
DSGNMisc_Anticipate Explosion_01_SFRMS_SCIWPNS.wav	whoosh, noise, lead-in, anticipate, tension, short riser	16	44100	2	00:00
DSGNMisc_Anticipate Explosion_02_SFRMS_SCIWPNS.wav	anticipate, falling pitch, compress, filter sweep	16	44100	2	00:00
DSGNMisc_Anticipate Explosion_03_SFRMS_SCIWPNS.wav	whoosh, rumble	16	44100	2	00:00
DSGNMisc_Anticipate Explosion_04_SFRMS_SCIWPNS.wav	anticipate, falling pitch, compress	16	44100	2	00:01
DSGNMisc_Anticipate Explosion_05_SFRMS_SCIWPNS.wav	anticipate, rising pitch, expand	16	44100	2	00:01
DSGNRise_Anticipate Explosion_01_SFRMS_SCIWPNS.wav	whoosh, lead-in, anticipate, tension, short riser	16	44100	2	00:00
DSGNRise_Anticipate Explosion_02_SFRMS_SCIWPNS.wav	whoosh, noise, lead-in, anticipate, tension, short riser	16	44100	2	00:00
DSGNRise_Anticipate Explosion_03_SFRMS_SCIWPNS.wav	whoosh, noise, lead-in, anticipate, tension, short riser	16	44100	2	00:00
DSGNRise_Anticipate Explosion_04_SFRMS_SCIWPNS.wav	whoosh, noise, lead-in, anticipate, tension, short riser	16	44100	2	00:01
DSGNRise_Anticipate Explosion_05_SFRMS_SCIWPNS.wav	whoosh, lead-in, anticipate, tension, short riser	16	44100	2	00:01
DSGNRise_Anticipate Explosion_06_SFRMS_SCIWPNS.wav	whoosh, lead-in, anticipate, tension, short riser	16	44100	2	00:01
DSGNRise_Anticipate Explosion_07_SFRMS_SCIWPNS.wav	whoosh, lead-in, anticipate, tension, riser, bubbly	16	44100	2	00:01
DSGNRise_Anticipate Explosion_08_SFRMS_SCIWPNS.wav	whoosh, lead-in, noise, filter sweep, anticipate, tension	16	44100	2	00:01
DSGNRise_Anticipate Explosion_09_SFRMS_SCIWPNS.wav	whoosh, lead-in, noise, filter sweep, anticipate, tension	16	44100	2	00:02
DSGNRise_Anticipate Explosion_10_SFRMS_SCIWPNS.wav	whoosh, designed, synth, tension, anticipation	16	44100	2	00:02
EXPLDsgn_Distant Shockwave Bass_01_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	16	44100	2	00:03
EXPLDsgn_Distant Shockwave Bass_02_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	16	44100	2	00:04
EXPLDsgn_Distant Shockwave Bass_03_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	16	44100	2	00:05
EXPLDsgn_Distant Shockwave Bass_04_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	16	44100	2	00:06
EXPLDsgn_Distant Shockwave Bass_05_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	16	44100	2	00:06
EXPLDsgn_Distant Shockwave Bass_06_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	16	44100	2	00:05
EXPLDsgn_Distant Shockwave Bass_07_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	16	44100	2	00:05
EXPLDsgn_Distant Shockwave Bass_08_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	16	44100	2	00:06
EXPLDsgn_Distant Shockwave Bass_09_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	16	44100	2	00:06
EXPLDsgn_Distant Shockwave Bass_10_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	16	44100	2	00:07

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EXPLDsgn_Implode_06_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	16	44100	2	00:03
EXPLDsgn_Implode_07_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	16	44100	2	00:03
EXPLDsgn_Implode_08_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	16	44100	2	00:03
EXPLDsgn_Implode_09_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	16	44100	2	00:04
EXPLDsgn_Implode_10_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	16	44100	2	00:04
EXPLDsgn_Implode_11_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	16	44100	2	00:06
EXPLDsgn_Implode_12_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	16	44100	2	00:06
EXPLDsgn_Implode_13_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	16	44100	2	00:06
EXPLDsgn_Implode_14_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	16	44100	2	00:06
EXPLDsgn_Implode_15_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	16	44100	2	00:06
EXPLDsgn_Implode_16_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate, distorted	16	44100	2	00:06
EXPLDsgn_Implode_17_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	16	44100	2	00:07
EXPLDsgn_Reverberant_01_SFRMS_SCIWPNS.wav	explosion, reverberant, tail, distant	16	44100	2	00:02
EXPLDsgn_Reverberant_02_SFRMS_SCIWPNS.wav	explosion, reverberant, tail, distant	16	44100	2	00:02
EXPLDsgn_Reverberant_03_SFRMS_SCIWPNS.wav	explosion, reverberant, tail, distant	16	44100	2	00:03
EXPLDsgn_Reverberant_04_SFRMS_SCIWPNS.wav	explosion, reverberant, tail, distant	16	44100	2	00:03
BLLTShel_Reload Ammo_01_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright	16	44100	2	00:00
BLLTShel_Reload Ammo_02_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright	16	44100	2	00:00
BLLTShel_Reload Ammo_03_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright	16	44100	2	00:00
BLLTShel_Shell Eject_01_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, drop	16	44100	2	00:00
BLLTShel_Shell Eject_02_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, drop	16	44100	2	00:00
BLLTShel_Shell Eject_03_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, drop	16	44100	2	00:00
BLLTShel_Shell Eject_04_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, eject	16	44100	2	00:00
BLLTShel_Shell Eject_05_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, drop	16	44100	2	00:00
BLLTShel_Shell Eject_06_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, eject	16	44100	2	00:00
BLLTShel_Shell Eject_07_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, drop	16	44100	2	00:01
BLLTShel_Shell Eject_08_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, eject	16	44100	2	00:01
BLLTShel_Shell Eject_09_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, eject	16	44100	2	00:01
GUNMech_Revolver Cylinder_01_SFRMS_SCIWPNS.wav	revolver, metallic, barrel, chamber	16	44100	2	00:00
GUNMech_Arm Weapon Rattle_01_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	16	44100	2	00:00
GUNMech_Arm Weapon Rattle_02_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	16	44100	2	00:00
GUNMech_Arm Weapon Rattle_03_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	16	44100	2	00:00
GUNMech_Arm Weapon Rattle_04_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	16	44100	2	00:00
GUNMech_Arm Weapon Rattle_05_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	16	44100	2	00:00
GUNMech_Arm Weapon Rattle_06_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	16	44100	2	00:00
GUNMech_Arm Weapon Rattle_07_SFRMS_SCIWPNS.wav	equip, arm, weapon	16	44100	2	00:00
GUNMech_Arm Weapon Rattle_08_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	16	44100	2	00:00
GUNMech_Arm Weapon Rattle_09_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	16	44100	2	00:00

GUNMech_Arm Weapon Rattle_10_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	16	44100	2	00:00
GUNMech_Arm Weapon Rattle_11_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	16	44100	2	00:00
GUNMech_Arm Weapon Rattle_12_SFRMS_SCIWPNS.wav	equip, arm, rattle, weapon	16	44100	2	00:00
GUNMech_Arm Weapon Rattle_13_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	16	44100	2	00:00
GUNMech_Arm Weapon Rattle_14_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	16	44100	2	00:00
GUNMech_Arm Weapon Rattle_15_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	16	44100	2	00:00
SCIMisc_Arm Weapon Heavy_01_SFRMS_SCIWPNS.wav	equip, arm, hi-tech, mechanical, weapon, heavy, futuristic	16	44100	2	00:01
SCIMisc_Arm Weapon Heavy_02_SFRMS_SCIWPNS.wav	equip, arm, hi-tech, mechanical, weapon, heavy, futuristic	16	44100	2	00:01
SCIMisc_Arm Weapon Heavy_03_SFRMS_SCIWPNS.wav	beeps, motor, arm	16	44100	2	00:01
SCIMisc_Arm Weapon Light_01_SFRMS_SCIWPNS.wav	servo, short, rising pitch	16	44100	2	00:00
SCIMisc_Arm Weapon Light_02_SFRMS_SCIWPNS.wav	servo, short, rising pitch	16	44100	2	00:00
SCIMisc_Arm Weapon Light_03_SFRMS_SCIWPNS.wav	servo, short, rising pitch	16	44100	2	00:00
SCIMisc_Arm Weapon Light_04_SFRMS_SCIWPNS.wav	mechanism, gadget	16	44100	2	00:00
SCIMisc_Arm Weapon Medium_01_SFRMS_SCIWPNS.wav	mechanism, gadget, click	16	44100	2	00:00
SCIMisc_Arm Weapon Medium_02_SFRMS_SCIWPNS.wav	mechanism, gadget, sci-fi, click	16	44100	2	00:00
SCIMisc_Arm Weapon Medium_03_SFRMS_SCIWPNS.wav	mechanism, gadget, sci-fi, click	16	44100	2	00:00
SCIMisc_Arm Weapon Medium_04_SFRMS_SCIWPNS.wav	mechanism, gadget, sci-fi, rattle	16	44100	2	00:00
SCIMisc_Arm Weapon Medium_05_SFRMS_SCIWPNS.wav	mechanism, gadget, sci-fi	16	44100	2	00:00
SCIMisc_Arm Weapon Medium_06_SFRMS_SCIWPNS.wav	mechanism, gadget, sci-fi	16	44100	2	00:00
SCIMisc_Arm Weapon Medium_07_SFRMS_SCIWPNS.wav	arm, equip, sci-fi	16	44100	2	00:00
BLLTBy_Bullet By Centred Fast_01_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Centred Fast_02_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Centred Fast_03_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Centred Fast_04_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Centred Fast_05_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Centred Fast_06_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Centred Fast_07_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:00
BLLTBy_Bullet By Centred Fast_08_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Centred Fast_09_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Centred Fast_10_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Centred Fast_11_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Centred Fast_12_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:00
BLLTBy_Bullet By Centred Fast_13_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Centred Fast_14_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Centred Fast_15_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:00
BLLTBy_Bullet By Centred_01_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Centred_02_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Centred_03_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01

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BLLTBy_Bullet By Left Right_12_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Left Right_13_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Left Right_14_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
BLLTBy_Bullet By Left Right_15_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	16	44100	2	00:01
SCIMisc_Charge Weapon_01_SFRMS_SCIWPNS.wav	reverse, charge, anticipate, rising pitch	16	44100	2	00:00
SCIMisc_Charge Weapon_02_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch	16	44100	2	00:00
SCIMisc_Charge Weapon_03_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch	16	44100	2	00:01
SCIMisc_Charge Weapon_04_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, beep	16	44100	2	00:01
SCIMisc_Charge Weapon_05_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, click	16	44100	2	00:01
SCIMisc_Charge Weapon_06_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch	16	44100	2	00:01
SCIMisc_Charge Weapon_07_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, mechanical, click	16	44100	2	00:01
SCIMisc_Charge Weapon_08_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, mechanical, click	16	44100	2	00:01
SCIMisc_Charge Weapon_09_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, mechanical, click	16	44100	2	00:01
SCIMisc_Charge Weapon_10_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, tremolo, whoosh	16	44100	2	00:01
SCIMisc_Charge Weapon_11_SFRMS_SCIWPNS.wav	jet, charge, anticipate, rising pitch, whoosh	16	44100	2	00:01
SCIMisc_Charge Weapon_12_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, mechanical, tremolo, click	16	44100	2	00:01
SCIMisc_Charge Weapon_13_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, mechanical, click	16	44100	2	00:01
SCIMisc_Charge Weapon_14_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, tremolo, whoosh	16	44100	2	00:01
SCIMisc_Charge Weapon_15_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, whoosh	16	44100	2	00:01
SCIMisc_Charge Weapon_16_SFRMS_SCIWPNS.wav	release, charge, anticipate, rising pitch	16	44100	2	00:01
CLOTHMvmt_Clothing Rustle Arm_01_SFRMS_SCIWPNS.wav	clothing, rustle, cloth, material, foley, arm	16	44100	2	00:00
CLOTHMvmt_Clothing Rustle Arm_02_SFRMS_SCIWPNS.wav	clothing, rustle, cloth, material, foley, arm	16	44100	2	00:00
CLOTHMvmt_Clothing Rustle Arm_03_SFRMS_SCIWPNS.wav	clothing, rustle, cloth, material, foley, arm	16	44100	2	00:00
CLOTHMvmt_Clothing Rustle Arm_04_SFRMS_SCIWPNS.wav	clothing, rustle, cloth, material, foley, arm	16	44100	2	00:00
CLOTHMvmt_Clothing Rustle Disarm_01_SFRMS_SCIWPNS.wav	clothing, rustle, cloth, material, foley, arm	16	44100	2	00:00
CLOTHMvmt_Clothing Rustle Disarm_02_SFRMS_SCIWPNS.wav	clothing, rustle, cloth, material, foley, arm	16	44100	2	00:00
CLOTHMvmt_Clothing Rustle Disarm_03_SFRMS_SCIWPNS.wav	clothing, rustle, cloth, material, foley, arm	16	44100	2	00:00
SCIMisc_Cooldown_01_SFRMS_SCIWPNS.wav	gadget, cooldown, sci-fi, release, mechanism	16	44100	2	00:00
SCIMisc_Cooldown_02_SFRMS_SCIWPNS.wav	gadget, cooldown, sci-fi, falling pitch	16	44100	2	00:01
SCIMisc_Cooldown_03_SFRMS_SCIWPNS.wav	gadget, cooldown, sci-fi, falling pitch	16	44100	2	00:01
SCIMisc_Cooldown_04_SFRMS_SCIWPNS.wav	gadget, cooldown, sci-fi, falling pitch	16	44100	2	00:01
SCIMisc_Cooldown_05_SFRMS_SCIWPNS.wav	gadget, cooldown, sci-fi, release	16	44100	2	00:01
SCIMisc_Cooldown_06_SFRMS_SCIWPNS.wav	gadget, sci-fi, release, falling pitch, power down	16	44100	2	00:01
SCIMisc_Cooldown_07_SFRMS_SCIWPNS.wav	cooldown, sci-fi, whoosh, falling pitch	16	44100	2	00:01
SCIMisc_Cooldown_08_SFRMS_SCIWPNS.wav	cooldown, sci-fi, whoosh, falling pitch, tremolo	16	44100	2	00:01
SCIMisc_Cooldown_09_SFRMS_SCIWPNS.wav	sci-fi, tremolo, whoosh, falling pitch, synth, noisy	16	44100	2	00:02
SCIMisc_Cooldown_10_SFRMS_SCIWPNS.wav	sci-fi, tremolo, whoosh, falling pitch, synth, noisy	16	44100	2	00:02
SCIMisc_Cooldown_11_SFRMS_SCIWPNS.wav	gadget, cooldown, tonal, whirr, tremolo, slow down, sci-fi	16	44100	2	00:02

SCIMisc_Cooldown_12_SFRMS_SCIWPNS.wav	cooldown, sci-fi, whoosh, falling pitch, tremolo	16	44100	2	00:04
GORESplT_Giblet Splatter_01_SFRMS_SCIWPNS.wav	gore, guts, giblets, goop, wet, splatter, bloody	16	44100	2	00:01
GORESplT_Giblet Splatter_02_SFRMS_SCIWPNS.wav	gore, explode, giblets, wet, sloshy, viscous, splatter	16	44100	2	00:01
GORESplT_Giblet Splatter_03_SFRMS_SCIWPNS.wav	gore, explode, giblets, wet, sloshy, viscous, splatter	16	44100	2	00:01
GORESplT_Giblet Splatter_04_SFRMS_SCIWPNS.wav	gore, explode, giblets, wet, sloshy, viscous, splatter	16	44100	2	00:01
GORESplT_Giblet Splatter_05_SFRMS_SCIWPNS.wav	gore, explode, giblets, wet, sloshy, viscous, splatter	16	44100	2	00:01
GORESplT_Giblet Splatter_06_SFRMS_SCIWPNS.wav	gore, explode, giblets, wet, sloshy, viscous, splatter	16	44100	2	00:02
GORESplT_Giblet Splatter_07_SFRMS_SCIWPNS.wav	gore, explode, giblets, wet, sloshy, viscous, splatter	16	44100	2	00:02
GORESplT_Giblet Splatter_08_SFRMS_SCIWPNS.wav	gore, explode, giblets, wet, sloshy, viscous, splatter	16	44100	2	00:03
LIQImpt_Goo Splatter_01_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:00
LIQImpt_Goo Splatter_02_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:00
LIQImpt_Goo Splatter_03_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:00
LIQImpt_Goo Splatter_04_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:00
LIQImpt_Goo Splatter_05_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:00
LIQImpt_Goo Splatter_06_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:00
LIQImpt_Goo Splatter_07_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:00
LIQImpt_Goo Splatter_08_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:00
LIQImpt_Goo Splatter_09_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:00
LIQImpt_Goo Splatter_10_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:00
LIQImpt_Goo Splatter_11_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:00
LIQImpt_Goo Splatter_12_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:00
LIQImpt_Goo Splatter_13_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:00
LIQImpt_Goo Splatter_14_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:01
LIQImpt_Goo Splatter_15_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:01
LIQImpt_Goo Splatter_16_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:01
LIQImpt_Goo Splatter_17_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:01
LIQImpt_Goo Splatter_18_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:01
LIQImpt_Goo Splatter_19_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:01
LIQImpt_Goo Splatter_20_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	16	44100	2	00:01
BLLTImpt_Hit Marker_01_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit	16	44100	2	00:00
BLLTImpt_Hit Marker_02_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit	16	44100	2	00:00
BLLTImpt_Hit Marker_03_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit, thud	16	44100	2	00:00
BLLTImpt_Hit Marker_04_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit, thud	16	44100	2	00:00
BLLTImpt_Hit Marker_05_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit, thud	16	44100	2	00:00
BLLTImpt_Hit Marker_06_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit, thud	16	44100	2	00:00
BLLTImpt_Hit Marker_07_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit, thud	16	44100	2	00:00
BLLTImpt_Hit Marker_08_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit	16	44100	2	00:00
BLLTImpt_Hit Marker_09_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit	16	44100	2	00:00

BLLTImpt_Hit Marker_10_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit, thud	16	44100	2	00:00
BLLTImpt_Hit Marker_11_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit, thud	16	44100	2	00:00
BLLTImpt_Beam Impact Flesh_01_SFRMS_SCIWPNS.wav	impact, flesh, splat, transient	16	44100	2	00:00
BLLTImpt_Beam Impact Flesh_02_SFRMS_SCIWPNS.wav	impact, flesh, splat, transient	16	44100	2	00:00
BLLTImpt_Beam Impact Flesh_03_SFRMS_SCIWPNS.wav	impact, flesh, splat, transient	16	44100	2	00:00
BLLTImpt_Beam Impact Flesh_04_SFRMS_SCIWPNS.wav	impact, flesh, splat, transient	16	44100	2	00:00
BLLTImpt_Blood Spatter Burst_01_SFRMS_SCIWPNS.wav	impact, flesh, wet, repeated, bullet-riddled	16	44100	2	00:01
BLLTImpt_Blood Spatter Burst_02_SFRMS_SCIWPNS.wav	impact, repeated, bullet-riddled	16	44100	2	00:01
BLLTImpt_Blood Spatter Burst_03_SFRMS_SCIWPNS.wav	impact, repeated, bullet-riddled	16	44100	2	00:01
BLLTImpt_Blood Spatter Burst_04_SFRMS_SCIWPNS.wav	impact, repeated, bullet-riddled	16	44100	2	00:01
BLLTImpt_Impact Object_01_SFRMS_SCIWPNS.wav	impact, object, bullet, wall	16	44100	2	00:00
BLLTImpt_Impact Object_02_SFRMS_SCIWPNS.wav	impact, object, bullet, wall	16	44100	2	00:00
BLLTImpt_Impact Object_03_SFRMS_SCIWPNS.wav	impact, object, bullet, wall	16	44100	2	00:00
BLLTImpt_Impact Object_04_SFRMS_SCIWPNS.wav	impact, object, bullet, wall	16	44100	2	00:00
BLLTImpt_Impact Object_05_SFRMS_SCIWPNS.wav	impact, object, bullet, wall	16	44100	2	00:00
BLLTImpt_Impact Object_06_SFRMS_SCIWPNS.wav	impact, object, bullet, wall	16	44100	2	00:00
BLLTImpt_Low Thud_01_SFRMS_SCIWPNS.wav	impact, percussive, thud, kick	16	44100	2	00:00
BLLTImpt_Robot Recoil_01_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTImpt_Robot Recoil_02_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTImpt_Robot Recoil_03_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTImpt_Robot Recoil_04_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTImpt_Robot Recoil_05_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTImpt_Robot Recoil_06_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTRico_Metallic_01_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTRico_Metallic_02_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTRico_Metallic_03_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTRico_Metallic_04_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:00
BLLTRico_Metallic_05_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTRico_Metallic_06_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTRico_Metallic_07_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTRico_Metallic_08_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTRico_Metallic_09_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTRico_Metallic_10_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTRico_Metallic_11_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTRico_Metallic_12_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	16	44100	2	00:01
BLLTRico_Ricochet Metallic_01_SFRMS_SCIWPNS.wav	impact, metallic, ricochet, bright	16	44100	2	00:00
BLLTRico_Ricochet Metallic_02_SFRMS_SCIWPNS.wav	impact, metallic, ricochet, bright	16	44100	2	00:00
BLLTRico_Ricochet Metallic_03_SFRMS_SCIWPNS.wav	impact, metallic, ricochet, bright	16	44100	2	00:00

BLLTRico_Ricochet Metallic_04_SFRMS_SCIWPNS.wav	impact, metallic, ricochet, bright	16	44100	2	00:00
BLLTRico_Ricochet Metallic_05_SFRMS_SCIWPNS.wav	impact, metallic, ricochet, bright	16	44100	2	00:00
BLLTRico_Ricochet Metallic_06_SFRMS_SCIWPNS.wav	impact, metallic, ricochet, bright	16	44100	2	00:00
DSGNMisc_Kill Confirm Metallic_01_SFRMS_SCIWPNS.wav	metallic, ping, transient	16	44100	2	00:01
DSGNMisc_Kill Confirm Metallic_02_SFRMS_SCIWPNS.wav	sci fi, thud, impact, synth, designed	16	44100	2	00:01
DSGNMisc_Kill Confirm Metallic_03_SFRMS_SCIWPNS.wav	metallic, impact, synth, designed	16	44100	2	00:01
DSGNMisc_Kill Confirm Metallic_04_SFRMS_SCIWPNS.wav	metallic, impact, clink	16	44100	2	00:01
DSGNMisc_Kill Confirm Metallic_05_SFRMS_SCIWPNS.wav	metallic, tail, resonant, bright	16	44100	2	00:01
DSGNMisc_Kill Confirm Metallic_06_SFRMS_SCIWPNS.wav	metallic, tail, resonant, bright	16	44100	2	00:02
DSGNStngr_Kill Confirm Metallic_01_SFRMS_SCIWPNS.wav	metallic, tail, resonant, bright, cinematic, boom	16	44100	2	00:03
DSGNStngr_Kill Confirm Metallic_02_SFRMS_SCIWPNS.wav	metallic, tail, resonant, bright, cinematic, boom	16	44100	2	00:03
GUNMech_Empty Clip A_01_SFRMS_SCIWPNS.wav	empty clip, click, trigger	16	44100	2	00:00
GUNMech_Empty Clip A_02_SFRMS_SCIWPNS.wav	empty clip, click, trigger	16	44100	2	00:00
GUNMech_Empty Clip A_04_SFRMS_SCIWPNS.wav	empty clip, click, trigger	16	44100	2	00:00
GUNMech_Empty Clip A_03_SFRMS_SCIWPNS.wav	empty clip, click, trigger	16	44100	2	00:00
GUNMech_Empty Clip A_05_SFRMS_SCIWPNS.wav	empty clip, click, trigger	16	44100	2	00:00
GUNMech_Empty Clip A_06_SFRMS_SCIWPNS.wav	empty clip, click, trigger	16	44100	2	00:00
GUNMech_Empty Clip Burst A_01_SFRMS_SCIWPNS.wav	clicks, repeating	16	44100	2	00:01
GUNMech_Empty Clip Burst B_01_SFRMS_SCIWPNS.wav	clicks, repeating, mechanical	16	44100	2	00:01
GUNMech_Empty Clip Burst B_02_SFRMS_SCIWPNS.wav	clicks, repeating, mechanical	16	44100	2	00:01
GUNMech_Empty Clip Burst B_03_SFRMS_SCIWPNS.wav	clicks, repeating, mechanical	16	44100	2	00:01
GUNMech_Empty Clip Burst B_04_SFRMS_SCIWPNS.wav	clicks, repeating, mechanical	16	44100	2	00:01
GUNMech_Empty Clip Burst B_05_SFRMS_SCIWPNS.wav	clicks, repeating, mechanical	16	44100	2	00:01
GUNMech_Empty Clip Burst B_06_SFRMS_SCIWPNS.wav	clicks, repeating, mechanical	16	44100	2	00:01
GUNMech_Empty Clip B_01_SFRMS_SCIWPNS.wav	empty clip, click, trigger	16	44100	2	00:00
GUNMech_Empty Clip B_02_SFRMS_SCIWPNS.wav	empty clip, click, trigger	16	44100	2	00:00
GUNMech_Empty Clip B_03_SFRMS_SCIWPNS.wav	empty clip, click, trigger	16	44100	2	00:00
GUNMech_Empty Clip B_04_SFRMS_SCIWPNS.wav	empty clip, click, trigger	16	44100	2	00:00
GUNMech_Empty Clip B_05_SFRMS_SCIWPNS.wav	empty clip, click, trigger	16	44100	2	00:00
GUNMech_Empty Clip B_06_SFRMS_SCIWPNS.wav	empty clip, click, trigger	16	44100	2	00:00
GUNMech_Mechanical_01_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	16	44100	2	00:00
GUNMech_Mechanical_02_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	16	44100	2	00:00
GUNMech_Mechanical_03_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	16	44100	2	00:00
GUNMech_Mechanical_04_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	16	44100	2	00:00
GUNMech_Mechanical_05_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	16	44100	2	00:00
GUNMech_Mechanical_06_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	16	44100	2	00:00
GUNMech_Mechanical_07_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	16	44100	2	00:00
GUNMech_Mechanical_08_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	16	44100	2	00:00

GUNMech_Mechanical_09_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	16	44100	2	00:00
GUNMech_Mechanical_10_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	16	44100	2	00:00
GUNMech_Mechanical_11_SFRMS_SCIWPNS.wav	clicks, short, error	16	44100	2	00:00
GUNMech_Mechanical_12_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	16	44100	2	00:00
UIGlitch_Error Tone_01_SFRMS_SCIWPNS.wav	ui, glitch, error, short	16	44100	2	00:00
UIGlitch_Error Tone_02_SFRMS_SCIWPNS.wav	ui, glitch, error, short	16	44100	2	00:00
UIGlitch_Error Tone_03_SFRMS_SCIWPNS.wav	ui, glitch, error, short, buzz	16	44100	2	00:00
UIGlitch_Error Tone_04_SFRMS_SCIWPNS.wav	ui, glitch, error, short, buzz	16	44100	2	00:00
UIGlitch_Error Tone_05_SFRMS_SCIWPNS.wav	ui, glitch, error, short	16	44100	2	00:00
UIGlitch_Error Tone_06_SFRMS_SCIWPNS.wav	ui, glitch, error, short	16	44100	2	00:00
UIGlitch_Error Tone_07_SFRMS_SCIWPNS.wav	ui, glitch, error, short	16	44100	2	00:00
UIGlitch_Error Tone_08_SFRMS_SCIWPNS.wav	ui, glitch, error, short, buzz	16	44100	2	00:00
GUNMech_Insert Clip_01_SFRMS_SCIWPNS.wav	reload, magazine, clip, designed	16	44100	2	00:00
GUNMech_Insert Clip_02_SFRMS_SCIWPNS.wav	reload, magazine, clip, designed	16	44100	2	00:01
GUNMech_Insert Clip_03_SFRMS_SCIWPNS.wav	reload, magazine, clip, designed	16	44100	2	00:00
GUNMech_Insert Clip_04_SFRMS_SCIWPNS.wav	reload, magazine, clip, designed	16	44100	2	00:01
GUNMech_Insert Clip_05_SFRMS_SCIWPNS.wav	reload, magazine, clip, designed	16	44100	2	00:00
GUNMech_Remove Clip_01_SFRMS_SCIWPNS.wav	weapon, click, remove clip	16	44100	2	00:00
LIQSuct_Reload Viscous_01_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	16	44100	2	00:00
LIQSuct_Reload Viscous_02_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	16	44100	2	00:00
LIQSuct_Reload Viscous_03_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	16	44100	2	00:00
LIQSuct_Reload Viscous_04_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	16	44100	2	00:00
LIQSuct_Reload Viscous_05_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	16	44100	2	00:00
LIQSuct_Reload Viscous_06_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	16	44100	2	00:00
LIQSuct_Reload Viscous_07_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	16	44100	2	00:00
LIQSuct_Reload Viscous_08_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	16	44100	2	00:00
SCIMisc_Ammo Replenish_01_SFRMS_SCIWPNS.wav	clicks, repeated, UI, counter, error	16	44100	2	00:00
SCIMisc_Ammo Replenish_02_SFRMS_SCIWPNS.wav	replenish, rising pitch, tonal, synth, bubbly	16	44100	2	00:00
SCIMisc_Ammo Replenish_03_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	16	44100	2	00:00
SCIMisc_Ammo Replenish_04_SFRMS_SCIWPNS.wav	clicks, repeated, UI, counter, error	16	44100	2	00:00
SCIMisc_Ammo Replenish_05_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	16	44100	2	00:00
SCIMisc_Ammo Replenish_06_SFRMS_SCIWPNS.wav	clicks, repeated, UI, counter, error	16	44100	2	00:00
SCIMisc_Ammo Replenish_07_SFRMS_SCIWPNS.wav	replenish, rising pitch, suction, reversed, sci-fi	16	44100	2	00:01
SCIMisc_Ammo Replenish_08_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	16	44100	2	00:01
SCIMisc_Ammo Replenish_09_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	16	44100	2	00:01
SCIMisc_Ammo Replenish_10_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	16	44100	2	00:01
SCIMisc_Ammo Replenish_11_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	16	44100	2	00:01
SCIMisc_Ammo Replenish_12_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	16	44100	2	00:01

SCIMisc_Ammo Replenish_13_SFRMS_SCIWPNS.wav	clicks, repeated, UI, counter, error, noisy	16	44100	2	00:01
SCIMisc_Ammo Replenish_14_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	16	44100	2	00:01
SCIMisc_Insert Ammo_01_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	16	44100	2	00:00
SCIMisc_Insert Ammo_02_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	16	44100	2	00:00
SCIMisc_Insert Ammo_03_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	16	44100	2	00:00
SCIMisc_Insert Ammo_04_SFRMS_SCIWPNS.wav	reload, insert, futuristic, sci-fi	16	44100	2	00:00
SCIMisc_Insert Ammo_05_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi, counter, tick	16	44100	2	00:00
SCIMisc_Insert Ammo_06_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	16	44100	2	00:00
SCIMisc_Insert Ammo_07_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	16	44100	2	00:00
SCIMisc_Insert Ammo_08_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	16	44100	2	00:00
SCIMisc_Insert Ammo_09_SFRMS_SCIWPNS.wav	reload, mechanical, clicks, clasp	16	44100	2	00:00
SCIMisc_Insert Ammo_10_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	16	44100	2	00:00
SCIMisc_Insert Ammo_11_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	16	44100	2	00:00
SCIMisc_Insert Ammo_12_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	16	44100	2	00:00
SCIMisc_Insert Ammo_13_SFRMS_SCIWPNS.wav	reload, replenish, futuristic, sci-fi, rising pitch	16	44100	2	00:00
SCIMisc_Insert Ammo_14_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	16	44100	2	00:00
SCIMisc_Insert Ammo_15_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	16	44100	2	00:00
SCIMisc_Insert Ammo_16_SFRMS_SCIWPNS.wav	reload, insert, alien, futuristic, sci-fi, orb	16	44100	2	00:00
SCIMisc_Insert Ammo_17_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	16	44100	2	00:00
SCIMisc_Insert Ammo_18_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	16	44100	2	00:00
SCIMisc_Power Puck_01_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	16	44100	2	00:00
SCIMisc_Power Puck_02_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	16	44100	2	00:00
SCIMisc_Power Puck_03_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	16	44100	2	00:00
SCIMisc_Power Puck_04_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	16	44100	2	00:00
SCIMisc_Reload Alien Tech_01_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, alien, sci-fi	16	44100	2	00:00
SCIMisc_Reload Alien Tech_02_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, alien, sci-fi	16	44100	2	00:00
SCIMisc_Reload Alien Tech_03_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, alien, sci-fi	16	44100	2	00:00
SCIMisc_Reload Alien Tech_04_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, alien, sci-fi	16	44100	2	00:01
SCIMisc_Reload Alien Tech_05_SFRMS_SCIWPNS.wav	reload, alien, sci-fi, insert, orb	16	44100	2	00:01
SCIMisc_Reload Tremolo_01_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	16	44100	2	00:01
SCIMisc_Reload Tremolo_02_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	16	44100	2	00:01
SCIMisc_Reload Tremolo_03_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	16	44100	2	00:01
SCIMisc_Reload Tremolo_04_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	16	44100	2	00:01
SCIMisc_Reload Tremolo_05_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	16	44100	2	00:01
SCIMisc_Reload Tremolo_06_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	16	44100	2	00:01
GUNMech_Scope Activate_01_SFRMS_SCIWPNS.wav	lens, calibrate, mechanism, short	16	44100	2	00:00
GUNMech_Scope Activate_02_SFRMS_SCIWPNS.wav	click, transient, high pitched, short, UI, scope	16	44100	2	00:00
GUNMech_Scope Activate_03_SFRMS_SCIWPNS.wav	scope, lens, focus, calibrate, mechanism	16	44100	2	00:00

GUNMech_Scope Activate_04_SFRMS_SCIWPNS.wav	lens, calibrate, mechanism, short	16	44100	2	00:00
GUNMech_Scope Activate_05_SFRMS_SCIWPNS.wav	scope, lens, focus, calibrate, mechanism	16	44100	2	00:00
GUNMech_Scope Activate_06_SFRMS_SCIWPNS.wav	scope, lens, focus, calibrate, mechanism, click	16	44100	2	00:00
GUNMech_Scope Activate_07_SFRMS_SCIWPNS.wav	scope, lens, focus, calibrate, mechanism, click	16	44100	2	00:00
GUNMech_Scope Activate_08_SFRMS_SCIWPNS.wav	scope, calibrate, mechanism, click	16	44100	2	00:00
GUNMech_Scope Activate_09_SFRMS_SCIWPNS.wav	mechanism, click, whoosh	16	44100	2	00:00
GUNMech_Scope Activate_10_SFRMS_SCIWPNS.wav	scope, calibrate, mechanism, click	16	44100	2	00:00
GUNMech_Scope Deactivate_01_SFRMS_SCIWPNS.wav	tonal, high pitched	16	44100	2	00:00
GUNMech_Scope Deactivate_02_SFRMS_SCIWPNS.wav	clicks, high pitched, short, UI, scope	16	44100	2	00:00
GUNMech_Scope Deactivate_03_SFRMS_SCIWPNS.wav	clicks, high pitched, short, UI, scope	16	44100	2	00:00
GUNMech_Scope Deactivate_04_SFRMS_SCIWPNS.wav	whoosh, short	16	44100	2	00:00
GUNMech_Scope Deactivate_05_SFRMS_SCIWPNS.wav	tonal, high pitched	16	44100	2	00:00
GUNMech_Scope Deactivate_06_SFRMS_SCIWPNS.wav	scope, lens, focus, calibrate, mechanism	16	44100	2	00:00
GUNMech_Scope Deactivate_07_SFRMS_SCIWPNS.wav	clicks, high pitched, short, UI, scope, reversed	16	44100	2	00:00
GUNMech_Scope Deactivate_08_SFRMS_SCIWPNS.wav	clicks, high pitched, short, UI, scope	16	44100	2	00:00
GUNMech_Scope Deactivate_09_SFRMS_SCIWPNS.wav	scope, calibrate, mechanism, click	16	44100	2	00:00
GUNMech_Scope Deactivate_10_SFRMS_SCIWPNS.wav	mechanism, click, whoosh, reverse	16	44100	2	00:00
GUNMech_Scope Deactivate_11_SFRMS_SCIWPNS.wav	mechanism, click, whoosh, reverse, transform	16	44100	2	00:00
UIMvmt_Slow Time Focus_01_SFRMS_SCIWPNS.wav	whoosh, reverse, temporal, transition	16	44100	2	00:01
UIMvmt_Zoom In_01_SFRMS_SCIWPNS.wav	whoosh, short, transition	16	44100	2	00:00
UIMvmt_Zoom In_02_SFRMS_SCIWPNS.wav	whoosh, short, transition	16	44100	2	00:00
UIMvmt_Zoom Out_01_SFRMS_SCIWPNS.wav	whoosh, short, transition	16	44100	2	00:00
UIMvmt_Zoom Out_02_SFRMS_SCIWPNS.wav	whoosh, short, transition	16	44100	2	00:00
SCIEnrg_Shield Activate Deactivate_01_SFRMS_SCIWPNS.wav	shield, forcefield, energy, sustained, sci-fi, futuristic	16	44100	2	00:07
SCIEnrg_Shield Activate Deactivate_02_SFRMS_SCIWPNS.wav	shield, forcefield, energy, sustained, sci-fi, futuristic	16	44100	2	00:07
SCIEnrg_Shield Activate Deactivate_03_SFRMS_SCIWPNS.wav	shield, forcefield, energy, sustained, sci-fi, futuristic	16	44100	2	00:07
SCIEnrg_Shield Activate Deactivate_04_SFRMS_SCIWPNS.wav	shield, forcefield, energy, sustained, sci-fi, futuristic	16	44100	2	00:07
SCIEnrg_Shield Activate Deactivate_05_SFRMS_SCIWPNS.wav	shield, forcefield, energy, sustained, sci-fi, futuristic	16	44100	2	00:04
SCIEnrg_Shield Activate_01_SFRMS_SCIWPNS.wav	shield, engage, hologram, sci-fi, futuristic, power on	16	44100	2	00:02
SCIEnrg_Shield Activate_02_SFRMS_SCIWPNS.wav	shield, engage, hologram, sci-fi, futuristic, power on	16	44100	2	00:03
SCIEnrg_Shield Activate_03_SFRMS_SCIWPNS.wav	shield, engage, hologram, sci-fi, futuristic, power on	16	44100	2	00:02
SCIEnrg_Shield Activate_04_SFRMS_SCIWPNS.wav	shield, engage, hologram, sci-fi, futuristic, power on	16	44100	2	00:01
SCIEnrg_Shield Activate_05_SFRMS_SCIWPNS.wav	shield, engage, hologram, sci-fi, futuristic, power on	16	44100	2	00:02
SCIEnrg_Shield Deactivate Light_01_SFRMS_SCIWPNS.wav	shield, disengage, deactivate, hologram, sci-fi, futuristic, power off	16	44100	2	00:01
SCIEnrg_Shield Deactivate Light_02_SFRMS_SCIWPNS.wav	shield, disengage, deactivate, hologram, sci-fi, futuristic, power off	16	44100	2	00:01
SCIEnrg_Shield Deactivate_01_SFRMS_SCIWPNS.wav	shield, disengage, deactivate, hologram, sci-fi, futuristic, power off	16	44100	2	00:01
SCIEnrg_Shield Deactivate_02_SFRMS_SCIWPNS.wav	shield, disengage, deactivate, hologram, sci-fi, futuristic, power off	16	44100	2	00:01
SCIEnrg_Shield Deactivate_03_SFRMS_SCIWPNS.wav	shield, disengage, deactivate, hologram, sci-fi, futuristic, power off	16	44100	2	00:01

SCIEnrg_Shield Deactivate_04_SFRMS_SCIWPNS.wav	shield, disengage, deactivate, hologram, sci-fi, futuristic, power off	16	44100	2	00:01
SCIEnrg_Shield Glitch Broken_01_SFRMS_SCIWPNS.wav	glitch, crackle, stutter, broken, sci-fi	16	44100	2	00:08
SCIEnrg_Shield Loop_01_SFRMS_SCIWPNS.wav	shield, sustain, sci-fi, futuristic, energy, loop, forcefield	16	44100	2	00:02
SCIEnrg_Shield Loop_02_SFRMS_SCIWPNS.wav	shield, sustain, sci-fi, futuristic, energy, loop, forcefield	16	44100	2	00:03
SCIEnrg_Shield Loop_03_SFRMS_SCIWPNS.wav	shield, sustain, sci-fi, futuristic, energy, loop, forcefield	16	44100	2	00:04
SCIEnrg_Shield Loop_04_SFRMS_SCIWPNS.wav	shield, sustain, sci-fi, futuristic, energy, loop, forcefield	16	44100	2	00:04
SCIEnrg_Shield Loop_05_SFRMS_SCIWPNS.wav	shield, sustain, sci-fi, futuristic, energy, loop, forcefield	16	44100	2	00:02
SCIEnrg_Shield Loop_06_SFRMS_SCIWPNS.wav	shield, sustain, sci-fi, futuristic, energy, loop, forcefield	16	44100	2	00:08
BEEP_Targeting Beep_01_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:00
BEEP_Targeting Beep_02_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:00
BEEP_Targeting Beep_03_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:00
BEEP_Targeting Beep_04_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:00
BEEP_Targeting Beep_05_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:00
BEEP_Targeting Beep_06_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:00
BEEP_Targeting Beep_07_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:00
BEEP_Targeting Beep_08_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:00
BEEP_Targeting Beep_09_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:00
BEEP_Targeting Loop_01_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:00
BEEP_Targeting Loop_02_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:00
BEEP_Targeting Loop_03_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:00
BEEP_Targeting Loop_04_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:00
BEEP_Targeting Loop_05_SFRMS_SCIWPNS.wav	beep, repeated, tonal, synthesized	16	44100	2	00:00
BEEP_Targeting Loop_06_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:01
BEEP_Targeting Loop_07_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:01
BEEP_Targeting Loop_08_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:01
BEEP_Targeting Loop_09_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	16	44100	2	00:02
SCIMisc_Targeting Mechanism_01_SFRMS_SCIWPNS.wav	beeps, targeting, stutter, sci-fi, calculating	16	44100	2	00:03
UIBeep_Lock On_01_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	16	44100	2	00:00
UIBeep_Lock On_02_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	16	44100	2	00:00
UIBeep_Lock On_03_SFRMS_SCIWPNS.wav	targeting, UI, sci-fi	16	44100	2	00:00
UIBeep_Lock On_04_SFRMS_SCIWPNS.wav	beep, click, targeting, UI, sci-fi	16	44100	2	00:00
UIBeep_Lock On_05_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	16	44100	2	00:00
UIBeep_Lock On_06_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	16	44100	2	00:00
UIBeep_Lock On_07_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	16	44100	2	00:00
UIBeep_Lock On_08_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	16	44100	2	00:00
UIBeep_Lock On_09_SFRMS_SCIWPNS.wav	beep, click, targeting, UI, sci-fi	16	44100	2	00:00
UIBeep_Lock On_10_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	16	44100	2	00:00
UIBeep_Lock On_11_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	16	44100	2	00:00

UIBeep_Lock On_12_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	16	44100	2	00:00
UIBeep_Lock On_13_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	16	44100	2	00:00
UIBeep_Lock On_14_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	16	44100	2	00:01
UIBeep_Lock On_15_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	16	44100	2	00:01
UIClick_Targeting Beep_01_SFRMS_SCIWPNS.wav	beep, targeting	16	44100	2	00:00
UIClick_Targeting Beep_02_SFRMS_SCIWPNS.wav	beep, targeting	16	44100	2	00:00
UIClick_Targeting Beep_03_SFRMS_SCIWPNS.wav	tiny ratchets, thin, high frequency, pitch jump	16	44100	2	00:00
UIClick_Targeting Beep_04_SFRMS_SCIWPNS.wav	click, targeting, UI, sci-fi, pitch jump, confirm	16	44100	2	00:00
ANMLBat_Creature Vocalisation_01_SFRMS_SCIWPNS.wav	bat, screech, vocalisation, horror, creature, animal	16	44100	2	00:01
ANMLBat_Creature Vocalisation_02_SFRMS_SCIWPNS.wav	bat, screech, vocalisation, horror, creature, animal	16	44100	2	00:01
ANMLBat_Creature Vocalisation_03_SFRMS_SCIWPNS.wav	bat, screech, vocalisation, horror, creature, animal	16	44100	2	00:01
ANMLBat_Creature Vocalisation_04_SFRMS_SCIWPNS.wav	bat, screech, vocalisation, horror, creature, animal	16	44100	2	00:01
ANMLBat_Creature Vocalisation_05_SFRMS_SCIWPNS.wav	bat, screech, vocalisation, horror, creature, animal	16	44100	2	00:01
CREAMnstr_Beast Vocalisation_01_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	16	44100	2	00:00
CREAMnstr_Beast Vocalisation_02_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	16	44100	2	00:00
CREAMnstr_Beast Vocalisation_03_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	16	44100	2	00:00
CREAMnstr_Beast Vocalisation_04_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	16	44100	2	00:00
CREAMnstr_Beast Vocalisation_05_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	16	44100	2	00:00
CREAMnstr_Beast Vocalisation_06_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	16	44100	2	00:01
CREAMnstr_Beast Vocalisation_07_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	16	44100	2	00:01
CREAMnstr_Beast Vocalisation_08_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	16	44100	2	00:01
CREAMnstr_Beast Vocalisation_09_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	16	44100	2	00:02
ROBTVox_Robot Vocalisation_01_SFRMS_SCIWPNS.wav	robot, droid, vocalisation, pain	16	44100	2	00:01
ROBTVox_Robot Vocalisation_02_SFRMS_SCIWPNS.wav	robot, droid, vocalisation, pain	16	44100	2	00:01
ROBTVox_Robot Vocalisation_03_SFRMS_SCIWPNS.wav	robot, droid, vocalisation, pain	16	44100	2	00:01
LASRGun_Alien Handgun Burst_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	16	44100	2	00:01
LASRGun_Alien Handgun Burst_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	16	44100	2	00:01
LASRGun_Alien Handgun Burst_03_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	16	44100	2	00:01
LASRGun_Alien Handgun Burst_04_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	16	44100	2	00:01
LASRGun_Alien Handgun Burst_05_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	16	44100	2	00:01
LASRGun_Alien Handgun Burst_06_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	16	44100	2	00:01
LASRGun_Alien Handgun Fire Heavy_01_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	16	44100	2	00:00
LASRGun_Alien Handgun Fire Heavy_02_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	16	44100	2	00:00
LASRGun_Alien Handgun Fire Heavy_03_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	16	44100	2	00:00
LASRGun_Alien Handgun Fire Heavy_04_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	16	44100	2	00:00
LASRGun_Alien Handgun Fire Heavy_05_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	16	44100	2	00:00
LASRGun_Alien Handgun Fire Heavy_06_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	16	44100	2	00:00
LASRGun_Alien Handgun Fire Light_01_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	16	44100	2	00:00

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GUNAuto_Assault Rifle B Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	16	44100	2	00:00
GUNAuto_Assault Rifle B Loop_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Assault Rifle C Burst_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Assault Rifle C Burst_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Assault Rifle C Burst_03_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Assault Rifle C Burst_04_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Assault Rifle C Burst_05_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Assault Rifle C Burst_06_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Assault Rifle C Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	16	44100	2	00:00
GUNAuto_Assault Rifle C Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	16	44100	2	00:00
GUNAuto_Assault Rifle C Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	16	44100	2	00:00
GUNAuto_Assault Rifle C Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	16	44100	2	00:00
GUNAuto_Assault Rifle C Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	16	44100	2	00:00
GUNAuto_Assault Rifle C Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	16	44100	2	00:00
GUNAuto_Assault Rifle C Loop_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Assault Rifle C Loop_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	16	44100	2	00:00
GUNAuto_Assault Rifle D Burst_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Assault Rifle D Burst_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:00
GUNAuto_Assault Rifle D Burst_03_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Assault Rifle D Burst_04_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:00
GUNAuto_Assault Rifle D Burst_05_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Assault Rifle D Burst_06_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Assault Rifle D Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	16	44100	2	00:00
GUNAuto_Assault Rifle D Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	16	44100	2	00:00
GUNAuto_Assault Rifle D Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	16	44100	2	00:00
GUNAuto_Assault Rifle D Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	16	44100	2	00:00
GUNAuto_Assault Rifle D Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	16	44100	2	00:00
GUNAuto_Assault Rifle D Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	16	44100	2	00:00
GUNAuto_Assault Rifle D Loop_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	16	44100	2	00:01
DSGNRise_Ballista Charge_01_SFRMS_SCIWPNS.wav	anticipate, rise, tonal, lead-in	16	44100	2	00:00
DSGNRise_Ballista Charge_02_SFRMS_SCIWPNS.wav	anticipate, rise, tonal, lead-in	16	44100	2	00:00
GUNMech_Ballista Arm_01_SFRMS_SCIWPNS.wav	load, mechanism, heavy, cock	16	44100	2	00:00
GUNMech_Ballista Arm_02_SFRMS_SCIWPNS.wav	load, mechanism, heavy	16	44100	2	00:00
GUNMech_Ballista Arm_03_SFRMS_SCIWPNS.wav	load, mechanism, heavy	16	44100	2	00:01
GUNMech_Ballista Arm_04_SFRMS_SCIWPNS.wav	load, mechanism, heavy	16	44100	2	00:01
GUNMech_Ballista Arm_05_SFRMS_SCIWPNS.wav	load, mechanism, click, whoosh	16	44100	2	00:01
GUNMech_Ballista Arm_06_SFRMS_SCIWPNS.wav	load, mechanism	16	44100	2	00:01
GUNMech_Ballista Arm_07_SFRMS_SCIWPNS.wav	load, mechanism	16	44100	2	00:01

[illegible]

LASRGun_Classic Laser Gun B Fire_01_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, sci-fi, synth, designed, shot, fire	16	44100	2	00:00
LASRGun_Classic Laser Gun B Fire_02_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, sci-fi, synth, designed, shot, fire	16	44100	2	00:01
LASRGun_Classic Laser Gun B Fire_03_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, sci-fi, synth, designed, shot, fire	16	44100	2	00:01
LASRGun_Classic Laser Gun B Fire_04_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, sci-fi, synth, designed, shot, fire	16	44100	2	00:00
LASRGun_Classic Laser Gun B Fire_05_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, sci-fi, synth, designed, shot, fire	16	44100	2	00:00
LASRGun_Classic Laser Gun B Fire_06_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, sci-fi, synth, designed, shot, fire	16	44100	2	00:01
LASRGun_Electron Impeller Fire_01_SFRMS_SCIWPNS.wav	weapon, sci-fi, energy, burst, gas	16	44100	2	00:01
LASRGun_Electron Impeller Fire_02_SFRMS_SCIWPNS.wav	weapon, sci-fi, energy, burst, gas	16	44100	2	00:01
LASRGun_Electron Impeller Fire_03_SFRMS_SCIWPNS.wav	weapon, sci-fi, energy, burst, gas	16	44100	2	00:01
LASRGun_Electron Impeller Fire_04_SFRMS_SCIWPNS.wav	weapon, sci-fi, energy, burst, gas	16	44100	2	00:01
LASRGun_Electron Impeller Fire_05_SFRMS_SCIWPNS.wav	weapon, sci-fi, energy, burst, gas	16	44100	2	00:01
LASRGun_Electron Impeller Fire_06_SFRMS_SCIWPNS.wav	weapon, sci-fi, energy, burst, gas	16	44100	2	00:02
LASRGun_Electron Impeller Fire_07_SFRMS_SCIWPNS.wav	weapon, sci-fi, energy, burst, gas	16	44100	2	00:02
LASRGun_Electron Impeller Charged Fire_01_SFRMS_SCIWPNS.wav	weapon, sci-fi, energy, burst, gas, resonant	16	44100	2	00:01
LASRGun_Electron Impeller Charged Fire_02_SFRMS_SCIWPNS.wav	weapon, sci-fi, energy, burst, gas, resonant	16	44100	2	00:01
LASRGun_Electron Impeller Charged Fire_03_SFRMS_SCIWPNS.wav	weapon, sci-fi, energy, burst, gas, resonant	16	44100	2	00:01
LASRGun_Electron Impeller Charged Fire_04_SFRMS_SCIWPNS.wav	weapon, sci-fi, energy, burst, gas, resonant	16	44100	2	00:02
LASRGun_Electron Impeller Charged Fire_05_SFRMS_SCIWPNS.wav	weapon, sci-fi, energy, burst, gas, resonant	16	44100	2	00:02
LASRGun_Electron Impeller Charged Fire_06_SFRMS_SCIWPNS.wav	weapon, sci-fi, energy, burst, gas, resonant	16	44100	2	00:02
LASRGun_Electron Impeller Charged Fire_07_SFRMS_SCIWPNS.wav	weapon, sci-fi, energy, burst, gas, resonant	16	44100	2	00:02
LASRGun_Energon_Fire_01_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, sci-fi	16	44100	2	00:01
LASRGun_Energon_Fire_02_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, sci-fi	16	44100	2	00:01
LASRGun_Energon_Fire_03_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, sci-fi	16	44100	2	00:01
LASRGun_Energon_Fire_04_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, sci-fi	16	44100	2	00:01
LASRGun_Energon_Fire_05_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, sci-fi	16	44100	2	00:01
LASRGun_Energon_Fire_06_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, sci-fi	16	44100	2	00:01
SCIEnrg_Energy Orb_01_SFRMS_SCIWPNS.wav	energy, movement, whoosh, sci-fi	16	44100	2	00:02
SCIEnrg_Energy Orb_02_SFRMS_SCIWPNS.wav	energy, movement, whoosh, sci-fi	16	44100	2	00:02
SCIEnrg_Energy Orb_03_SFRMS_SCIWPNS.wav	energy, movement, whoosh, sci-fi	16	44100	2	00:02
SCIEnrg_Energy Orb_04_SFRMS_SCIWPNS.wav	energy, movement, whoosh, sci-fi	16	44100	2	00:02
SCIEnrg_Energy Orb_05_SFRMS_SCIWPNS.wav	energy, movement, whoosh, sci-fi	16	44100	2	00:02
SCIEnrg_Energy Orb_06_SFRMS_SCIWPNS.wav	energy, movement, whoosh, sci-fi	16	44100	2	00:02
LASRGun_Erebus Fire_01_SFRMS_SCIWPNS.wav	weapon, shot, fire, sci-fi, noisy	16	44100	2	00:01
LASRGun_Erebus Fire_02_SFRMS_SCIWPNS.wav	weapon, shot, fire, sci-fi, noisy	16	44100	2	00:01
LASRGun_Erebus Fire_03_SFRMS_SCIWPNS.wav	weapon, shot, fire, sci-fi, noisy	16	44100	2	00:01
LASRGun_Erebus Fire_04_SFRMS_SCIWPNS.wav	weapon, shot, fire, sci-fi, noisy	16	44100	2	00:01
LASRGun_Erebus Fire_05_SFRMS_SCIWPNS.wav	weapon, shot, fire, sci-fi, noisy	16	44100	2	00:01
LASRGun_Flange Cannon Fire_01_SFRMS_SCIWPNS.wav	weapon, blast, energy, sci-fi, noisy, designed	16	44100	2	00:01

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ELECArc_Gauss Cannon Electric Arc_06_SFRMS_SCIWPNS.wav	weapon, electricity, energy, hi-tech	16	44100	2	00:01
ELECArc_Gauss Cannon Electric Arc_07_SFRMS_SCIWPNS.wav	weapon, electricity, energy, hi-tech	16	44100	2	00:01
LASRGun_Gauss Cannon Fire_01_SFRMS_SCIWPNS.wav	weapon, energy, unstable, sci-fi, noisy	16	44100	2	00:01
LASRGun_Gauss Cannon Fire_02_SFRMS_SCIWPNS.wav	weapon, energy, unstable, sci-fi, noisy	16	44100	2	00:01
LASRGun_Gauss Cannon Fire_03_SFRMS_SCIWPNS.wav	weapon, energy, unstable, sci-fi, noisy	16	44100	2	00:02
LASRGun_Gauss Cannon Fire_04_SFRMS_SCIWPNS.wav	weapon, energy, unstable, sci-fi, noisy	16	44100	2	00:02
LASRGun_Gauss Cannon Fire_05_SFRMS_SCIWPNS.wav	weapon, energy, unstable, sci-fi, noisy	16	44100	2	00:02
LASRGun_Gauss Cannon Fire_06_SFRMS_SCIWPNS.wav	weapon, energy, unstable, sci-fi, noisy	16	44100	2	00:02
SCIMisc_Gauss Cannon Charge_01_SFRMS_SCIWPNS.wav	transform, noisy, splay, sci-fi	16	44100	2	00:01
SCIMisc_Gauss Cannon Charge_02_SFRMS_SCIWPNS.wav	mechanism, transform, sci-fi, charge	16	44100	2	00:02
SCIMisc_Gauss Cannon Charge_03_SFRMS_SCIWPNS.wav	mechanism, transform, sci-fi, charge	16	44100	2	00:02
GUNMisc_Gel Blaster Fire B_01_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	16	44100	2	00:00
GUNMisc_Gel Blaster Fire B_02_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	16	44100	2	00:00
GUNMisc_Gel Blaster Fire B_03_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	16	44100	2	00:00
GUNMisc_Gel Blaster Fire B_04_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	16	44100	2	00:00
GUNMisc_Gel Blaster Fire B_05_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	16	44100	2	00:00
GUNMisc_Gel Blaster Fire B_06_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	16	44100	2	00:00
GUNMisc_Gel Blaster Knock_01_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	16	44100	2	00:00
GUNMisc_Gel Blaster Knock_02_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	16	44100	2	00:00
GUNMisc_Gel Blaster Knock_03_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	16	44100	2	00:00
GUNMisc_Gel Blaster Knock_04_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	16	44100	2	00:00
GUNMisc_Gel Blaster Knock_05_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	16	44100	2	00:00
GUNMisc_Gel Blaster Knock_06_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	16	44100	2	00:00
LASRGun_Gel Blaster Burst_01_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Gel Blaster Burst_02_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Gel Blaster Burst_03_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Gel Blaster Burst_04_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Gel Blaster Burst_05_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Gel Blaster Burst_06_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Gel Blaster Fire A_01_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Gel Blaster Fire A_02_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Gel Blaster Fire A_03_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:00
LASRGun_Gel Blaster Fire A_04_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:00
LASRGun_Gel Blaster Fire A_05_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Gel Blaster Fire A_06_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:00
LASRGun_Gel Blaster Fire B_01_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Gel Blaster Fire B_02_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:00
LASRGun_Gel Blaster Fire B_03_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:01

[illegible]

GUNArtl_Grenade Launcher Fire_03_SFRMS_SCIWPNS.wav	grenade launcher, propel, eject, launch, fire, mechanical, resonant	16	44100	2	00:01
GUNArtl_Grenade Launcher Fire_04_SFRMS_SCIWPNS.wav	grenade launcher, propel, eject, launch, fire, mechanical, resonant	16	44100	2	00:01
GUNArtl_Grenade Launcher Fire_05_SFRMS_SCIWPNS.wav	grenade launcher, propel, eject, launch, fire, mechanical, resonant	16	44100	2	00:01
GUNArtl_Grenade Launcher Fire_06_SFRMS_SCIWPNS.wav	grenade launcher, propel, eject, launch, fire, mechanical, resonant	16	44100	2	00:01
SCIMisc_Grenade Launcher Reload_01_SFRMS_SCIWPNS.wav	reload, sci-fi, synth, designed, noisy	16	44100	2	00:00
SCIMisc_Grenade Launcher Reload_02_SFRMS_SCIWPNS.wav	reload, sci-fi, synth, designed, noisy	16	44100	2	00:00
LASRGun_Guardian Pistol Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:00
LASRGun_Guardian Pistol Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:00
LASRGun_Guardian Pistol Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:00
LASRGun_Guardian Pistol Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:00
LASRGun_Guardian Pistol Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:00
LASRGun_Guardian Pistol Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:00
LASRGun_Hades Fire Heavy_01_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	16	44100	2	00:01
LASRGun_Hades Fire Heavy_02_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	16	44100	2	00:02
LASRGun_Hades Fire Heavy_03_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	16	44100	2	00:02
LASRGun_Hades Fire Heavy_04_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	16	44100	2	00:02
LASRGun_Hades Fire Heavy_05_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	16	44100	2	00:02
LASRGun_Hades Fire_01_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	16	44100	2	00:01
LASRGun_Hades Fire_02_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	16	44100	2	00:01
LASRGun_Hades Fire_03_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	16	44100	2	00:01
LASRGun_Hades Fire_04_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	16	44100	2	00:01
LASRGun_Hades Fire_05_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	16	44100	2	00:01
LASRGun_Harbinger Burst_01_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Harbinger Burst_02_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Harbinger Burst_03_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Harbinger Burst_04_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Harbinger Burst_05_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Harbinger Burst_06_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Harbinger Fire_01_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:00
LASRGun_Harbinger Fire_02_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:00
LASRGun_Harbinger Fire_03_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:00
LASRGun_Harbinger Fire_04_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:00
LASRGun_Harbinger Fire_05_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:00
LASRGun_Harbinger Fire_06_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:00
LASRGun_Harbinger Loop_01_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi, loop	16	44100	2	00:01
LASRGun_Harbinger Loop_02_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi, loop	16	44100	2	00:01
LASRGun_Harbinger Short_01_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:00
LASRGun_Harbinger Short_02_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	16	44100	2	00:00

[illegible]

[illegible]

LASRGun_Loki Single_04_SFRMS_SCIWPNS.wav	gun, weapon, blaster, shot, fire, muted, short, sci-fi	16	44100	2	00:00
LASRGun_Loki Single_05_SFRMS_SCIWPNS.wav	gun, weapon, blaster, shot, fire, muted, short, sci-fi	16	44100	2	00:00
LASRGun_Loki Single_06_SFRMS_SCIWPNS.wav	gun, weapon, blaster, shot, fire, muted, short, sci-fi	16	44100	2	00:00
MECHClick_Mine Deploy_01_SFRMS_SCIWPNS.wav	mine, bomb, attach, click, mechanism, clasp	16	44100	2	00:00
MECHClick_Mine Deploy_02_SFRMS_SCIWPNS.wav	mine, bomb, attach, click, mechanism, clasp	16	44100	2	00:00
MECHClick_Mine Deploy_03_SFRMS_SCIWPNS.wav	mine, bomb, attach, click, mechanism, clasp	16	44100	2	00:00
MECHClick_Mine Deploy_04_SFRMS_SCIWPNS.wav	mine, bomb, attach, click, mechanism, clasp	16	44100	2	00:00
DSGNRise_Particle Compressor Recharge_01_SFRMS_SCIWPNS.wav	anticipate, rise, lead-in, recharge	16	44100	2	00:01
LASRGun_Particle Compressor Fire Triple_01_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi, burst, triplet	16	44100	2	00:01
LASRGun_Particle Compressor Fire_01_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Particle Compressor Fire_02_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Particle Compressor Fire_03_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Particle Compressor Fire_04_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Particle Compressor Fire_05_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Particle Compressor Fire_06_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Particle Compressor Fire_07_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	16	44100	2	00:01
LASRGun_Particle Compressor Fire_08_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	16	44100	2	00:01
GUNAuto_Phantom Burst_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Phantom Burst_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Phantom Burst_03_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Phantom Burst_04_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Phantom Burst_05_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Phantom Burst_06_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Phantom Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short	16	44100	2	00:00
GUNAuto_Phantom Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short	16	44100	2	00:00
GUNAuto_Phantom Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short	16	44100	2	00:00
GUNAuto_Phantom Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short	16	44100	2	00:00
GUNAuto_Phantom Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short	16	44100	2	00:00
GUNAuto_Phantom Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short	16	44100	2	00:00
GUNAuto_Phantom Loop_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Phantom Loop_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	16	44100	2	00:00
GUNAuto_Phantom Loop_03_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	16	44100	2	00:01
GUNPis_Pistol Fire Long Tail_01_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:01
GUNPis_Pistol Fire Long Tail_02_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, ricochet	16	44100	2	00:01
GUNPis_Pistol Fire Long Tail_03_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:01
GUNPis_Pistol Fire Long Tail_04_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:01
GUNPis_Pistol Fire Long Tail_05_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:01
GUNPis_Pistol Fire Long Tail_06_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:01

GUNPis_Pistol Fire Long Tail_07_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:01
GUNPis_Pistol Fire Longer Tail_01_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:01
GUNPis_Pistol Fire Longer Tail_02_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, ricochet	16	44100	2	00:01
GUNPis_Pistol Fire Longer Tail_03_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:01
GUNPis_Pistol Fire Longer Tail_04_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:01
GUNPis_Pistol Fire Longer Tail_05_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:01
GUNPis_Pistol Fire Longer Tail_06_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	16	44100	2	00:01
GUNPis_Pistol Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, dry	16	44100	2	00:00
GUNPis_Pistol Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, dry	16	44100	2	00:00
GUNPis_Pistol Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, dry	16	44100	2	00:00
GUNPis_Pistol Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, dry	16	44100	2	00:00
GUNPis_Pistol Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, dry	16	44100	2	00:00
GUNPis_Pistol Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, dry	16	44100	2	00:00
GUNMech_Reload_01_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload, click	16	44100	2	00:00
GUNMech_Reload_02_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	16	44100	2	00:00
GUNMech_Reload_03_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload, click, cock	16	44100	2	00:00
GUNMech_Reload_04_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	16	44100	2	00:00
GUNMech_Reload_05_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	16	44100	2	00:00
GUNMech_Reload_06_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	16	44100	2	00:00
GUNMech_Reload_07_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	16	44100	2	00:00
GUNMech_Reload_08_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	16	44100	2	00:00
GUNMech_Reload_09_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	16	44100	2	00:00
GUNMech_Reload_10_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	16	44100	2	00:01
GUNMech_Reload_11_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	16	44100	2	00:01
GUNMech_Reload_12_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	16	44100	2	00:02
LASRGun_Plasma Rifle Bullet Stream_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	16	44100	2	00:02
LASRGun_Plasma Rifle Bullet Stream_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	16	44100	2	00:02
LASRGun_Plasma Rifle Fire Loop_01_SFRMS_SCIWPNS.wav	weapon, automatic, loop, machine gun, mechanical	16	44100	2	00:05
LASRGun_Plasma Rifle Fire Loop_02_SFRMS_SCIWPNS.wav	weapon, automatic, loop, machine gun, mechanical	16	44100	2	00:04
LASRGun_Plasma Rifle Fire_01_SFRMS_SCIWPNS.wav	weapon, shot, fire, plasma, sci-fi	16	44100	2	00:01
LASRGun_Plasma Rifle Fire_02_SFRMS_SCIWPNS.wav	weapon, shot, fire, plasma, sci-fi	16	44100	2	00:01
LASRGun_Plasma Rifle Fire_03_SFRMS_SCIWPNS.wav	weapon, shot, fire, plasma, sci-fi	16	44100	2	00:01
LASRGun_Plasma Rifle Fire_04_SFRMS_SCIWPNS.wav	weapon, shot, fire, plasma, sci-fi	16	44100	2	00:01
LASRGun_Plasma Rifle Fire_05_SFRMS_SCIWPNS.wav	weapon, shot, fire, plasma, sci-fi	16	44100	2	00:01
LASRGun_Plasma Rifle Fire_06_SFRMS_SCIWPNS.wav	weapon, shot, fire, plasma, sci-fi	16	44100	2	00:01
MOTRSrvo_Plasma Rifle Arm_01_SFRMS_SCIWPNS.wav	weapon, hi-tech, mechanism, gadget, sci-fi, rising pitch	16	44100	2	00:00
MOTRSrvo_Plasma Rifle Disarm_01_SFRMS_SCIWPNS.wav	weapon, hi-tech, mechanism, gadget, sci-fi, falling pitch	16	44100	2	00:00
GUNAuto_Plasmid Machinegun Burst_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01

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GUNAuto_Plasmid Machinegun C Single_01_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Plasmid Machinegun C Single_02_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Plasmid Machinegun C Single_03_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Plasmid Machinegun C Single_04_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Plasmid Machinegun C Single_05_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_Plasmid Machinegun C Single_06_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, sci-fi, mechanism	16	44100	2	00:01
GUNCano_Quad Cannon Fire Double_01_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, hand cannon, blunderbuss, designed	16	44100	2	00:01
GUNCano_Quad Cannon Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, hand cannon, blunderbuss, designed	16	44100	2	00:01
GUNCano_Quad Cannon Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, hand cannon, blunderbuss, designed	16	44100	2	00:01
GUNCano_Quad Cannon Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, hand cannon, blunderbuss, designed	16	44100	2	00:01
GUNCano_Quad Cannon Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, hand cannon, blunderbuss, designed	16	44100	2	00:01
GUNCano_Quad Cannon Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, hand cannon, blunderbuss, designed	16	44100	2	00:01
GUNCano_Quad Cannon Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, hand cannon, blunderbuss, designed	16	44100	2	00:01
GUNArtl_Rocket Launcher Fire_01_SFRMS_SCIWPNS.wav	grenade launcher, propel, eject, launch, fire, mechanical, resonant	16	44100	2	00:01
GUNArtl_Rocket Launcher Fire_02_SFRMS_SCIWPNS.wav	rocket, fire, combustion, gas, whoosh	16	44100	2	00:02
GUNArtl_Rocket Launcher Fire_03_SFRMS_SCIWPNS.wav	rocket, fire, combustion, gas, whoosh	16	44100	2	00:02
GUNArtl_Rocket Launcher Fire_04_SFRMS_SCIWPNS.wav	rocket, fire, combustion, gas, whoosh	16	44100	2	00:01
GUNArtl_Rocket Launcher Fire_05_SFRMS_SCIWPNS.wav	rocket, fire, combustion, gas, whoosh	16	44100	2	00:01
GUNArtl_Rocket Launcher Fire_06_SFRMS_SCIWPNS.wav	rocket, fire, combustion, gas, whoosh	16	44100	2	00:01
GUNMech_Rocket Launcher Reload_01_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	16	44100	2	00:00
GUNMech_Rocket Launcher Reload_02_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	16	44100	2	00:00
GUNMech_Rocket Launcher Reload_03_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	16	44100	2	00:00
GUNMech_Rocket Launcher Reload_04_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	16	44100	2	00:00
GUNMech_Rocket Launcher Reload_05_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	16	44100	2	00:00
GUNMech_Rocket Launcher Reload_06_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	16	44100	2	00:00
GUNMech_Rocket Launcher Reload_07_SFRMS_SCIWPNS.wav	reload, click, insert, mechanical, sci-fi	16	44100	2	00:00
GUNMech_Rocket Launcher Reload_08_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	16	44100	2	00:00
GUNMech_Rocket Launcher Reload_09_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	16	44100	2	00:01
GUNMech_Rocket Launcher Reload_10_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	16	44100	2	00:01
GUNMech_Rocket Launcher Reload_11_SFRMS_SCIWPNS.wav	reload, click, insert, mechanical, sci-fi	16	44100	2	00:01
GUNAuto_RPU Mk2 Burst_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_RPU Mk2 Burst_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_RPU Mk2 Burst_03_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_RPU Mk2 Burst_04_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_RPU Mk2 Burst_05_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_RPU Mk2 Burst_06_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	16	44100	2	00:01
GUNAuto_RPU Mk2 Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, sci-fi, mechanism	16	44100	2	00:00
GUNAuto_RPU Mk2 Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, sci-fi, mechanism	16	44100	2	00:00

[illegible]

[illegible]

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SCIMisc_Sniper Cannon_06_SFRMS_SCIWPNS.wav	weapon, rifle, shot, fire, heavy, rattle, clink	16	44100	2	00:01
GUNTech_Tormentor Shotgun Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, shotgun, sci-fi, designed, mechanism, heavy	16	44100	2	00:01
GUNTech_Tormentor Shotgun Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, shotgun, sci-fi, designed, mechanism, heavy	16	44100	2	00:01
GUNTech_Tormentor Shotgun Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, shotgun, sci-fi, designed, mechanism, heavy	16	44100	2	00:01
GUNTech_Tormentor Shotgun Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, shotgun, sci-fi, designed, mechanism, heavy	16	44100	2	00:01
GUNTech_Tormentor Shotgun Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, shotgun, sci-fi, designed, mechanism, heavy	16	44100	2	00:01
GUNTech_Tormentor Shotgun Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, shotgun, sci-fi, designed, mechanism, heavy	16	44100	2	00:01
LASRGun_Torsion Gun Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, vortex, noisy, shot, fire, sci-fi	16	44100	2	00:01
LASRGun_Torsion Gun Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, vortex, noisy, shot, fire, sci-fi	16	44100	2	00:01
LASRGun_Torsion Gun Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, vortex, noisy, shot, fire, sci-fi	16	44100	2	00:01
LASRGun_Torsion Gun Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, vortex, noisy, shot, fire, sci-fi	16	44100	2	00:01
LASRGun_Torsion Gun Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, vortex, noisy, shot, fire, sci-fi	16	44100	2	00:01
LASRGun_Torsion Gun Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, vortex, noisy, shot, fire, sci-fi	16	44100	2	00:01
SCIWeap_Trebuchet Fire_01_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi	16	44100	2	00:01
SCIWeap_Trebuchet Fire_02_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi	16	44100	2	00:01
SCIWeap_Trebuchet Fire_03_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi	16	44100	2	00:01
SCIWeap_Trebuchet Fire_04_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi	16	44100	2	00:01
SCIWeap_Trebuchet Fire_05_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi	16	44100	2	00:01
SCIWeap_Trebuchet Fire_06_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi	16	44100	2	00:01
SCIWeap_Trebuchet Tremolo A_01_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	16	44100	2	00:01
SCIWeap_Trebuchet Tremolo A_02_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	16	44100	2	00:01
SCIWeap_Trebuchet Tremolo A_03_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	16	44100	2	00:01
SCIWeap_Trebuchet Tremolo A_04_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	16	44100	2	00:01
SCIWeap_Trebuchet Tremolo A_05_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	16	44100	2	00:01
SCIWeap_Trebuchet Tremolo A_06_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	16	44100	2	00:01
SCIWeap_Trebuchet Tremolo B_01_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	16	44100	2	00:01
SCIWeap_Trebuchet Tremolo B_02_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	16	44100	2	00:01
SCIWeap_Trebuchet Tremolo B_03_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	16	44100	2	00:01
SCIWeap_Trebuchet Tremolo B_04_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	16	44100	2	00:01
SCIWeap_Trebuchet Tremolo B_05_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	16	44100	2	00:01
SCIWeap_Trebuchet Tremolo B_06_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	16	44100	2	00:01
LASRGun_Valkyrie_01_SFRMS_SCIWPNS.wav	weapon, blast, energy, electric, sci-fi, designed, pulse	16	44100	2	00:01
LASRGun_Valkyrie_02_SFRMS_SCIWPNS.wav	weapon, blast, energy, electric, sci-fi, designed, pulse	16	44100	2	00:01
LASRGun_Valkyrie_03_SFRMS_SCIWPNS.wav	weapon, blast, energy, electric, sci-fi, designed, pulse	16	44100	2	00:01
LASRGun_Valkyrie_04_SFRMS_SCIWPNS.wav	weapon, blast, energy, electric, sci-fi, designed, pulse	16	44100	2	00:01
LASRGun_Valkyrie_05_SFRMS_SCIWPNS.wav	weapon, blast, energy, electric, sci-fi, designed, pulse	16	44100	2	00:01
LASRGun_Valkyrie_06_SFRMS_SCIWPNS.wav	weapon, blast, energy, electric, sci-fi, designed, pulse	16	44100	2	00:01
AMBWar_Alley Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, blasters, sci-fi, futuristic, alley	24	96000	2	00:28

AMBWar_Battlefield Explosions Distant Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, futuristic, rumble, explosions	24	96000	2	00:29
AMBWar_Battlefield Explosions Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, futuristic, rumble, explosions	24	96000	2	00:23
AMBWar_Battlefield Spacecraft Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, futuristic, blasters, explosions, spacecraft	24	96000	2	00:29
AMBWar_Corridor Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, futuristic, blasters, gunfire, impacts, corridor	24	96000	2	00:30
AMBWar_Futuristic Battlefield Loop_01_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, futuristic, blasters, gunfire	24	96000	2	00:32
AMBWar_Futuristic Battlefield Loop_02_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, futuristic, blasters, gunfire, bullet-by	24	96000	2	00:29
AMBWar_Hallway Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, gunfire, muffled, interior, hallway	24	96000	2	00:28
AMBWar_Office Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, gunfire, interior, office	24	96000	2	00:29
AMBWar_Outdoor Spacecraft Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, gunfire, exterior, outdoor, spacecraft	24	96000	2	00:30
AMBWar_Robot Warfare Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, gunfire, explosions, robot	24	96000	2	00:29
AMBWar_Warzone Loop_SFRMS_SCIWPNS.wav	battlefield, ambience, sci-fi, gunfire, muffled, interior	24	96000	2	00:29
BLLTBy_Bulletstorm Loop_01_SFRMS_SCIWPNS.wav	bullet-by, doppler, ambience, loop	24	96000	2	00:30
BLLTBy_Bulletstorm Loop_02_SFRMS_SCIWPNS.wav	bullet-by, doppler, ambience, loop	24	96000	2	00:29
LASRBeam_Laser Loop_01_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:00
LASRBeam_Laser Loop_02_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:00
LASRBeam_Laser Loop_03_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:00
LASRBeam_Laser Loop_04_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:00
LASRBeam_Laser Loop_05_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:01
LASRBeam_Laser Loop_06_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:01
LASRBeam_Laser Loop_07_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:01
LASRBeam_Laser Loop_08_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:01
LASRBeam_Laser Loop_09_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:01
LASRBeam_Laser Loop_10_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:01
LASRBeam_Laser Loop_11_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:01
LASRBeam_Laser Loop_12_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:01
LASRBeam_Laser Loop_13_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:02
LASRBeam_Plasma Loop_01_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop, electric	24	96000	2	00:02
LASRBeam_Plasma Loop_02_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:04
LASRBeam_Plasma Loop_03_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:04
LASRBeam_Plasma Loop_04_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:02
LASRBeam_Plasma Loop_05_SFRMS_SCIWPNS.wav	laser, beam, plasma, sustained, loop	24	96000	2	00:05
LASRMisc_Beam Transient_01_SFRMS_SCIWPNS.wav	laser, beam, transient, charge, tonal, portamento	24	96000	2	00:00
LASRMisc_Beam Transient_02_SFRMS_SCIWPNS.wav	laser, beam, transient, charge, tonal, portamento	24	96000	2	00:01
LASRMisc_Beam Transient_03_SFRMS_SCIWPNS.wav	laser, beam, transient, charge, tonal, portamento	24	96000	2	00:00
LASRMisc_Beam Transient_04_SFRMS_SCIWPNS.wav	laser, beam, transient, charge, tonal, portamento	24	96000	2	00:00
LASRMisc_Beam Transient_05_SFRMS_SCIWPNS.wav	laser, beam, transient, charge, tonal, portamento	24	96000	2	00:00
BEEPTimer_Anticipation Beeps_01_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth, pitch up	24	96000	2	00:01
BEEPTimer_Anticipation Beeps_02_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth, bomb, timer	24	96000	2	00:01

BEEPTimer_Anticipation Beeps_03_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth, speed up	24	96000	2	00:01
BEEPTimer_Anticipation Beeps_04_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth, slow down	24	96000	2	00:01
BEEPTimer_Anticipation Beeps_05_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth, pitch up	24	96000	2	00:02
BEEPTimer_Anticipation Beeps_06_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth	24	96000	2	00:02
BEEPTimer_Anticipation Beeps_07_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth, speed up	24	96000	2	00:03
BEEPTimer_Anticipation Beeps_08_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth	24	96000	2	00:03
BEEPTimer_Anticipation Beeps_09_SFRMS_SCIWPNS.wav	beeps, repeated, tonal, synth, speed up	24	96000	2	00:04
DSGNMisc_Anticipate Explosion_01_SFRMS_SCIWPNS.wav	whoosh, noise, lead-in, anticipate, tension, short riser	24	96000	2	00:00
DSGNMisc_Anticipate Explosion_02_SFRMS_SCIWPNS.wav	anticipate, falling pitch, compress, filter sweep	24	96000	2	00:00
DSGNMisc_Anticipate Explosion_03_SFRMS_SCIWPNS.wav	whoosh, rumble	24	96000	2	00:00
DSGNMisc_Anticipate Explosion_04_SFRMS_SCIWPNS.wav	anticipate, falling pitch, compress	24	96000	2	00:01
DSGNMisc_Anticipate Explosion_05_SFRMS_SCIWPNS.wav	anticipate, rising pitch, expand	24	96000	2	00:01
DSGNRise_Anticipate Explosion_01_SFRMS_SCIWPNS.wav	whoosh, lead-in, anticipate, tension, short riser	24	96000	2	00:00
DSGNRise_Anticipate Explosion_02_SFRMS_SCIWPNS.wav	whoosh, noise, lead-in, anticipate, tension, short riser	24	96000	2	00:00
DSGNRise_Anticipate Explosion_03_SFRMS_SCIWPNS.wav	whoosh, noise, lead-in, anticipate, tension, short riser	24	96000	2	00:00
DSGNRise_Anticipate Explosion_04_SFRMS_SCIWPNS.wav	whoosh, noise, lead-in, anticipate, tension, short riser	24	96000	2	00:01
DSGNRise_Anticipate Explosion_05_SFRMS_SCIWPNS.wav	whoosh, lead-in, anticipate, tension, short riser	24	96000	2	00:01
DSGNRise_Anticipate Explosion_06_SFRMS_SCIWPNS.wav	whoosh, lead-in, anticipate, tension, short riser	24	96000	2	00:01
DSGNRise_Anticipate Explosion_07_SFRMS_SCIWPNS.wav	whoosh, lead-in, anticipate, tension, riser, bubbly	24	96000	2	00:01
DSGNRise_Anticipate Explosion_08_SFRMS_SCIWPNS.wav	whoosh, lead-in, noise, filter sweep, anticipate, tension	24	96000	2	00:01
DSGNRise_Anticipate Explosion_09_SFRMS_SCIWPNS.wav	whoosh, lead-in, noise, filter sweep, anticipate, tension	24	96000	2	00:02
DSGNRise_Anticipate Explosion_10_SFRMS_SCIWPNS.wav	whoosh, designed, synth, tension, anticipation	24	96000	2	00:02
EXPLDsgn_Distant Shockwave Bass_01_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	24	96000	2	00:03
EXPLDsgn_Distant Shockwave Bass_02_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	24	96000	2	00:04
EXPLDsgn_Distant Shockwave Bass_03_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	24	96000	2	00:05
EXPLDsgn_Distant Shockwave Bass_04_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	24	96000	2	00:06
EXPLDsgn_Distant Shockwave Bass_05_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	24	96000	2	00:06
EXPLDsgn_Distant Shockwave Bass_06_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	24	96000	2	00:05
EXPLDsgn_Distant Shockwave Bass_07_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	24	96000	2	00:05
EXPLDsgn_Distant Shockwave Bass_08_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	24	96000	2	00:06
EXPLDsgn_Distant Shockwave Bass_09_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	24	96000	2	00:06
EXPLDsgn_Distant Shockwave Bass_10_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	24	96000	2	00:07
EXPLDsgn_Distant Shockwave Bass_11_SFRMS_SCIWPNS.wav	explosion, reverberant, shockwave, distant, sci-fi	24	96000	2	00:04
EXPLDsgn_Explosion Impact_01_SFRMS_SCIWPNS.wav	explosion, impact, rumble, short	24	96000	2	00:00
EXPLDsgn_Explosion Impact_02_SFRMS_SCIWPNS.wav	explosion, impact, rumble, short	24	96000	2	00:00
EXPLDsgn_Explosion Impact_03_SFRMS_SCIWPNS.wav	explosion, impact, rumble, short	24	96000	2	00:00
EXPLDsgn_Explosion Impact_04_SFRMS_SCIWPNS.wav	explosion, impact, rumble, short	24	96000	2	00:01
EXPLDsgn_Explosion Impact_05_SFRMS_SCIWPNS.wav	explosion, impact, rumble, short	24	96000	2	00:01

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EXPLDsgn_Implode_12_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	24	96000	2	00:06
EXPLDsgn_Implode_13_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	24	96000	2	00:06
EXPLDsgn_Implode_14_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	24	96000	2	00:06
EXPLDsgn_Implode_15_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	24	96000	2	00:06
EXPLDsgn_Implode_16_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate, distorted	24	96000	2	00:06
EXPLDsgn_Implode_17_SFRMS_SCIWPNS.wav	implode, explosion, sci-fi, bomb, detonate	24	96000	2	00:07
EXPLDsgn_Reverberant_01_SFRMS_SCIWPNS.wav	explosion, reverberant, tail, distant	24	96000	2	00:02
EXPLDsgn_Reverberant_02_SFRMS_SCIWPNS.wav	explosion, reverberant, tail, distant	24	96000	2	00:02
EXPLDsgn_Reverberant_03_SFRMS_SCIWPNS.wav	explosion, reverberant, tail, distant	24	96000	2	00:03
EXPLDsgn_Reverberant_04_SFRMS_SCIWPNS.wav	explosion, reverberant, tail, distant	24	96000	2	00:03
BLLTShel_Reload Ammo_01_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright	24	96000	2	00:00
BLLTShel_Reload Ammo_02_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright	24	96000	2	00:00
BLLTShel_Reload Ammo_03_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright	24	96000	2	00:00
BLLTShel_Shell Eject_01_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, drop	24	96000	2	00:00
BLLTShel_Shell Eject_02_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, drop	24	96000	2	00:00
BLLTShel_Shell Eject_03_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, drop	24	96000	2	00:00
BLLTShel_Shell Eject_04_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, eject	24	96000	2	00:00
BLLTShel_Shell Eject_05_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, drop	24	96000	2	00:00
BLLTShel_Shell Eject_06_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, eject	24	96000	2	00:00
BLLTShel_Shell Eject_07_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, drop	24	96000	2	00:01
BLLTShel_Shell Eject_08_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, eject	24	96000	2	00:01
BLLTShel_Shell Eject_09_SFRMS_SCIWPNS.wav	bullet, shell casing, metallic, bright, eject	24	96000	2	00:01
GUNMech_Revolver Cylinder_01_SFRMS_SCIWPNS.wav	revolver, metallic, barrel, chamber	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_01_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_02_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_03_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_04_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_05_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_06_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_07_SFRMS_SCIWPNS.wav	equip, arm, weapon	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_08_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_09_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_10_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_11_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_12_SFRMS_SCIWPNS.wav	equip, arm, rattle, weapon	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_13_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_14_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	24	96000	2	00:00
GUNMech_Arm Weapon Rattle_15_SFRMS_SCIWPNS.wav	equip, arm, rattle, plastic, weapon	24	96000	2	00:00

SCIMisc_Arm Weapon Heavy_01_SFRMS_SCIWPNS.wav	equip, arm, hi-tech, mechanical, weapon, heavy, futuristic	24	96000	2	00:01
SCIMisc_Arm Weapon Heavy_02_SFRMS_SCIWPNS.wav	equip, arm, hi-tech, mechanical, weapon, heavy, futuristic	24	96000	2	00:01
SCIMisc_Arm Weapon Heavy_03_SFRMS_SCIWPNS.wav	beeps, motor, arm	24	96000	2	00:01
SCIMisc_Arm Weapon Light_01_SFRMS_SCIWPNS.wav	servo, short, rising pitch	24	96000	2	00:00
SCIMisc_Arm Weapon Light_02_SFRMS_SCIWPNS.wav	servo, short, rising pitch	24	96000	2	00:00
SCIMisc_Arm Weapon Light_03_SFRMS_SCIWPNS.wav	servo, short, rising pitch	24	96000	2	00:00
SCIMisc_Arm Weapon Light_04_SFRMS_SCIWPNS.wav	mechanism, gadget	24	96000	2	00:00
SCIMisc_Arm Weapon Medium_01_SFRMS_SCIWPNS.wav	mechanism, gadget, click	24	96000	2	00:00
SCIMisc_Arm Weapon Medium_02_SFRMS_SCIWPNS.wav	mechanism, gadget, sci-fi, click	24	96000	2	00:00
SCIMisc_Arm Weapon Medium_03_SFRMS_SCIWPNS.wav	mechanism, gadget, sci-fi, click	24	96000	2	00:00
SCIMisc_Arm Weapon Medium_04_SFRMS_SCIWPNS.wav	mechanism, gadget, sci-fi, rattle	24	96000	2	00:00
SCIMisc_Arm Weapon Medium_05_SFRMS_SCIWPNS.wav	mechanism, gadget, sci-fi	24	96000	2	00:00
SCIMisc_Arm Weapon Medium_06_SFRMS_SCIWPNS.wav	mechanism, gadget, sci-fi	24	96000	2	00:00
SCIMisc_Arm Weapon Medium_07_SFRMS_SCIWPNS.wav	arm, equip, sci-fi	24	96000	2	00:00
BLLTBy_Bullet By Centred Fast_01_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred Fast_02_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred Fast_03_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred Fast_04_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred Fast_05_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred Fast_06_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred Fast_07_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:00
BLLTBy_Bullet By Centred Fast_08_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred Fast_09_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred Fast_10_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred Fast_11_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred Fast_12_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:00
BLLTBy_Bullet By Centred Fast_13_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred Fast_14_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred Fast_15_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:00
BLLTBy_Bullet By Centred_01_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred_02_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred_03_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred_04_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred_05_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred_06_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred_07_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred_08_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01
BLLTBy_Bullet By Centred_09_SFRMS_SCIWPNS.wav	bullet by, whiz, whoosh, doppler	24	96000	2	00:01

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SCIMisc_Charge Weapon_03_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch	24	96000	2	00:01
SCIMisc_Charge Weapon_04_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, beep	24	96000	2	00:01
SCIMisc_Charge Weapon_05_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, click	24	96000	2	00:01
SCIMisc_Charge Weapon_06_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch	24	96000	2	00:01
SCIMisc_Charge Weapon_07_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, mechanical, click	24	96000	2	00:01
SCIMisc_Charge Weapon_08_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, mechanical, click	24	96000	2	00:01
SCIMisc_Charge Weapon_09_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, mechanical, click	24	96000	2	00:01
SCIMisc_Charge Weapon_10_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, tremolo, whoosh	24	96000	2	00:01
SCIMisc_Charge Weapon_11_SFRMS_SCIWPNS.wav	jet, charge, anticipate, rising pitch, whoosh	24	96000	2	00:01
SCIMisc_Charge Weapon_12_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, mechanical, tremolo, click	24	96000	2	00:01
SCIMisc_Charge Weapon_13_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, mechanical, click	24	96000	2	00:01
SCIMisc_Charge Weapon_14_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, tremolo, whoosh	24	96000	2	00:01
SCIMisc_Charge Weapon_15_SFRMS_SCIWPNS.wav	charge, anticipate, rising pitch, whoosh	24	96000	2	00:01
SCIMisc_Charge Weapon_16_SFRMS_SCIWPNS.wav	release, charge, anticipate, rising pitch	24	96000	2	00:01
CLOTHMvmt_Clothing Rustle Arm_01_SFRMS_SCIWPNS.wav	clothing, rustle, cloth, material, foley, arm	24	96000	2	00:00
CLOTHMvmt_Clothing Rustle Arm_02_SFRMS_SCIWPNS.wav	clothing, rustle, cloth, material, foley, arm	24	96000	2	00:00
CLOTHMvmt_Clothing Rustle Arm_03_SFRMS_SCIWPNS.wav	clothing, rustle, cloth, material, foley, arm	24	96000	2	00:00
CLOTHMvmt_Clothing Rustle Arm_04_SFRMS_SCIWPNS.wav	clothing, rustle, cloth, material, foley, arm	24	96000	2	00:00
CLOTHMvmt_Clothing Rustle Disarm_01_SFRMS_SCIWPNS.wav	clothing, rustle, cloth, material, foley, arm	24	96000	2	00:00
CLOTHMvmt_Clothing Rustle Disarm_02_SFRMS_SCIWPNS.wav	clothing, rustle, cloth, material, foley, arm	24	96000	2	00:00
CLOTHMvmt_Clothing Rustle Disarm_03_SFRMS_SCIWPNS.wav	clothing, rustle, cloth, material, foley, arm	24	96000	2	00:00
SCIMisc_Cooldown_01_SFRMS_SCIWPNS.wav	gadget, cooldown, sci-fi, release, mechanism	24	96000	2	00:00
SCIMisc_Cooldown_02_SFRMS_SCIWPNS.wav	gadget, cooldown, sci-fi, falling pitch	24	96000	2	00:01
SCIMisc_Cooldown_03_SFRMS_SCIWPNS.wav	gadget, cooldown, sci-fi, falling pitch	24	96000	2	00:01
SCIMisc_Cooldown_04_SFRMS_SCIWPNS.wav	gadget, cooldown, sci-fi, falling pitch	24	96000	2	00:01
SCIMisc_Cooldown_05_SFRMS_SCIWPNS.wav	gadget, cooldown, sci-fi, release	24	96000	2	00:01
SCIMisc_Cooldown_06_SFRMS_SCIWPNS.wav	gadget, sci-fi, release, falling pitch, power down	24	96000	2	00:01
SCIMisc_Cooldown_07_SFRMS_SCIWPNS.wav	cooldown, sci-fi, whoosh, falling pitch	24	96000	2	00:01
SCIMisc_Cooldown_08_SFRMS_SCIWPNS.wav	cooldown, sci-fi, whoosh, falling pitch, tremolo	24	96000	2	00:01
SCIMisc_Cooldown_09_SFRMS_SCIWPNS.wav	sci-fi, tremolo, whoosh, falling pitch, synth, noisy	24	96000	2	00:02
SCIMisc_Cooldown_10_SFRMS_SCIWPNS.wav	sci-fi, tremolo, whoosh, falling pitch, synth, noisy	24	96000	2	00:02
SCIMisc_Cooldown_11_SFRMS_SCIWPNS.wav	gadget, cooldown, tonal, whirr, tremolo, slow down, sci-fi	24	96000	2	00:02
SCIMisc_Cooldown_12_SFRMS_SCIWPNS.wav	cooldown, sci-fi, whoosh, falling pitch, tremolo	24	96000	2	00:04
GORESplT_Giblet Splatter_01_SFRMS_SCIWPNS.wav	gore, guts, giblets, goop, wet, splatter, bloody	24	96000	2	00:01
GORESplT_Giblet Splatter_02_SFRMS_SCIWPNS.wav	gore, explode, giblets, wet, sloshy, viscous, splatter	24	96000	2	00:01
GORESplT_Giblet Splatter_03_SFRMS_SCIWPNS.wav	gore, explode, giblets, wet, sloshy, viscous, splatter	24	96000	2	00:01
GORESplT_Giblet Splatter_04_SFRMS_SCIWPNS.wav	gore, explode, giblets, wet, sloshy, viscous, splatter	24	96000	2	00:01
GORESplT_Giblet Splatter_05_SFRMS_SCIWPNS.wav	gore, explode, giblets, wet, sloshy, viscous, splatter	24	96000	2	00:01

GORESplt_Giblet Splatter_06_SFRMS_SCIWPNS.wav	gore, explode, giblets, wet, sloshy, viscous, splatter	24	96000	2	00:02
GORESplt_Giblet Splatter_07_SFRMS_SCIWPNS.wav	gore, explode, giblets, wet, sloshy, viscous, splatter	24	96000	2	00:02
GORESplt_Giblet Splatter_08_SFRMS_SCIWPNS.wav	gore, explode, giblets, wet, sloshy, viscous, splatter	24	96000	2	00:03
LIQImpt_Goo Splatter_01_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:00
LIQImpt_Goo Splatter_02_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:00
LIQImpt_Goo Splatter_03_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:00
LIQImpt_Goo Splatter_04_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:00
LIQImpt_Goo Splatter_05_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:00
LIQImpt_Goo Splatter_06_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:00
LIQImpt_Goo Splatter_07_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:00
LIQImpt_Goo Splatter_08_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:00
LIQImpt_Goo Splatter_09_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:00
LIQImpt_Goo Splatter_10_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:00
LIQImpt_Goo Splatter_11_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:00
LIQImpt_Goo Splatter_12_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:00
LIQImpt_Goo Splatter_13_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:00
LIQImpt_Goo Splatter_14_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:01
LIQImpt_Goo Splatter_15_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:01
LIQImpt_Goo Splatter_16_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:01
LIQImpt_Goo Splatter_17_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:01
LIQImpt_Goo Splatter_18_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:01
LIQImpt_Goo Splatter_19_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:01
LIQImpt_Goo Splatter_20_SFRMS_SCIWPNS.wav	goo, splatter, viscous, sludge	24	96000	2	00:01
BLLTImpt_Hit Marker_01_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit	24	96000	2	00:00
BLLTImpt_Hit Marker_02_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit	24	96000	2	00:00
BLLTImpt_Hit Marker_03_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit, thud	24	96000	2	00:00
BLLTImpt_Hit Marker_04_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit, thud	24	96000	2	00:00
BLLTImpt_Hit Marker_05_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit, thud	24	96000	2	00:00
BLLTImpt_Hit Marker_06_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit, thud	24	96000	2	00:00
BLLTImpt_Hit Marker_07_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit, thud	24	96000	2	00:00
BLLTImpt_Hit Marker_08_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit	24	96000	2	00:00
BLLTImpt_Hit Marker_09_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit	24	96000	2	00:00
BLLTImpt_Hit Marker_10_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit, thud	24	96000	2	00:00
BLLTImpt_Hit Marker_11_SFRMS_SCIWPNS.wav	impact, transient, percussive, hit, thud	24	96000	2	00:00
BLLTImpt_Beam Impact Flesh_01_SFRMS_SCIWPNS.wav	impact, flesh, splat, transient	24	96000	2	00:00
BLLTImpt_Beam Impact Flesh_02_SFRMS_SCIWPNS.wav	impact, flesh, splat, transient	24	96000	2	00:00
BLLTImpt_Beam Impact Flesh_03_SFRMS_SCIWPNS.wav	impact, flesh, splat, transient	24	96000	2	00:00
BLLTImpt_Beam Impact Flesh_04_SFRMS_SCIWPNS.wav	impact, flesh, splat, transient	24	96000	2	00:00

BLLTImpt_Blood Spatter Burst_01_SFRMS_SCIWPNS.wav	impact, flesh, wet, repeated, bullet-riddled	24	96000	2	00:01
BLLTImpt_Blood Spatter Burst_02_SFRMS_SCIWPNS.wav	impact, repeated, bullet-riddled	24	96000	2	00:01
BLLTImpt_Blood Spatter Burst_03_SFRMS_SCIWPNS.wav	impact, repeated, bullet-riddled	24	96000	2	00:01
BLLTImpt_Blood Spatter Burst_04_SFRMS_SCIWPNS.wav	impact, repeated, bullet-riddled	24	96000	2	00:01
BLLTImpt_Impact Object_01_SFRMS_SCIWPNS.wav	impact, object, bullet, wall	24	96000	2	00:00
BLLTImpt_Impact Object_02_SFRMS_SCIWPNS.wav	impact, object, bullet, wall	24	96000	2	00:00
BLLTImpt_Impact Object_03_SFRMS_SCIWPNS.wav	impact, object, bullet, wall	24	96000	2	00:00
BLLTImpt_Impact Object_04_SFRMS_SCIWPNS.wav	impact, object, bullet, wall	24	96000	2	00:00
BLLTImpt_Impact Object_05_SFRMS_SCIWPNS.wav	impact, object, bullet, wall	24	96000	2	00:00
BLLTImpt_Impact Object_06_SFRMS_SCIWPNS.wav	impact, object, bullet, wall	24	96000	2	00:00
BLLTImpt_Low Thud_01_SFRMS_SCIWPNS.wav	impact, percussive, thud, kick	24	96000	2	00:00
BLLTImpt_Robot Recoil_01_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTImpt_Robot Recoil_02_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTImpt_Robot Recoil_03_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTImpt_Robot Recoil_04_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTImpt_Robot Recoil_05_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTImpt_Robot Recoil_06_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTRico_Metallic_01_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTRico_Metallic_02_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTRico_Metallic_03_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTRico_Metallic_04_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:00
BLLTRico_Metallic_05_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTRico_Metallic_06_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTRico_Metallic_07_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTRico_Metallic_08_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTRico_Metallic_09_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTRico_Metallic_10_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTRico_Metallic_11_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTRico_Metallic_12_SFRMS_SCIWPNS.wav	impact, metallic, twang, ricochet	24	96000	2	00:01
BLLTRico_Ricochet Metallic_01_SFRMS_SCIWPNS.wav	impact, metallic, ricochet, bright	24	96000	2	00:00
BLLTRico_Ricochet Metallic_02_SFRMS_SCIWPNS.wav	impact, metallic, ricochet, bright	24	96000	2	00:00
BLLTRico_Ricochet Metallic_03_SFRMS_SCIWPNS.wav	impact, metallic, ricochet, bright	24	96000	2	00:00
BLLTRico_Ricochet Metallic_04_SFRMS_SCIWPNS.wav	impact, metallic, ricochet, bright	24	96000	2	00:00
BLLTRico_Ricochet Metallic_05_SFRMS_SCIWPNS.wav	impact, metallic, ricochet, bright	24	96000	2	00:00
BLLTRico_Ricochet Metallic_06_SFRMS_SCIWPNS.wav	impact, metallic, ricochet, bright	24	96000	2	00:00
DSGNMisc_Kill Confirm Metallic_01_SFRMS_SCIWPNS.wav	metallic, ping, transient	24	96000	2	00:01
DSGNMisc_Kill Confirm Metallic_02_SFRMS_SCIWPNS.wav	sci fi, thud, impact, synth, designed	24	96000	2	00:01
DSGNMisc_Kill Confirm Metallic_03_SFRMS_SCIWPNS.wav	metallic, impact, synth, designed	24	96000	2	00:01

DSGNMisc_Kill Confirm Metallic_04_SFRMS_SCIWPNS.wav	metallic, impact, clink	24	96000	2	00:01
DSGNMisc_Kill Confirm Metallic_05_SFRMS_SCIWPNS.wav	metallic, tail, resonant, bright	24	96000	2	00:01
DSGNMisc_Kill Confirm Metallic_06_SFRMS_SCIWPNS.wav	metallic, tail, resonant, bright	24	96000	2	00:02
DSGNStngr_Kill Confirm Metallic_01_SFRMS_SCIWPNS.wav	metallic, tail, resonant, bright, cinematic, boom	24	96000	2	00:03
DSGNStngr_Kill Confirm Metallic_02_SFRMS_SCIWPNS.wav	metallic, tail, resonant, bright, cinematic, boom	24	96000	2	00:03
GUNMech_Empty Clip A_01_SFRMS_SCIWPNS.wav	empty clip, click, trigger	24	96000	2	00:00
GUNMech_Empty Clip A_02_SFRMS_SCIWPNS.wav	empty clip, click, trigger	24	96000	2	00:00
GUNMech_Empty Clip A_03_SFRMS_SCIWPNS.wav	empty clip, click, trigger	24	96000	2	00:00
GUNMech_Empty Clip A_04_SFRMS_SCIWPNS.wav	empty clip, click, trigger	24	96000	2	00:00
GUNMech_Empty Clip A_05_SFRMS_SCIWPNS.wav	empty clip, click, trigger	24	96000	2	00:00
GUNMech_Empty Clip A_06_SFRMS_SCIWPNS.wav	empty clip, click, trigger	24	96000	2	00:00
GUNMech_Empty Clip Burst A_01_SFRMS_SCIWPNS.wav	clicks, repeating	24	96000	2	00:01
GUNMech_Empty Clip Burst B_01_SFRMS_SCIWPNS.wav	clicks, repeating, mechanical	24	96000	2	00:01
GUNMech_Empty Clip Burst B_02_SFRMS_SCIWPNS.wav	clicks, repeating, mechanical	24	96000	2	00:01
GUNMech_Empty Clip Burst B_03_SFRMS_SCIWPNS.wav	clicks, repeating, mechanical	24	96000	2	00:01
GUNMech_Empty Clip Burst B_04_SFRMS_SCIWPNS.wav	clicks, repeating, mechanical	24	96000	2	00:01
GUNMech_Empty Clip Burst B_05_SFRMS_SCIWPNS.wav	clicks, repeating, mechanical	24	96000	2	00:01
GUNMech_Empty Clip Burst B_06_SFRMS_SCIWPNS.wav	clicks, repeating, mechanical	24	96000	2	00:01
GUNMech_Empty Clip B_01_SFRMS_SCIWPNS.wav	empty clip, click, trigger	24	96000	2	00:00
GUNMech_Empty Clip B_02_SFRMS_SCIWPNS.wav	empty clip, click, trigger	24	96000	2	00:00
GUNMech_Empty Clip B_03_SFRMS_SCIWPNS.wav	empty clip, click, trigger	24	96000	2	00:00
GUNMech_Empty Clip B_04_SFRMS_SCIWPNS.wav	empty clip, click, trigger	24	96000	2	00:00
GUNMech_Empty Clip B_05_SFRMS_SCIWPNS.wav	empty clip, click, trigger	24	96000	2	00:00
GUNMech_Empty Clip B_06_SFRMS_SCIWPNS.wav	empty clip, click, trigger	24	96000	2	00:00
GUNMech_Mechanical_01_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	24	96000	2	00:00
GUNMech_Mechanical_02_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	24	96000	2	00:00
GUNMech_Mechanical_03_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	24	96000	2	00:00
GUNMech_Mechanical_04_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	24	96000	2	00:00
GUNMech_Mechanical_05_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	24	96000	2	00:00
GUNMech_Mechanical_06_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	24	96000	2	00:00
GUNMech_Mechanical_07_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	24	96000	2	00:00
GUNMech_Mechanical_08_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	24	96000	2	00:00
GUNMech_Mechanical_09_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	24	96000	2	00:00
GUNMech_Mechanical_10_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	24	96000	2	00:00
GUNMech_Mechanical_11_SFRMS_SCIWPNS.wav	clicks, short, error	24	96000	2	00:00
GUNMech_Mechanical_12_SFRMS_SCIWPNS.wav	empty clip, click, trigger, transient	24	96000	2	00:00
UIGlitch_Error Tone_01_SFRMS_SCIWPNS.wav	ui, glitch, error, short	24	96000	2	00:00
UIGlitch_Error Tone_02_SFRMS_SCIWPNS.wav	ui, glitch, error, short	24	96000	2	00:00

UIGlitch_Error Tone_03_SFRMS_SCIWPNS.wav	ui, glitch, error, short, buzz	24	96000	2	00:00
UIGlitch_Error Tone_04_SFRMS_SCIWPNS.wav	ui, glitch, error, short, buzz	24	96000	2	00:00
UIGlitch_Error Tone_05_SFRMS_SCIWPNS.wav	ui, glitch, error, short	24	96000	2	00:00
UIGlitch_Error Tone_06_SFRMS_SCIWPNS.wav	ui, glitch, error, short	24	96000	2	00:00
UIGlitch_Error Tone_07_SFRMS_SCIWPNS.wav	ui, glitch, error, short	24	96000	2	00:00
UIGlitch_Error Tone_08_SFRMS_SCIWPNS.wav	ui, glitch, error, short, buzz	24	96000	2	00:00
GUNMech_Insert Clip_01_SFRMS_SCIWPNS.wav	reload, magazine, clip, designed	24	96000	2	00:00
GUNMech_Insert Clip_02_SFRMS_SCIWPNS.wav	reload, magazine, clip, designed	24	96000	2	00:01
GUNMech_Insert Clip_03_SFRMS_SCIWPNS.wav	reload, magazine, clip, designed	24	96000	2	00:00
GUNMech_Insert Clip_04_SFRMS_SCIWPNS.wav	reload, magazine, clip, designed	24	96000	2	00:01
GUNMech_Insert Clip_05_SFRMS_SCIWPNS.wav	reload, magazine, clip, designed	24	96000	2	00:00
GUNMech_Remove Clip_01_SFRMS_SCIWPNS.wav	weapon, click, remove clip	24	96000	2	00:00
LIQSuct_Reload Viscous_01_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	24	96000	2	00:00
LIQSuct_Reload Viscous_02_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	24	96000	2	00:00
LIQSuct_Reload Viscous_03_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	24	96000	2	00:00
LIQSuct_Reload Viscous_04_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	24	96000	2	00:00
LIQSuct_Reload Viscous_05_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	24	96000	2	00:00
LIQSuct_Reload Viscous_06_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	24	96000	2	00:00
LIQSuct_Reload Viscous_07_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	24	96000	2	00:00
LIQSuct_Reload Viscous_08_SFRMS_SCIWPNS.wav	thud, viscous, goo, slurp	24	96000	2	00:00
SCIMisc_Ammo Replenish_01_SFRMS_SCIWPNS.wav	clicks, repeated, UI, counter, error	24	96000	2	00:00
SCIMisc_Ammo Replenish_02_SFRMS_SCIWPNS.wav	replenish, rising pitch, tonal, synth, bubbly	24	96000	2	00:00
SCIMisc_Ammo Replenish_03_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	24	96000	2	00:00
SCIMisc_Ammo Replenish_04_SFRMS_SCIWPNS.wav	clicks, repeated, UI, counter, error	24	96000	2	00:00
SCIMisc_Ammo Replenish_05_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	24	96000	2	00:00
SCIMisc_Ammo Replenish_06_SFRMS_SCIWPNS.wav	clicks, repeated, UI, counter, error	24	96000	2	00:00
SCIMisc_Ammo Replenish_07_SFRMS_SCIWPNS.wav	replenish, rising pitch, suction, reversed, sci-fi	24	96000	2	00:01
SCIMisc_Ammo Replenish_08_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	24	96000	2	00:01
SCIMisc_Ammo Replenish_09_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	24	96000	2	00:01
SCIMisc_Ammo Replenish_10_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	24	96000	2	00:01
SCIMisc_Ammo Replenish_11_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	24	96000	2	00:01
SCIMisc_Ammo Replenish_12_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	24	96000	2	00:01
SCIMisc_Ammo Replenish_13_SFRMS_SCIWPNS.wav	clicks, repeated, UI, counter, error, noisy	24	96000	2	00:01
SCIMisc_Ammo Replenish_14_SFRMS_SCIWPNS.wav	replenish, rising pitch, repeated, sci-fi	24	96000	2	00:01
SCIMisc_Insert Ammo_01_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	24	96000	2	00:00
SCIMisc_Insert Ammo_02_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	24	96000	2	00:00
SCIMisc_Insert Ammo_03_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	24	96000	2	00:00
SCIMisc_Insert Ammo_04_SFRMS_SCIWPNS.wav	reload, insert, futuristic, sci-fi	24	96000	2	00:00

SCIMisc_Insert Ammo_05_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi, counter, tick	24	96000	2	00:00
SCIMisc_Insert Ammo_06_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	24	96000	2	00:00
SCIMisc_Insert Ammo_07_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	24	96000	2	00:00
SCIMisc_Insert Ammo_08_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	24	96000	2	00:00
SCIMisc_Insert Ammo_09_SFRMS_SCIWPNS.wav	reload, mechanical, clicks, clasp	24	96000	2	00:00
SCIMisc_Insert Ammo_10_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	24	96000	2	00:00
SCIMisc_Insert Ammo_11_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	24	96000	2	00:00
SCIMisc_Insert Ammo_12_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	24	96000	2	00:00
SCIMisc_Insert Ammo_13_SFRMS_SCIWPNS.wav	reload, replenish, futuristic, sci-fi, rising pitch	24	96000	2	00:00
SCIMisc_Insert Ammo_14_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	24	96000	2	00:00
SCIMisc_Insert Ammo_15_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	24	96000	2	00:00
SCIMisc_Insert Ammo_16_SFRMS_SCIWPNS.wav	reload, insert, alien, futuristic, sci-fi, orb	24	96000	2	00:00
SCIMisc_Insert Ammo_17_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	24	96000	2	00:00
SCIMisc_Insert Ammo_18_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, sci-fi	24	96000	2	00:00
SCIMisc_Power Puck_01_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	24	96000	2	00:00
SCIMisc_Power Puck_02_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	24	96000	2	00:00
SCIMisc_Power Puck_03_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	24	96000	2	00:00
SCIMisc_Power Puck_04_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	24	96000	2	00:00
SCIMisc_Reload Alien Tech_01_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, alien, sci-fi	24	96000	2	00:00
SCIMisc_Reload Alien Tech_02_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, alien, sci-fi	24	96000	2	00:00
SCIMisc_Reload Alien Tech_03_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, alien, sci-fi	24	96000	2	00:00
SCIMisc_Reload Alien Tech_04_SFRMS_SCIWPNS.wav	reload, insert, mechanism, futuristic, alien, sci-fi	24	96000	2	00:01
SCIMisc_Reload Alien Tech_05_SFRMS_SCIWPNS.wav	reload, alien, sci-fi, insert, orb	24	96000	2	00:01
SCIMisc_Reload Tremolo_01_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	24	96000	2	00:01
SCIMisc_Reload Tremolo_02_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	24	96000	2	00:01
SCIMisc_Reload Tremolo_03_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	24	96000	2	00:01
SCIMisc_Reload Tremolo_04_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	24	96000	2	00:01
SCIMisc_Reload Tremolo_05_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	24	96000	2	00:01
SCIMisc_Reload Tremolo_06_SFRMS_SCIWPNS.wav	reload, insert, puck, tremolo	24	96000	2	00:01
GUNMech_Scope Activate_01_SFRMS_SCIWPNS.wav	lens, calibrate, mechanism, short	24	96000	2	00:00
GUNMech_Scope Activate_02_SFRMS_SCIWPNS.wav	click, transient, high pitched, short, UI, scope	24	96000	2	00:00
GUNMech_Scope Activate_03_SFRMS_SCIWPNS.wav	scope, lens, focus, calibrate, mechanism	24	96000	2	00:00
GUNMech_Scope Activate_04_SFRMS_SCIWPNS.wav	lens, calibrate, mechanism, short	24	96000	2	00:00
GUNMech_Scope Activate_05_SFRMS_SCIWPNS.wav	scope, lens, focus, calibrate, mechanism	24	96000	2	00:00
GUNMech_Scope Activate_06_SFRMS_SCIWPNS.wav	scope, lens, focus, calibrate, mechanism, click	24	96000	2	00:00
GUNMech_Scope Activate_07_SFRMS_SCIWPNS.wav	scope, lens, focus, calibrate, mechanism, click	24	96000	2	00:00
GUNMech_Scope Activate_08_SFRMS_SCIWPNS.wav	scope, calibrate, mechanism, click	24	96000	2	00:00
GUNMech_Scope Activate_09_SFRMS_SCIWPNS.wav	mechanism, click, whoosh	24	96000	2	00:00

GUNMech_Scope Activate_10_SFRMS_SCIWPNS.wav	scope, calibrate, mechanism, click	24	96000	2	00:00
GUNMech_Scope Deactivate_01_SFRMS_SCIWPNS.wav	tonal, high pitched	24	96000	2	00:00
GUNMech_Scope Deactivate_02_SFRMS_SCIWPNS.wav	clicks, high pitched, short, UI, scope	24	96000	2	00:00
GUNMech_Scope Deactivate_03_SFRMS_SCIWPNS.wav	clicks, high pitched, short, UI, scope	24	96000	2	00:00
GUNMech_Scope Deactivate_04_SFRMS_SCIWPNS.wav	whoosh, short	24	96000	2	00:00
GUNMech_Scope Deactivate_05_SFRMS_SCIWPNS.wav	tonal, high pitched	24	96000	2	00:00
GUNMech_Scope Deactivate_06_SFRMS_SCIWPNS.wav	scope, lens, focus, calibrate, mechanism	24	96000	2	00:00
GUNMech_Scope Deactivate_07_SFRMS_SCIWPNS.wav	clicks, high pitched, short, UI, scope, reversed	24	96000	2	00:00
GUNMech_Scope Deactivate_08_SFRMS_SCIWPNS.wav	clicks, high pitched, short, UI, scope	24	96000	2	00:00
GUNMech_Scope Deactivate_09_SFRMS_SCIWPNS.wav	scope, calibrate, mechanism, click	24	96000	2	00:00
GUNMech_Scope Deactivate_10_SFRMS_SCIWPNS.wav	mechanism, click, whoosh, reverse	24	96000	2	00:00
GUNMech_Scope Deactivate_11_SFRMS_SCIWPNS.wav	mechanism, click, whoosh, reverse, transform	24	96000	2	00:00
UIMvmt_Slow Time Focus_01_SFRMS_SCIWPNS.wav	whoosh, reverse, temporal, transition	24	96000	2	00:01
UIMvmt_Zoom In_01_SFRMS_SCIWPNS.wav	whoosh, short, transition	24	96000	2	00:00
UIMvmt_Zoom In_02_SFRMS_SCIWPNS.wav	whoosh, short, transition	24	96000	2	00:00
UIMvmt_Zoom Out_01_SFRMS_SCIWPNS.wav	whoosh, short, transition	24	96000	2	00:00
UIMvmt_Zoom Out_02_SFRMS_SCIWPNS.wav	whoosh, short, transition	24	96000	2	00:00
SCIEnrg_Shield Activate Deactivate_01_SFRMS_SCIWPNS.wav	shield, forcefield, energy, sustained, sci-fi, futuristic	24	96000	2	00:07
SCIEnrg_Shield Activate Deactivate_02_SFRMS_SCIWPNS.wav	shield, forcefield, energy, sustained, sci-fi, futuristic	24	96000	2	00:07
SCIEnrg_Shield Activate Deactivate_03_SFRMS_SCIWPNS.wav	shield, forcefield, energy, sustained, sci-fi, futuristic	24	96000	2	00:07
SCIEnrg_Shield Activate Deactivate_04_SFRMS_SCIWPNS.wav	shield, forcefield, energy, sustained, sci-fi, futuristic	24	96000	2	00:07
SCIEnrg_Shield Activate Deactivate_05_SFRMS_SCIWPNS.wav	shield, forcefield, energy, sustained, sci-fi, futuristic	24	96000	2	00:04
SCIEnrg_Shield Activate_01_SFRMS_SCIWPNS.wav	shield, engage, hologram, sci-fi, futuristic, power on	24	96000	2	00:02
SCIEnrg_Shield Activate_02_SFRMS_SCIWPNS.wav	shield, engage, hologram, sci-fi, futuristic, power on	24	96000	2	00:03
SCIEnrg_Shield Activate_03_SFRMS_SCIWPNS.wav	shield, engage, hologram, sci-fi, futuristic, power on	24	96000	2	00:02
SCIEnrg_Shield Activate_04_SFRMS_SCIWPNS.wav	shield, engage, hologram, sci-fi, futuristic, power on	24	96000	2	00:01
SCIEnrg_Shield Activate_05_SFRMS_SCIWPNS.wav	shield, engage, hologram, sci-fi, futuristic, power on	24	96000	2	00:02
SCIEnrg_Shield Deactivate Light_01_SFRMS_SCIWPNS.wav	shield, disengage, deactivate, hologram, sci-fi, futuristic, power off	24	96000	2	00:01
SCIEnrg_Shield Deactivate Light_02_SFRMS_SCIWPNS.wav	shield, disengage, deactivate, hologram, sci-fi, futuristic, power off	24	96000	2	00:01
SCIEnrg_Shield Deactivate_01_SFRMS_SCIWPNS.wav	shield, disengage, deactivate, hologram, sci-fi, futuristic, power off	24	96000	2	00:01
SCIEnrg_Shield Deactivate_02_SFRMS_SCIWPNS.wav	shield, disengage, deactivate, hologram, sci-fi, futuristic, power off	24	96000	2	00:01
SCIEnrg_Shield Deactivate_03_SFRMS_SCIWPNS.wav	shield, disengage, deactivate, hologram, sci-fi, futuristic, power off	24	96000	2	00:01
SCIEnrg_Shield Deactivate_04_SFRMS_SCIWPNS.wav	shield, disengage, deactivate, hologram, sci-fi, futuristic, power off	24	96000	2	00:01
SCIEnrg_Shield Glitch Broken_01_SFRMS_SCIWPNS.wav	glitch, crackle, stutter, broken, sci-fi	24	96000	2	00:08
SCIEnrg_Shield Loop_01_SFRMS_SCIWPNS.wav	shield, sustain, sci-fi, futuristic, energy, loop, forcefield	24	96000	2	00:02
SCIEnrg_Shield Loop_02_SFRMS_SCIWPNS.wav	shield, sustain, sci-fi, futuristic, energy, loop, forcefield	24	96000	2	00:03
SCIEnrg_Shield Loop_03_SFRMS_SCIWPNS.wav	shield, sustain, sci-fi, futuristic, energy, loop, forcefield	24	96000	2	00:04
SCIEnrg_Shield Loop_04_SFRMS_SCIWPNS.wav	shield, sustain, sci-fi, futuristic, energy, loop, forcefield	24	96000	2	00:04

SCIEng_Shield Loop_05_SFRMS_SCIWPNS.wav	shield, sustain, sci-fi, futuristic, energy, loop, forcefield	24	96000	2	00:02
SCIEng_Shield Loop_06_SFRMS_SCIWPNS.wav	shield, sustain, sci-fi, futuristic, energy, loop, forcefield	24	96000	2	00:08
BEEP_Targeting Beep_01_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:00
BEEP_Targeting Beep_02_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:00
BEEP_Targeting Beep_03_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:00
BEEP_Targeting Beep_04_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:00
BEEP_Targeting Beep_05_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:00
BEEP_Targeting Beep_06_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:00
BEEP_Targeting Beep_07_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:00
BEEP_Targeting Beep_08_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:00
BEEP_Targeting Beep_09_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:00
BEEP_Targeting Loop_01_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:00
BEEP_Targeting Loop_02_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:00
BEEP_Targeting Loop_03_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:00
BEEP_Targeting Loop_04_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:00
BEEP_Targeting Loop_05_SFRMS_SCIWPNS.wav	beep, repeated, tonal, synthesized	24	96000	2	00:00
BEEP_Targeting Loop_06_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:01
BEEP_Targeting Loop_07_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:01
BEEP_Targeting Loop_08_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:01
BEEP_Targeting Loop_09_SFRMS_SCIWPNS.wav	beep, clicks, repeated, targeting	24	96000	2	00:02
SCIMisc_Targeting Mechanism_01_SFRMS_SCIWPNS.wav	beeps, targeting, stutter, sci-fi, calculating	24	96000	2	00:03
UIBeep_Lock On_01_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	24	96000	2	00:00
UIBeep_Lock On_02_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	24	96000	2	00:00
UIBeep_Lock On_03_SFRMS_SCIWPNS.wav	targeting, UI, sci-fi	24	96000	2	00:00
UIBeep_Lock On_04_SFRMS_SCIWPNS.wav	beep, click, targeting, UI, sci-fi	24	96000	2	00:00
UIBeep_Lock On_05_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	24	96000	2	00:00
UIBeep_Lock On_06_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	24	96000	2	00:00
UIBeep_Lock On_07_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	24	96000	2	00:00
UIBeep_Lock On_08_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	24	96000	2	00:00
UIBeep_Lock On_09_SFRMS_SCIWPNS.wav	beep, click, targeting, UI, sci-fi	24	96000	2	00:00
UIBeep_Lock On_10_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	24	96000	2	00:00
UIBeep_Lock On_11_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	24	96000	2	00:00
UIBeep_Lock On_12_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	24	96000	2	00:00
UIBeep_Lock On_13_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	24	96000	2	00:00
UIBeep_Lock On_14_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	24	96000	2	00:01
UIBeep_Lock On_15_SFRMS_SCIWPNS.wav	beep, targeting, UI, sci-fi	24	96000	2	00:01
UIClick_Targeting Beep_01_SFRMS_SCIWPNS.wav	beep, targeting	24	96000	2	00:00
UIClick_Targeting Beep_02_SFRMS_SCIWPNS.wav	beep, targeting	24	96000	2	00:00

UIClick_Targeting Beep_03_SFRMS_SCIWPNS.wav	tiny ratchets, thin, high frequency, pitch jump	24	96000	2	00:00
UIClick_Targeting Beep_04_SFRMS_SCIWPNS.wav	click, targeting, UI, sci-fi, pitch jump, confirm	24	96000	2	00:00
ANMLBat_Creature Vocalisation_01_SFRMS_SCIWPNS.wav	bat, screech, vocalisation, horror, creature, animal	24	96000	2	00:01
ANMLBat_Creature Vocalisation_02_SFRMS_SCIWPNS.wav	bat, screech, vocalisation, horror, creature, animal	24	96000	2	00:01
ANMLBat_Creature Vocalisation_03_SFRMS_SCIWPNS.wav	bat, screech, vocalisation, horror, creature, animal	24	96000	2	00:01
ANMLBat_Creature Vocalisation_04_SFRMS_SCIWPNS.wav	bat, screech, vocalisation, horror, creature, animal	24	96000	2	00:01
ANMLBat_Creature Vocalisation_05_SFRMS_SCIWPNS.wav	bat, screech, vocalisation, horror, creature, animal	24	96000	2	00:01
CREAMnstr_Beast Vocalisation_01_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	24	96000	2	00:00
CREAMnstr_Beast Vocalisation_02_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	24	96000	2	00:00
CREAMnstr_Beast Vocalisation_03_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	24	96000	2	00:00
CREAMnstr_Beast Vocalisation_04_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	24	96000	2	00:00
CREAMnstr_Beast Vocalisation_05_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	24	96000	2	00:00
CREAMnstr_Beast Vocalisation_06_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	24	96000	2	00:01
CREAMnstr_Beast Vocalisation_07_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	24	96000	2	00:01
CREAMnstr_Beast Vocalisation_08_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	24	96000	2	00:01
CREAMnstr_Beast Vocalisation_09_SFRMS_SCIWPNS.wav	monster, beast, creature, designed, growl, snarl, vocalisation	24	96000	2	00:02
ROBTVox_Robot Vocalisation_01_SFRMS_SCIWPNS.wav	robot, droid, vocalisation, pain	24	96000	2	00:01
ROBTVox_Robot Vocalisation_02_SFRMS_SCIWPNS.wav	robot, droid, vocalisation, pain	24	96000	2	00:01
ROBTVox_Robot Vocalisation_03_SFRMS_SCIWPNS.wav	robot, droid, vocalisation, pain	24	96000	2	00:01
LASRGun_Alien Handgun Burst_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	24	96000	2	00:01
LASRGun_Alien Handgun Burst_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	24	96000	2	00:01
LASRGun_Alien Handgun Burst_03_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	24	96000	2	00:01
LASRGun_Alien Handgun Burst_04_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	24	96000	2	00:01
LASRGun_Alien Handgun Burst_05_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	24	96000	2	00:01
LASRGun_Alien Handgun Burst_06_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	24	96000	2	00:01
LASRGun_Alien Handgun Fire Heavy_01_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	24	96000	2	00:00
LASRGun_Alien Handgun Fire Heavy_02_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	24	96000	2	00:00
LASRGun_Alien Handgun Fire Heavy_03_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	24	96000	2	00:00
LASRGun_Alien Handgun Fire Heavy_04_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	24	96000	2	00:00
LASRGun_Alien Handgun Fire Heavy_05_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	24	96000	2	00:00
LASRGun_Alien Handgun Fire Heavy_06_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	24	96000	2	00:00
LASRGun_Alien Handgun Fire Light_01_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	24	96000	2	00:00
LASRGun_Alien Handgun Fire Light_02_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	24	96000	2	00:00
LASRGun_Alien Handgun Fire Light_03_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	24	96000	2	00:00
LASRGun_Alien Handgun Fire Light_04_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	24	96000	2	00:00
LASRGun_Alien Handgun Fire Light_05_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	24	96000	2	00:00
LASRGun_Alien Handgun Fire Light_06_SFRMS_SCIWPNS.wav	gun, weapon, blaster, fire, shot, synth, designed	24	96000	2	00:00
LASRGun_Alien Handgun Loop_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi	24	96000	2	00:01

[illegible]

GUNAuto_Assault Rifle C Burst_05_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Assault Rifle C Burst_06_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Assault Rifle C Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	24	96000	2	00:00
GUNAuto_Assault Rifle C Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	24	96000	2	00:00
GUNAuto_Assault Rifle C Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	24	96000	2	00:00
GUNAuto_Assault Rifle C Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	24	96000	2	00:00
GUNAuto_Assault Rifle C Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	24	96000	2	00:00
GUNAuto_Assault Rifle C Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	24	96000	2	00:00
GUNAuto_Assault Rifle C Loop_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Assault Rifle C Loop_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	24	96000	2	00:00
GUNAuto_Assault Rifle D Burst_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Assault Rifle D Burst_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:00
GUNAuto_Assault Rifle D Burst_03_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Assault Rifle D Burst_04_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:00
GUNAuto_Assault Rifle D Burst_05_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Assault Rifle D Burst_06_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Assault Rifle D Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	24	96000	2	00:00
GUNAuto_Assault Rifle D Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	24	96000	2	00:00
GUNAuto_Assault Rifle D Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	24	96000	2	00:00
GUNAuto_Assault Rifle D Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	24	96000	2	00:00
GUNAuto_Assault Rifle D Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	24	96000	2	00:00
GUNAuto_Assault Rifle D Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short, rifle	24	96000	2	00:00
GUNAuto_Assault Rifle D Loop_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	24	96000	2	00:01
DSGNRise_Ballista Charge_01_SFRMS_SCIWPNS.wav	anticipate, rise, tonal, lead-in	24	96000	2	00:00
DSGNRise_Ballista Charge_02_SFRMS_SCIWPNS.wav	anticipate, rise, tonal, lead-in	24	96000	2	00:00
GUNMech_Ballista Arm_01_SFRMS_SCIWPNS.wav	load, mechanism, heavy, cock	24	96000	2	00:00
GUNMech_Ballista Arm_02_SFRMS_SCIWPNS.wav	load, mechanism, heavy	24	96000	2	00:00
GUNMech_Ballista Arm_03_SFRMS_SCIWPNS.wav	load, mechanism, heavy	24	96000	2	00:01
GUNMech_Ballista Arm_04_SFRMS_SCIWPNS.wav	load, mechanism, heavy	24	96000	2	00:01
GUNMech_Ballista Arm_05_SFRMS_SCIWPNS.wav	load, mechanism, click, whoosh	24	96000	2	00:01
GUNMech_Ballista Arm_06_SFRMS_SCIWPNS.wav	load, mechanism	24	96000	2	00:01
GUNMech_Ballista Arm_07_SFRMS_SCIWPNS.wav	load, mechanism	24	96000	2	00:01
GUNMech_Ballista Arm_08_SFRMS_SCIWPNS.wav	load, mechanism, heavy	24	96000	2	00:02
LASRGun_Ballista Fire Long Doubled_01_SFRMS_SCIWPNS.wav	weapon, fire, heavy, sci-fi, distorted, blast	24	96000	2	00:01
LASRGun_Ballista Fire Long_01_SFRMS_SCIWPNS.wav	weapon, fire, heavy, sci-fi, distorted, blast	24	96000	2	00:01
LASRGun_Ballista Fire Long_02_SFRMS_SCIWPNS.wav	weapon, fire, heavy, sci-fi, distorted, blast	24	96000	2	00:01
LASRGun_Ballista Fire Long_03_SFRMS_SCIWPNS.wav	weapon, fire, heavy, sci-fi, distorted, blast	24	96000	2	00:01
LASRGun_Ballista Fire Long_04_SFRMS_SCIWPNS.wav	weapon, fire, heavy, sci-fi, distorted, blast	24	96000	2	00:01

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LASRGun_Gauss Cannon Fire_05_SFRMS_SCIWPNS.wav	weapon, energy, unstable, sci-fi, noisy	24	96000	2	00:02
LASRGun_Gauss Cannon Fire_06_SFRMS_SCIWPNS.wav	weapon, energy, unstable, sci-fi, noisy	24	96000	2	00:02
SCIMisc_Gauss Cannon Charge_01_SFRMS_SCIWPNS.wav	transform, noisy, splay, sci-fi	24	96000	2	00:01
SCIMisc_Gauss Cannon Charge_02_SFRMS_SCIWPNS.wav	mechanism, transform, sci-fi, charge	24	96000	2	00:02
SCIMisc_Gauss Cannon Charge_03_SFRMS_SCIWPNS.wav	mechanism, transform, sci-fi, charge	24	96000	2	00:02
GUNMisc_Gel Blaster Fire B_01_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	24	96000	2	00:00
GUNMisc_Gel Blaster Fire B_02_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	24	96000	2	00:00
GUNMisc_Gel Blaster Fire B_03_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	24	96000	2	00:00
GUNMisc_Gel Blaster Fire B_04_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	24	96000	2	00:00
GUNMisc_Gel Blaster Fire B_05_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	24	96000	2	00:00
GUNMisc_Gel Blaster Fire B_06_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	24	96000	2	00:00
GUNMisc_Gel Blaster Knock_01_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	24	96000	2	00:00
GUNMisc_Gel Blaster Knock_02_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	24	96000	2	00:00
GUNMisc_Gel Blaster Knock_03_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	24	96000	2	00:00
GUNMisc_Gel Blaster Knock_04_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	24	96000	2	00:00
GUNMisc_Gel Blaster Knock_05_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	24	96000	2	00:00
GUNMisc_Gel Blaster Knock_06_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, shot, goo, sci-fi, designed	24	96000	2	00:00
LASRGun_Gel Blaster Burst_01_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Gel Blaster Burst_02_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Gel Blaster Burst_03_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Gel Blaster Burst_04_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Gel Blaster Burst_05_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Gel Blaster Burst_06_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Gel Blaster Fire A_01_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Gel Blaster Fire A_02_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Gel Blaster Fire A_03_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Gel Blaster Fire A_04_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Gel Blaster Fire A_05_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Gel Blaster Fire A_06_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Gel Blaster Fire B_01_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Gel Blaster Fire B_02_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Gel Blaster Fire B_03_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Gel Blaster Fire B_04_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Gel Blaster Fire B_05_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Gel Blaster Fire B_06_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Gel Blaster Loop_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi, loop	24	96000	2	00:01
GUNMisc_Gel Cannon Burst_01_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, burst, goo, sci-fi, designed	24	96000	2	00:01
GUNMisc_Gel Cannon Burst_02_SFRMS_SCIWPNS.wav	gun, weapon, propel, fire, burst, goo, sci-fi, designed	24	96000	2	00:01

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LASRGun_Guardian Pistol Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:00
LASRGun_Guardian Pistol Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:00
LASRGun_Guardian Pistol Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:00
LASRGun_Guardian Pistol Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:00
LASRGun_Guardian Pistol Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:00
LASRGun_Guardian Pistol Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:00
LASRGun_Hades Fire Heavy_01_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	24	96000	2	00:01
LASRGun_Hades Fire Heavy_02_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	24	96000	2	00:02
LASRGun_Hades Fire Heavy_03_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	24	96000	2	00:02
LASRGun_Hades Fire Heavy_04_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	24	96000	2	00:02
LASRGun_Hades Fire Heavy_05_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	24	96000	2	00:02
LASRGun_Hades Fire_01_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	24	96000	2	00:01
LASRGun_Hades Fire_02_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	24	96000	2	00:01
LASRGun_Hades Fire_03_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	24	96000	2	00:01
LASRGun_Hades Fire_04_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	24	96000	2	00:01
LASRGun_Hades Fire_05_SFRMS_SCIWPNS.wav	weapon, shot, fire, energy, sci-fi, designed	24	96000	2	00:01
LASRGun_Harbinger Burst_01_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Harbinger Burst_02_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Harbinger Burst_03_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Harbinger Burst_04_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Harbinger Burst_05_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Harbinger Burst_06_SFRMS_SCIWPNS.wav	weapon, blaster, burst, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Harbinger Fire_01_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Harbinger Fire_02_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Harbinger Fire_03_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Harbinger Fire_04_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Harbinger Fire_05_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Harbinger Fire_06_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Harbinger Loop_01_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi, loop	24	96000	2	00:01
LASRGun_Harbinger Loop_02_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi, loop	24	96000	2	00:01
LASRGun_Harbinger Short_01_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Harbinger Short_02_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Harbinger Short_03_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Harbinger Short_04_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Harbinger Short_05_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Harbinger Short_06_SFRMS_SCIWPNS.wav	weapon, blaster, shot, fire, designed, sci-fi	24	96000	2	00:00
LASRGun_Hephaestus Fire Metallic_01_SFRMS_SCIWPNS.wav	gun, weapon, sci-fi, designed, metallic, ricochet	24	96000	2	00:00
LASRGun_Hephaestus Fire Metallic_02_SFRMS_SCIWPNS.wav	gun, weapon, sci-fi, designed, metallic, ricochet	24	96000	2	00:00

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MECHClík_Mine Deploy_04_SFRMS_SCIWPNS.wav	mine, bomb, attach, click, mechanism, clasp	24	96000	2	00:00
DSGNRise_Particle Compressor Recharge_01_SFRMS_SCIWPNS.wav	anticipate, rise, lead-in, recharge	24	96000	2	00:01
LASRGun_Particle Compressor Fire Triple_01_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi, burst, triplet	24	96000	2	00:01
LASRGun_Particle Compressor Fire_01_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Particle Compressor Fire_02_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Particle Compressor Fire_03_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Particle Compressor Fire_04_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Particle Compressor Fire_05_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Particle Compressor Fire_06_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Particle Compressor Fire_07_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	24	96000	2	00:01
LASRGun_Particle Compressor Fire_08_SFRMS_SCIWPNS.wav	weapon, blaster, raygun, shot, fire, designed, sci-fi	24	96000	2	00:01
GUNAuto_Phantom Burst_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Phantom Burst_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Phantom Burst_03_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Phantom Burst_04_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Phantom Burst_05_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Phantom Burst_06_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Phantom Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short	24	96000	2	00:00
GUNAuto_Phantom Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short	24	96000	2	00:00
GUNAuto_Phantom Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short	24	96000	2	00:00
GUNAuto_Phantom Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short	24	96000	2	00:00
GUNAuto_Phantom Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short	24	96000	2	00:00
GUNAuto_Phantom Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, single round, short	24	96000	2	00:00
GUNAuto_Phantom Loop_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Phantom Loop_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	24	96000	2	00:00
GUNAuto_Phantom Loop_03_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	24	96000	2	00:01
GUNPis_Pistol Fire Long Tail_01_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:01
GUNPis_Pistol Fire Long Tail_02_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, ricochet	24	96000	2	00:01
GUNPis_Pistol Fire Long Tail_03_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:01
GUNPis_Pistol Fire Long Tail_04_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:01
GUNPis_Pistol Fire Long Tail_05_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:01
GUNPis_Pistol Fire Long Tail_06_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:01
GUNPis_Pistol Fire Long Tail_07_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:01
GUNPis_Pistol Fire Longer Tail_01_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:01
GUNPis_Pistol Fire Longer Tail_02_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, ricochet	24	96000	2	00:01
GUNPis_Pistol Fire Longer Tail_03_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:01
GUNPis_Pistol Fire Longer Tail_04_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:01
GUNPis_Pistol Fire Longer Tail_05_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:01

GUNPis_Pistol Fire Longer Tail_06_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed	24	96000	2	00:01
GUNPis_Pistol Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, dry	24	96000	2	00:00
GUNPis_Pistol Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, dry	24	96000	2	00:00
GUNPis_Pistol Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, dry	24	96000	2	00:00
GUNPis_Pistol Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, dry	24	96000	2	00:00
GUNPis_Pistol Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, dry	24	96000	2	00:00
GUNPis_Pistol Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, pistol, fire, shot, single round, designed, dry	24	96000	2	00:00
GUNMech_Reload_01_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload, click	24	96000	2	00:00
GUNMech_Reload_02_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	24	96000	2	00:00
GUNMech_Reload_03_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload, click, cock	24	96000	2	00:00
GUNMech_Reload_04_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	24	96000	2	00:00
GUNMech_Reload_05_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	24	96000	2	00:00
GUNMech_Reload_06_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	24	96000	2	00:00
GUNMech_Reload_07_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	24	96000	2	00:00
GUNMech_Reload_08_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	24	96000	2	00:00
GUNMech_Reload_09_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	24	96000	2	00:00
GUNMech_Reload_10_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	24	96000	2	00:01
GUNMech_Reload_11_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	24	96000	2	00:01
GUNMech_Reload_12_SFRMS_SCIWPNS.wav	rattle, mechanism, sci-fi, reload	24	96000	2	00:02
LASRGun_Plasma Rifle Bullet Stream_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	24	96000	2	00:02
LASRGun_Plasma Rifle Bullet Stream_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi	24	96000	2	00:02
LASRGun_Plasma Rifle Fire Loop_01_SFRMS_SCIWPNS.wav	weapon, automatic, loop, machine gun, mechanical	24	96000	2	00:05
LASRGun_Plasma Rifle Fire Loop_02_SFRMS_SCIWPNS.wav	weapon, automatic, loop, machine gun, mechanical	24	96000	2	00:04
LASRGun_Plasma Rifle Fire_01_SFRMS_SCIWPNS.wav	weapon, shot, fire, plasma, sci-fi	24	96000	2	00:01
LASRGun_Plasma Rifle Fire_02_SFRMS_SCIWPNS.wav	weapon, shot, fire, plasma, sci-fi	24	96000	2	00:01
LASRGun_Plasma Rifle Fire_03_SFRMS_SCIWPNS.wav	weapon, shot, fire, plasma, sci-fi	24	96000	2	00:01
LASRGun_Plasma Rifle Fire_04_SFRMS_SCIWPNS.wav	weapon, shot, fire, plasma, sci-fi	24	96000	2	00:01
LASRGun_Plasma Rifle Fire_05_SFRMS_SCIWPNS.wav	weapon, shot, fire, plasma, sci-fi	24	96000	2	00:01
LASRGun_Plasma Rifle Fire_06_SFRMS_SCIWPNS.wav	weapon, shot, fire, plasma, sci-fi	24	96000	2	00:01
MOTRSrvo_Plasma Rifle Arm_01_SFRMS_SCIWPNS.wav	weapon, hi-tech, mechanism, gadget, sci-fi, rising pitch	24	96000	2	00:00
MOTRSrvo_Plasma Rifle Disarm_01_SFRMS_SCIWPNS.wav	weapon, hi-tech, mechanism, gadget, sci-fi, falling pitch	24	96000	2	00:00
GUNAuto_Plasmid Machinegun Burst_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Plasmid Machinegun Burst_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:02
GUNAuto_Plasmid Machinegun Burst_03_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:02
GUNAuto_Plasmid Machinegun Burst_04_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Plasmid Machinegun Burst_05_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_Plasmid Machinegun Burst_06_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:02
GUNAuto_Plasmid Machinegun Burst_07_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01

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GUNCano_Quad Cannon Fire Double_01_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, hand cannon, blunderbuss, designed	24	96000	2	00:01
GUNCano_Quad Cannon Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, hand cannon, blunderbuss, designed	24	96000	2	00:01
GUNCano_Quad Cannon Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, hand cannon, blunderbuss, designed	24	96000	2	00:01
GUNCano_Quad Cannon Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, hand cannon, blunderbuss, designed	24	96000	2	00:01
GUNCano_Quad Cannon Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, hand cannon, blunderbuss, designed	24	96000	2	00:01
GUNCano_Quad Cannon Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, hand cannon, blunderbuss, designed	24	96000	2	00:01
GUNCano_Quad Cannon Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, hand cannon, blunderbuss, designed	24	96000	2	00:01
GUNArtl_Rocket Launcher Fire_01_SFRMS_SCIWPNS.wav	grenade launcher, propel, eject, launch, fire, mechanical, resonant	24	96000	2	00:01
GUNArtl_Rocket Launcher Fire_02_SFRMS_SCIWPNS.wav	rocket, fire, combustion, gas, whoosh	24	96000	2	00:02
GUNArtl_Rocket Launcher Fire_03_SFRMS_SCIWPNS.wav	rocket, fire, combustion, gas, whoosh	24	96000	2	00:02
GUNArtl_Rocket Launcher Fire_04_SFRMS_SCIWPNS.wav	rocket, fire, combustion, gas, whoosh	24	96000	2	00:01
GUNArtl_Rocket Launcher Fire_05_SFRMS_SCIWPNS.wav	rocket, fire, combustion, gas, whoosh	24	96000	2	00:01
GUNArtl_Rocket Launcher Fire_06_SFRMS_SCIWPNS.wav	rocket, fire, combustion, gas, whoosh	24	96000	2	00:01
GUNMech_Rocket Launcher Reload_01_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	24	96000	2	00:00
GUNMech_Rocket Launcher Reload_02_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	24	96000	2	00:00
GUNMech_Rocket Launcher Reload_03_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	24	96000	2	00:00
GUNMech_Rocket Launcher Reload_04_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	24	96000	2	00:00
GUNMech_Rocket Launcher Reload_05_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	24	96000	2	00:00
GUNMech_Rocket Launcher Reload_06_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	24	96000	2	00:00
GUNMech_Rocket Launcher Reload_07_SFRMS_SCIWPNS.wav	reload, click, insert, mechanical, sci-fi	24	96000	2	00:00
GUNMech_Rocket Launcher Reload_08_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	24	96000	2	00:00
GUNMech_Rocket Launcher Reload_09_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	24	96000	2	00:01
GUNMech_Rocket Launcher Reload_10_SFRMS_SCIWPNS.wav	reload, thud, click, insert, mechanical	24	96000	2	00:01
GUNMech_Rocket Launcher Reload_11_SFRMS_SCIWPNS.wav	reload, click, insert, mechanical, sci-fi	24	96000	2	00:01
GUNAuto_RPU Mk2 Burst_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_RPU Mk2 Burst_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_RPU Mk2 Burst_03_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_RPU Mk2 Burst_04_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_RPU Mk2 Burst_05_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_RPU Mk2 Burst_06_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, burst, sci-fi, mechanism	24	96000	2	00:01
GUNAuto_RPU Mk2 Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, sci-fi, mechanism	24	96000	2	00:00
GUNAuto_RPU Mk2 Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, sci-fi, mechanism	24	96000	2	00:00
GUNAuto_RPU Mk2 Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, sci-fi, mechanism	24	96000	2	00:00
GUNAuto_RPU Mk2 Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, sci-fi, mechanism	24	96000	2	00:00
GUNAuto_RPU Mk2 Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, sci-fi, mechanism	24	96000	2	00:00
GUNAuto_RPU Mk2 Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, fire, shot, sci-fi, mechanism	24	96000	2	00:00
GUNAuto_RPU Mk2 Loop_01_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	24	96000	2	00:00
GUNAuto_RPU Mk2 Loop_02_SFRMS_SCIWPNS.wav	gun, weapon, automatic, fire, loop, sci-fi, mechanism	24	96000	2	00:00

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GUNTech_Tormentor Shotgun Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, shotgun, sci-fi, designed, mechanism, heavy	24	96000	2	00:01
LASRGun_Torsion Gun Fire_01_SFRMS_SCIWPNS.wav	gun, weapon, vortex, noisy, shot, fire, sci-fi	24	96000	2	00:01
LASRGun_Torsion Gun Fire_02_SFRMS_SCIWPNS.wav	gun, weapon, vortex, noisy, shot, fire, sci-fi	24	96000	2	00:01
LASRGun_Torsion Gun Fire_03_SFRMS_SCIWPNS.wav	gun, weapon, vortex, noisy, shot, fire, sci-fi	24	96000	2	00:01
LASRGun_Torsion Gun Fire_04_SFRMS_SCIWPNS.wav	gun, weapon, vortex, noisy, shot, fire, sci-fi	24	96000	2	00:01
LASRGun_Torsion Gun Fire_05_SFRMS_SCIWPNS.wav	gun, weapon, vortex, noisy, shot, fire, sci-fi	24	96000	2	00:01
LASRGun_Torsion Gun Fire_06_SFRMS_SCIWPNS.wav	gun, weapon, vortex, noisy, shot, fire, sci-fi	24	96000	2	00:01
SCIWeap_Trebuchet Fire_01_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi	24	96000	2	00:01
SCIWeap_Trebuchet Fire_02_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi	24	96000	2	00:01
SCIWeap_Trebuchet Fire_03_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi	24	96000	2	00:01
SCIWeap_Trebuchet Fire_04_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi	24	96000	2	00:01
SCIWeap_Trebuchet Fire_05_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi	24	96000	2	00:01
SCIWeap_Trebuchet Fire_06_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi	24	96000	2	00:01
SCIWeap_Trebuchet Tremolo A_01_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	24	96000	2	00:01
SCIWeap_Trebuchet Tremolo A_02_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	24	96000	2	00:01
SCIWeap_Trebuchet Tremolo A_03_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	24	96000	2	00:01
SCIWeap_Trebuchet Tremolo A_04_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	24	96000	2	00:01
SCIWeap_Trebuchet Tremolo A_05_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	24	96000	2	00:01
SCIWeap_Trebuchet Tremolo A_06_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	24	96000	2	00:01
SCIWeap_Trebuchet Tremolo B_01_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	24	96000	2	00:01
SCIWeap_Trebuchet Tremolo B_02_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	24	96000	2	00:01
SCIWeap_Trebuchet Tremolo B_03_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	24	96000	2	00:01
SCIWeap_Trebuchet Tremolo B_04_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	24	96000	2	00:01
SCIWeap_Trebuchet Tremolo B_05_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	24	96000	2	00:01
SCIWeap_Trebuchet Tremolo B_06_SFRMS_SCIWPNS.wav	weapon, launch, propel, disc, throw, sci-fi, tremolo	24	96000	2	00:01
LASRGun_Valkyrie_01_SFRMS_SCIWPNS.wav	weapon, blast, energy, electric, sci-fi, designed, pulse	24	96000	2	00:01
LASRGun_Valkyrie_02_SFRMS_SCIWPNS.wav	weapon, blast, energy, electric, sci-fi, designed, pulse	24	96000	2	00:01
LASRGun_Valkyrie_03_SFRMS_SCIWPNS.wav	weapon, blast, energy, electric, sci-fi, designed, pulse	24	96000	2	00:01
LASRGun_Valkyrie_04_SFRMS_SCIWPNS.wav	weapon, blast, energy, electric, sci-fi, designed, pulse	24	96000	2	00:01
LASRGun_Valkyrie_05_SFRMS_SCIWPNS.wav	weapon, blast, energy, electric, sci-fi, designed, pulse	24	96000	2	00:01
LASRGun_Valkyrie_06_SFRMS_SCIWPNS.wav	weapon, blast, energy, electric, sci-fi, designed, pulse	24	96000	2	00:01