

FileName	Channels	Duration	Format
AEROMil_Military aircraft fast pass by 2_GfxSounds_MilitaryWarfare.wav	2	00:17	48 24
AEROMil_Military aircraft fast pass by 3_GfxSounds_MilitaryWarfare.wav	2	00:20	48 24
AEROMil_Military aircraft fast pass by 4_GfxSounds_MilitaryWarfare.wav	2	00:27	48 24
AEROMil_Military aircraft fast pass by 5_GfxSounds_MilitaryWarfare.wav	2	00:17	48 24
AEROMil_Military aircraft fast pass by_GfxSounds_MilitaryWarfare.wav	2	00:16	48 24
AEROMil_Military aircraft idle engine loop_GfxSounds_MilitaryWarfare.wav	2	00:43	48 24
AEROMil_Military aircraft interior access_GfxSounds_MilitaryWarfare.wav	2	00:12	48 24
AEROMil_Military helicopter blade fast to slow motion_GfxSounds_MilitaryWarfare.wav	2	00:19	48 24
AEROMil_Military helicopter boarding the helicopter 2_GfxSounds_MilitaryWarfare.wav	2	00:05	48 24
AEROMil_Military helicopter boarding the helicopter 3_GfxSounds_MilitaryWarfare.wav	2	00:05	48 24
AEROMil_Military helicopter boarding the helicopter 4_GfxSounds_MilitaryWarfare.wav	2	00:04	48 24
AEROMil_Military helicopter boarding the helicopter_GfxSounds_MilitaryWarfare.wav	2	00:04	48 24
AEROMil_Military helicopter engines chopper start 2_GfxSounds_MilitaryWarfare.wav	2	00:23	48 24
AEROMil_Military helicopter engines chopper start_GfxSounds_MilitaryWarfare.wav	2	00:31	48 24
AEROMil_Military helicopter flies overhead 2_GfxSounds_MilitaryWarfare.wav	2	00:24	48 24
AEROMil_Military helicopter flies overhead_GfxSounds_MilitaryWarfare.wav	2	00:17	48 24
AEROMil_Military helicopter flying away 2_GfxSounds_MilitaryWarfare.wav	2	00:20	48 24
AEROMil_Military helicopter flying away 3_GfxSounds_MilitaryWarfare.wav	2	00:21	48 24
AEROMil_Military helicopter flying away 4_GfxSounds_MilitaryWarfare.wav	2	00:10	48 24
AEROMil_Military helicopter flying away 5_GfxSounds_MilitaryWarfare.wav	2	00:12	48 24
AEROMil_Military helicopter flying away_GfxSounds_MilitaryWarfare.wav	2	00:30	48 24
AEROMil_Military helicopter flying forward loop_GfxSounds_MilitaryWarfare.wav	2	00:37	48 24
AEROMil_Military helicopter flying overhead 2_GfxSounds_MilitaryWarfare.wav	2	00:15	48 24
AEROMil_Military helicopter flying overhead 3_GfxSounds_MilitaryWarfare.wav	2	00:11	48 24
AEROMil_Military helicopter flying overhead 4_GfxSounds_MilitaryWarfare.wav	2	00:10	48 24
AEROMil_Military helicopter flying overhead_GfxSounds_MilitaryWarfare.wav	2	00:25	48 24
AEROMil_Military helicopter idle engine loop_GfxSounds_MilitaryWarfare.wav	2	01:25	48 24
AEROMil_Military helicopter interior pushing buttons 2_GfxSounds_MilitaryWarfare.wav	2	00:04	48 24
AEROMil_Military helicopter interior pushing buttons 3_GfxSounds_MilitaryWarfare.wav	2	00:10	48 24
AEROMil_Military helicopter interior pushing buttons 4_GfxSounds_MilitaryWarfare.wav	2	00:05	48 24

AEROMil_Military helicopter interior pushing buttons_GfxSounds_MilitaryWarfare.wav	2	00:05	48 24
AEROMil_Military helicopter landing 2_GfxSounds_MilitaryWarfare.wav	2	00:27	48 24
AEROMil_Military helicopter landing_GfxSounds_MilitaryWarfare.wav	2	00:35	48 24
AEROMil_Military helicopter machine gun fire_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AEROMil_Military helicopter slow pass by 2_GfxSounds_MilitaryWarfare.wav	2	00:24	48 24
AEROMil_Military helicopter slow pass by_GfxSounds_MilitaryWarfare.wav	2	00:19	48 24
AEROMil_Military helicopter starting sequence buttons 2_GfxSounds_MilitaryWarfare.wav	2	00:21	48 24
AEROMil_Military helicopter starting sequence buttons_GfxSounds_MilitaryWarfare.wav	2	00:19	48 24
AEROMil_Troop transport helicopter entering the cabin 2_GfxSounds_MilitaryWarfare.wav	2	00:10	48 24
AEROMil_Troop transport helicopter entering the cabin 3_GfxSounds_MilitaryWarfare.wav	2	00:11	48 24
AEROMil_Troop transport helicopter entering the cabin 4_GfxSounds_MilitaryWarfare.wav	2	00:08	48 24
AEROMil_Troop transport helicopter entering the cabin_GfxSounds_MilitaryWarfare.wav	2	00:12	48 24
AEROMil_Troop transport helicopter flying forward 2_GfxSounds_MilitaryWarfare.wav	2	02:00	48 24
AEROMil_Troop transport helicopter flying forward_GfxSounds_MilitaryWarfare.wav	2	02:11	48 24
AEROMil_Troop transport helicopter pass by 2_GfxSounds_MilitaryWarfare.wav	2	00:10	48 24
AEROMil_Troop transport helicopter pass by 3_GfxSounds_MilitaryWarfare.wav	2	00:09	48 24
AEROMil_Troop transport helicopter pass by_GfxSounds_MilitaryWarfare.wav	2	00:13	48 24
AEROMil_Troop transport helicopter seat belt fasten 2_GfxSounds_MilitaryWarfare.wav	2	00:06	48 24
AEROMil_Troop transport helicopter seat belt fasten_GfxSounds_MilitaryWarfare.wav	2	00:09	48 24
AEROMil_Troop transport helicopter slow motion loop 2_GfxSounds_MilitaryWarfare.wav	2	00:17	48 24
AEROMil_Troop transport helicopter slow motion loop_GfxSounds_MilitaryWarfare.wav	2	00:17	48 24
AEROMil_Troop transport helicopter starting sequence 2_GfxSounds_MilitaryWarfare.wav	2	00:14	48 24
AEROMil_Troop transport helicopter starting sequence 3_GfxSounds_MilitaryWarfare.wav	2	00:15	48 24
AEROMil_Troop transport helicopter starting sequence_GfxSounds_MilitaryWarfare.wav	2	00:15	48 24
AMBWar_Armored convoy approaching_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_Atomic bomb drop and explosion_GfxSounds_MilitaryWarfare.wav	2	00:23	48 16
AMBWar_Battlefield assault rifle firefight 2_GfxSounds_MilitaryWarfare.wav	2	00:12	48 16
AMBWar_Battlefield assault rifle firefight_GfxSounds_MilitaryWarfare.wav	2	00:07	48 16
AMBWar_Battlefield tank interior perspective_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_Burning house war zone ambience 2_GfxSounds_MilitaryWarfare.wav	2	01:48	48 24
AMBWar_Burning house war zone ambience 3_GfxSounds_MilitaryWarfare.wav	2	01:35	48 24

AMBWar_Burning house war zone ambience_GfxSounds_MilitaryWarfare.wav	2	02:05	48 24
AMBWar_City battlefield ambience_GfxSounds_MilitaryWarfare.wav	2	00:29	48 16
AMBWar_City emergency sirens and explosions_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_Citywide evacuation_GfxSounds_MilitaryWarfare.wav	2	00:26	48 16
AMBWar_Distant gunshots and indoor battlefield_GfxSounds_MilitaryWarfare.wav	2	00:29	48 16
AMBWar_Drone attack and explosion_GfxSounds_MilitaryWarfare.wav	2	00:25	48 16
AMBWar_Emergency alarm bell ring 2_GfxSounds_MilitaryWarfare.wav	2	00:18	48 24
AMBWar_Emergency alarm bell ring 3_GfxSounds_MilitaryWarfare.wav	2	00:13	48 24
AMBWar_Emergency alarm bell ring 4_GfxSounds_MilitaryWarfare.wav	2	00:09	48 24
AMBWar_Emergency alarm bell ring_GfxSounds_MilitaryWarfare.wav	2	00:17	48 24
AMBWar_Enemy base intruder alarm 2_GfxSounds_MilitaryWarfare.wav	2	00:15	48 24
AMBWar_Enemy base intruder alarm 3_GfxSounds_MilitaryWarfare.wav	2	00:08	48 24
AMBWar_Enemy base intruder alarm_GfxSounds_MilitaryWarfare.wav	2	00:05	48 24
AMBWar_Flashbang wounded soldier perspective_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_Gunfight with electrical disturbances_GfxSounds_MilitaryWarfare.wav	2	00:27	48 16
AMBWar_Hostage situation with bomb ticking_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_Injured soldier moving through grass_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_Intense mid range battlefield_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_Jungle patrol ambush ambience_GfxSounds_MilitaryWarfare.wav	2	00:39	48 16
AMBWar_Military trucks evacuation ambience_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_Naval ship ambience with aircraft taking_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_Night vision team battlefield preparation_GfxSounds_MilitaryWarfare.wav	2	00:29	48 16
AMBWar_Nighttime battlefield with distant shots_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_Nighttime rocket launch and explosion_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_Sniper shooting in the distance_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_Tactical airstrike_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_Tank fire on the battlefield_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_Underwater battlefield with explosions_GfxSounds_MilitaryWarfare.wav	2	00:30	48 16
AMBWar_War air raid siren 2_GfxSounds_MilitaryWarfare.wav	2	01:32	48 24
AMBWar_War air raid siren 3_GfxSounds_MilitaryWarfare.wav	2	01:04	48 24
AMBWar_War air raid siren preliminary alert 2_GfxSounds_MilitaryWarfare.wav	2	00:11	48 24

AMBWar_War air raid siren preliminary alert_GfxSounds_MilitaryWarfare.wav	2	00:17	48 24
AMBWar_War air raid siren_GfxSounds_MilitaryWarfare.wav	2	01:14	48 24
BEEPTimer_Bomb analog timer 2_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
BEEPTimer_Bomb analog timer_GfxSounds_MilitaryWarfare.wav	2	00:07	48 16
BEEPTimer_Bomb digital timer 2_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
BEEPTimer_Bomb digital timer_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
BEEPTimer_Bomb timer ticking fast 2_GfxSounds_MilitaryWarfare.wav	2	00:08	48 24
BEEPTimer_Bomb timer ticking fast 3_GfxSounds_MilitaryWarfare.wav	2	00:08	48 24
BEEPTimer_Bomb timer ticking fast 4_GfxSounds_MilitaryWarfare.wav	2	00:08	48 24
BEEPTimer_Bomb timer ticking fast 5_GfxSounds_MilitaryWarfare.wav	2	00:08	48 24
BEEPTimer_Bomb timer ticking fast_GfxSounds_MilitaryWarfare.wav	2	00:06	48 24
BLLTBy_Bullet pass by 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTBy_Bullet pass by 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTBy_Bullet pass by 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTBy_Bullet pass by 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTBy_Bullet pass by 6_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTBy_Bullet pass by_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTBy_Sniper bullet pass by 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
BLLTBy_Sniper bullet pass by 3_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
BLLTBy_Sniper bullet pass by_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
BLLTImpt_Bullet body hit 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTImpt_Bullet body hit 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTImpt_Bullet body hit 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTImpt_Bullet body hit 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTImpt_Bullet body hit_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTImpt_Bullet headshot impact 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
BLLTImpt_Bullet headshot impact 3_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
BLLTImpt_Bullet headshot impact 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
BLLTImpt_Bullet headshot impact 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
BLLTImpt_Bullet headshot impact_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
BLLTMisc_Ammunition box close 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16

BLLTMisc_Ammunition box close 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTMisc_Ammunition box close 4_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
BLLTMisc_Ammunition box close_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTMisc_Ammunition box open 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTMisc_Ammunition box open 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTMisc_Ammunition box open_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTMisc_Ammunition box shaking_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTMisc_Small bullet box drop 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTMisc_Small bullet box drop_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTMisc_Sniper rifle brass casing movement 2_GfxSounds_MilitaryWarfare.wav	2	00:10	48 24
BLLTMisc_Sniper rifle brass casing movement 3_GfxSounds_MilitaryWarfare.wav	2	00:08	48 24
BLLTMisc_Sniper rifle brass casing movement 4_GfxSounds_MilitaryWarfare.wav	2	00:12	48 24
BLLTMisc_Sniper rifle brass casing movement 5_GfxSounds_MilitaryWarfare.wav	2	00:04	48 24
BLLTMisc_Sniper rifle brass casing movement_GfxSounds_MilitaryWarfare.wav	2	00:06	48 24
BLLTRico_Bullet hits on ground dirt and small debris 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTRico_Bullet hits on ground dirt and small debris 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTRico_Bullet hits on ground dirt and small debris_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTRico_Bullet metal hit 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
BLLTRico_Bullet metal hit 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTRico_Bullet metal hit 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTRico_Bullet metal hit 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTRico_Bullet metal hit_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
BLLTShel_Bolt rifle shell eject 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTShel_Bolt rifle shell eject 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTShel_Bolt rifle shell eject_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTShel_Bullet falling on surface 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTShel_Bullet falling on surface 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTShel_Bullet falling on surface 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTShel_Bullet falling on surface_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTShel_Bullet shell casings falling on concrete 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTShel_Bullet shell casings falling on concrete 3_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16

BLLTShel_Bullet shell casings falling on concrete 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTShel_Bullet shell casings falling on concrete_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
BLLTShel_Bullet shell casings falling on surface 2 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTShel_Bullet shell casings falling on surface 3 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTShel_Bullet shell casings falling on surface 4 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BLLTShel_Bullet shell casings falling on surface_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
BOATMiL_Military ship at sea ambience loop 2_GfxSounds_MilitaryWarfare.wav	2	00:36	48 24
BOATMiL_Military ship at sea ambience loop 3_GfxSounds_MilitaryWarfare.wav	2	00:50	48 24
BOATMiL_Military ship at sea ambience loop_GfxSounds_MilitaryWarfare.wav	2	00:33	48 24
BOATMiL_Military ship door hatch close 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
BOATMiL_Military ship door hatch close 3_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
BOATMiL_Military ship door hatch close_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
BOATMiL_Military ship door hatch open 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
BOATMiL_Military ship door hatch open 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
BOATMiL_Military ship door hatch open_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
BOATMiL_Military ship flag flapping no wind 2_GfxSounds_MilitaryWarfare.wav	2	00:08	48 24
BOATMiL_Military ship flag flapping no wind 3_GfxSounds_MilitaryWarfare.wav	2	00:09	48 24
BOATMiL_Military ship flag flapping no wind 4_GfxSounds_MilitaryWarfare.wav	2	00:20	48 24
BOATMiL_Military ship flag flapping no wind_GfxSounds_MilitaryWarfare.wav	2	00:10	48 24
BOATMiL_Military ship flag flapping strong wind 2 2_GfxSounds_MilitaryWarfare.wav	2	00:19	48 24
BOATMiL_Military ship flag flapping strong wind_GfxSounds_MilitaryWarfare.wav	2	00:08	48 24
BOATMiL_Naval anchor release 2_GfxSounds_MilitaryWarfare.wav	2	00:09	48 24
BOATMiL_Naval anchor release 3_GfxSounds_MilitaryWarfare.wav	2	00:09	48 24
BOATMiL_Naval anchor release_GfxSounds_MilitaryWarfare.wav	2	00:05	48 24
BOATMiL_Naval cannon crank and shot 2_GfxSounds_MilitaryWarfare.wav	2	00:06	48 24
BOATMiL_Naval cannon crank and shot 3_GfxSounds_MilitaryWarfare.wav	2	00:05	48 24
BOATMiL_Naval cannon crank and shot 4_GfxSounds_MilitaryWarfare.wav	2	00:06	48 24
BOATMiL_Naval cannon crank and shot_GfxSounds_MilitaryWarfare.wav	2	00:06	48 24
BOATMiL_Naval cannon shot 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
BOATMiL_Naval cannon shot 3_GfxSounds_MilitaryWarfare.wav	2	00:04	48 24
BOATMiL_Naval cannon shot 4_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24

BOATMiL_Naval cannon shot_GfxSounds_MilitaryWarfare.wav	2	00:04	48 24
BOATMiL_Naval underwater missile shot 2_GfxSounds_MilitaryWarfare.wav	2	00:06	48 24
BOATMiL_Naval underwater missile shot 3_GfxSounds_MilitaryWarfare.wav	2	00:10	48 24
BOATMiL_Naval underwater missile shot 4_GfxSounds_MilitaryWarfare.wav	2	00:09	48 24
BOATMiL_Naval underwater missile shot 5_GfxSounds_MilitaryWarfare.wav	2	00:09	48 24
BOATMiL_Naval underwater missile shot_GfxSounds_MilitaryWarfare.wav	2	00:09	48 24
BOATMiL_Submarine sonar ping scan 2_GfxSounds_MilitaryWarfare.wav	2	00:05	48 24
BOATMiL_Submarine sonar ping scan 3_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
BOATMiL_Submarine sonar ping scan 4_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
BOATMiL_Submarine sonar ping scan_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
BOATMiL_Submarine sonar pinging echo 2_GfxSounds_MilitaryWarfare.wav	2	00:10	48 24
BOATMiL_Submarine sonar pinging echo 3_GfxSounds_MilitaryWarfare.wav	2	00:16	48 24
BOATMiL_Submarine sonar pinging echo 4_GfxSounds_MilitaryWarfare.wav	2	00:19	48 24
BOATMiL_Submarine sonar pinging echo_GfxSounds_MilitaryWarfare.wav	2	00:12	48 24
BOATMiL_Submarine traveling underwater 2_GfxSounds_MilitaryWarfare.wav	2	00:33	48 24
BOATMiL_Submarine traveling underwater 3_GfxSounds_MilitaryWarfare.wav	2	00:35	48 24
BOATMiL_Submarine traveling underwater 4_GfxSounds_MilitaryWarfare.wav	2	00:37	48 24
BOATMiL_Submarine traveling underwater_GfxSounds_MilitaryWarfare.wav	2	00:28	48 24
BOATMiL_War zone ship fog horn 2_GfxSounds_MilitaryWarfare.wav	2	00:05	48 24
BOATMiL_War zone ship fog horn 3_GfxSounds_MilitaryWarfare.wav	2	00:09	48 24
BOATMiL_War zone ship fog horn 4_GfxSounds_MilitaryWarfare.wav	2	00:09	48 24
BOATMiL_War zone ship fog horn 5_GfxSounds_MilitaryWarfare.wav	2	00:06	48 24
BOATMiL_War zone ship fog horn 6_GfxSounds_MilitaryWarfare.wav	2	00:10	48 24
BOATMiL_War zone ship fog horn 7_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
BOATMiL_War zone ship fog horn_GfxSounds_MilitaryWarfare.wav	2	00:08	48 24
BOATMiL_Warship passing by fog horn 2_GfxSounds_MilitaryWarfare.wav	2	00:18	48 24
BOATMiL_Warship passing by fog horn 3_GfxSounds_MilitaryWarfare.wav	2	00:12	48 24
BOATMiL_Warship passing by fog horn_GfxSounds_MilitaryWarfare.wav	2	00:16	48 24
BOATMiL_Warship rumbling ambience 2_GfxSounds_MilitaryWarfare.wav	2	00:27	48 16
BOATMiL_Warship rumbling ambience_GfxSounds_MilitaryWarfare.wav	2	00:20	48 16
COMRadio_Military radar antenna extending 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16

COMRadio_Military radar antenna extending 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
COMRadio_Military radar antenna extending 4_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
COMRadio_Military radar antenna extending_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
COMRadio_Military radar antenna scan beeps 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
COMRadio_Military radar antenna scan beeps 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
COMRadio_Military radar antenna scan beeps 4_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
COMRadio_Military radar antenna scan beeps_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
COMRadio_Military radar antenna signal beeps 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
COMRadio_Military radar antenna signal beeps_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
COMRadio_Military radio static interference 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
COMRadio_Military radio static interference_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
COMRadio_Military radio static noise loop 2_GfxSounds_MilitaryWarfare.wav	2	00:08	48 16
COMRadio_Military radio static noise loop_GfxSounds_MilitaryWarfare.wav	2	00:14	48 16
COMTran_Military radio voice, advancing on the enemy_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, affirmative_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, all units, regroup at the designated rally point_GfxSounds_MilitaryWarfare.wav	2	00:03	48 32
COMTran_Military radio voice, are you in need of assistance_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
COMTran_Military radio voice, are you ready to move out_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
COMTran_Military radio voice, artillery_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, attack_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, bravo_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, break contact_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, can you confirm your target_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
COMTran_Military radio voice, charlie_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, check ammo_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, check fire_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, check weapons_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, clear the area_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, countdown 3 2 1_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
COMTran_Military radio voice, countdown 4 3 2 1_GfxSounds_MilitaryWarfare.wav	2	00:04	48 24
COMTran_Military radio voice, countdown 5 4 3 2 1_GfxSounds_MilitaryWarfare.wav	2	00:05	48 24

COMTran_Military radio voice, cover me_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, cover_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, covering fire_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, defend_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, delta_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, demolition_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, do you copy_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
COMTran_Military radio voice, echo_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, eliminating the enemy threat_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, enemy artillery incoming_GfxSounds_MilitaryWarfare.wav	2	00:03	48 32
COMTran_Military radio voice, enemy forces approaching_GfxSounds_MilitaryWarfare.wav	2	00:03	48 32
COMTran_Military radio voice, enemy spotted_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, fire for effect_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, fire_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, five_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, follow me_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, four_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, get down_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, go_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, good job team, let's head back to base_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, grenade out_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, have you identified any threats_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
COMTran_Military radio voice, have you reached your objective_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
COMTran_Military radio voice, hold fire_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, hold_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, holding position_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, hostiles in the area_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, i have visual on the target, moving to engage_GfxSounds_MilitaryWarfare.wav	2	00:03	48 32
COMTran_Military radio voice, i have visual on the target_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, i need a status report_GfxSounds_MilitaryWarfare.wav	2	00:03	48 32
COMTran_Military radio voice, i'm moving to a better position for cover_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32

COMTran_Military radio voice, in position_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, inbound for pickup_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, incoming_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, maybe_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, missile_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, mortar_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, move out_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, move to flank_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, moving to the extraction_GfxSounds_MilitaryWarfare.wav	2	00:03	48 32
COMTran_Military radio voice, need backup_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, need medical attention_GfxSounds_MilitaryWarfare.wav	2	00:03	48 32
COMTran_Military radio voice, negative_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, no_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, objective complete_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, objective is heavily defended_GfxSounds_MilitaryWarfare.wav	2	00:03	48 32
COMTran_Military radio voice, one_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, open fire_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, out_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, over 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
COMTran_Military radio voice, over_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, permission to engage_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, push forward_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, rally_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, ready to move_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, reloading_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, request immediate support_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, requesting backup_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, requesting extraction_GfxSounds_MilitaryWarfare.wav	2	00:03	48 32
COMTran_Military radio voice, returning to base_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, rocket_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, secure the area_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32

COMTran_Military radio voice, securing the extraction_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, seize Fire_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, sergeant Brown here_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, sergeant Cheen here_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, sergeant Cooper here_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, sergeant Garcia here_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, sergeant Johnson here_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, sergeant Lee here_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
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COMTran_Military radio voice, sergeant Patel here_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, sergeant Ramirez here_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, sergeant Taylor here_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, stand down_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, standby for orders_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, stop_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, support me_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, suppressing fire_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, take cover_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, target acquired_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, target neutralized_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, the area is clear_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, the enemy has breached our perimeter_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, the enemy has retreated_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, the mission is a failure_GfxSounds_MilitaryWarfare.wav	2	00:04	48 32
COMTran_Military radio voice, the mission is a go_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, the objective is under heavy fire_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
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COMTran_Military radio voice, this is Sergeant Cheen_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, this is Sergeant Cooper_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, this is Sergeant Garcia_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32

COMTran_Military radio voice, this is Sergeant Johnson_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, this is Sergeant Lee_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, this is Sergeant Martinez_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, this is Sergeant Nguyen_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
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COMTran_Military radio voice, this is Sergeant Ramirez_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
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COMTran_Military radio voice, watch your fire_GfxSounds_MilitaryWarfare.wav	2	00:03	48 32
COMTran_Military radio voice, watch your six_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, we have hostile forces incoming_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, we have the advantage_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, we need to destroy that radar installation_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, we need to hold this position at all costs_GfxSounds_MilitaryWarfare.wav	2	00:03	48 32
COMTran_Military radio voice, we need to move quickly, time is running out_GfxSounds_MilitaryWarfare.wav	2	00:03	48 32
COMTran_Military radio voice, we're in a tight spot, requesting immediate assistance_GfxSounds_MilitaryWarfare.wav	2	00:03	48 32
COMTran_Military radio voice, we're moving to the extraction point_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
COMTran_Military radio voice, we're taking heavy losses_GfxSounds_MilitaryWarfare.wav	2	00:04	48 32
COMTran_Military radio voice, we've completed the mission, returning to base_GfxSounds_MilitaryWarfare.wav	2	00:02	48 32
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COMTran_Military radio voice, whats the plan_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
COMTran_Military radio voice, whats the situation_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
COMTran_Military radio voice, whats your current heading_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
COMTran_Military radio voice, whats your current weapon status_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
COMTran_Military radio voice, whats your location_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
COMTran_Military radio voice, whats your plan of action_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
COMTran_Military radio voice, whats your status_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
COMTran_Military radio voice, yes_GfxSounds_MilitaryWarfare.wav	2	00:01	48 32
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COMTran_Military walkie talkie button beep 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16

COMTran_Military walkie talkie button beep 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
COMTran_Military walkie talkie button beep 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
COMTran_Military walkie talkie button beep 6_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
COMTran_Military walkie talkie button beep 7_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
COMTran_Military walkie talkie button beep_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
COMTran_Military walkie talkie static squelch 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
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DSGNBoom_Large explosion impact shockwave 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
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DSGNBoom_Massive energy blast 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16

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EQUIPTact_Military gear bag zipper close_GfxSounds_MilitaryWarfare.wav	2	00:02	44 16
EQUIPTact_Military hand crank flashlight 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EQUIPTact_Military hand crank flashlight 3_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EQUIPTact_Military hand crank flashlight_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EQUIPTact_Military hook clipping metal 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16

EQUIPTact_Military hook clipping metal 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Military hook clipping metal 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Military hook clipping metal 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Military hook clipping metal_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Military rope tension 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EQUIPTact_Military rope tension 3_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
EQUIPTact_Military rope tension_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EQUIPTact_Military rope tightening 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
EQUIPTact_Military rope tightening_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
EQUIPTact_Military uniform cloth movement 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EQUIPTact_Military uniform cloth movement 3_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EQUIPTact_Military uniform cloth movement 4_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EQUIPTact_Military uniform cloth movement 5_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EQUIPTact_Military uniform cloth movement_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EQUIPTact_Military uniform handle_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Military uniform pants movement 2_GfxSounds_MilitaryWarfare.wav	2	00:04	44 16
EQUIPTact_Military uniform pants movement_GfxSounds_MilitaryWarfare.wav	2	00:08	44 16
EQUIPTact_Military uniform putting on 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Military uniform putting on 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Military uniform putting on_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Military uniform taking off 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Military uniform taking off 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Military uniform taking off_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Night vision goggles lens cap off 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Night vision goggles lens cap off 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Night vision goggles lens cap off_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Night vision goggles lens cap on 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Night vision goggles lens cap on_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Night vision goggles power on 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Night vision goggles power on 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Night vision goggles power on 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16

EQUIPTact_Night vision goggles power on 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Night vision goggles power on_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
EQUIPTact_Night vision goggles put on 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Night vision goggles put on_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Night vision goggles remove 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
EQUIPTact_Night vision goggles remove_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Portable light tower generator power on_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EQUIPTact_Tactical backpack buckle clip close_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Tactical backpack buckle clip open_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Tactical backpack drop 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Tactical backpack drop 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Tactical backpack drop_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Tactical backpack handling movement 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
EQUIPTact_Tactical backpack handling movement 3_GfxSounds_MilitaryWarfare.wav	2	00:04	48 24
EQUIPTact_Tactical backpack handling movement 4_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
EQUIPTact_Tactical backpack handling movement_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
EQUIPTact_Tactical flashlight power on and off 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EQUIPTact_Tactical flashlight power on and off_GfxSounds_MilitaryWarfare.wav	2	00:03	44 16
EQUIPTact_Tactical flashlight switch click 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EQUIPTact_Tactical flashlight switch click 3_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EQUIPTact_Tactical flashlight switch click_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EQUIPTact_Tactical gear bag drop impact 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Tactical gear bag drop impact 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Tactical gear bag drop impact_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Tactical gear bag put on_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
EQUIPTact_Tactical gear box close 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Tactical gear box close 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Tactical gear box close_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Tactical gear box open 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Tactical gear box open 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Tactical gear box open_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16

EQUIPTact_Tactical light button click 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Tactical light button click 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Tactical light button click 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Tactical light button click 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Tactical light button click_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EQUIPTact_Tactical light switch toggle click 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Tactical light switch toggle click 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Tactical light switch toggle click_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Tactical metal belt adjust 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EQUIPTact_Tactical metal belt adjust 3_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EQUIPTact_Tactical metal belt adjust_GfxSounds_MilitaryWarfare.wav	2	00:02	44 16
EQUIPTact_Tactical military bag close_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Tactical military bag handle 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Tactical military bag handle_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
EQUIPTact_Tactical military bag item shuffle 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Tactical military bag item shuffle_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
EQUIPTact_Tactical military bag open_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
EQUIPTact_Torch flashlight turn off_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EQUIPTact_Torch flashlight turn on and off 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EQUIPTact_Torch flashlight turn on and off_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EQUIPTact_Torch flashlight turn on_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EXPLDsgn_Anti personnel mine explosion 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
EXPLDsgn_Anti personnel mine explosion 3_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
EXPLDsgn_Anti personnel mine explosion 4_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
EXPLDsgn_Anti personnel mine explosion 5_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
EXPLDsgn_Anti personnel mine explosion 6_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
EXPLDsgn_Anti personnel mine explosion_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
EXPLDsgn_C4 detonation explosion 2_GfxSounds_MilitaryWarfare.wav	2	00:02	44 16
EXPLDsgn_C4 detonation explosion_GfxSounds_MilitaryWarfare.wav	2	00:02	44 16
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EXPLDsgn_Distant bomb explosion 3_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16

EXPLDsgn_Distant bomb explosion 4_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EXPLDsgn_Distant bomb explosion 5_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EXPLDsgn_Distant bomb explosion_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EXPLDsgn_Electrical energy explosion burst 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EXPLDsgn_Electrical energy explosion burst 3_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EXPLDsgn_Electrical energy explosion burst 4_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
EXPLDsgn_Electrical energy explosion burst_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
EXPLDsgn_Flashbang explosion silent ring 2_GfxSounds_MilitaryWarfare.wav	2	00:04	48 24
EXPLDsgn_Flashbang explosion silent ring 3_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
EXPLDsgn_Flashbang explosion silent ring 4_GfxSounds_MilitaryWarfare.wav	2	00:04	48 24
EXPLDsgn_Flashbang explosion silent ring_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
EXPLDsgn_Grenade blast with flying debris 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EXPLDsgn_Grenade blast with flying debris 3_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
EXPLDsgn_Grenade blast with flying debris 4_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EXPLDsgn_Grenade blast with flying debris_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EXPLDsgn_Grenade explosion with debris 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EXPLDsgn_Grenade explosion with debris_GfxSounds_MilitaryWarfare.wav	2	00:02	44 16
EXPLDsgn_Incoming missiles large explosion 2_GfxSounds_MilitaryWarfare.wav	2	00:04	44 16
EXPLDsgn_Incoming missiles large explosion 3_GfxSounds_MilitaryWarfare.wav	2	00:06	44 16
EXPLDsgn_Incoming missiles large explosion_GfxSounds_MilitaryWarfare.wav	2	00:09	44 16
EXPLDsgn_Incoming missiles no explosion 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EXPLDsgn_Incoming missiles no explosion_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
EXPLDsgn_Large grenade explosion close perspective 2_GfxSounds_MilitaryWarfare.wav	2	00:03	44 16
EXPLDsgn_Large grenade explosion close perspective 3_GfxSounds_MilitaryWarfare.wav	2	00:02	44 16
EXPLDsgn_Large grenade explosion close perspective_GfxSounds_MilitaryWarfare.wav	2	00:05	44 16
EXPLDsgn_Large grenade explosion glass shattering_GfxSounds_MilitaryWarfare.wav	2	00:04	44 16
EXPLDsgn_Large grenade explosion with debris 2_GfxSounds_MilitaryWarfare.wav	2	00:06	48 16
EXPLDsgn_Large grenade explosion with debris_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
EXPLDsgn_Massive bomb explosion 2_GfxSounds_MilitaryWarfare.wav	2	00:03	44 16
EXPLDsgn_Massive bomb explosion 3_GfxSounds_MilitaryWarfare.wav	2	00:05	44 16
EXPLDsgn_Massive bomb explosion 4_GfxSounds_MilitaryWarfare.wav	2	00:03	44 16

EXPLDsgn_Massive bomb explosion 5_GfxSounds_MilitaryWarfare.wav	2	00:04	44 16
EXPLDsgn_Massive bomb explosion_GfxSounds_MilitaryWarfare.wav	2	00:04	44 16
EXPLDsgn_Nuclear explosion deep rumble 2_GfxSounds_MilitaryWarfare.wav	2	00:28	48 16
EXPLDsgn_Nuclear explosion deep rumble 3_GfxSounds_MilitaryWarfare.wav	2	00:20	48 16
EXPLDsgn_Nuclear explosion deep rumble 4_GfxSounds_MilitaryWarfare.wav	2	00:17	48 16
EXPLDsgn_Nuclear explosion deep rumble 5_GfxSounds_MilitaryWarfare.wav	2	00:08	44 16
EXPLDsgn_Nuclear explosion deep rumble_GfxSounds_MilitaryWarfare.wav	2	00:22	48 16
EXPLDsgn_Small explosion wooden structure 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EXPLDsgn_Small explosion wooden structure_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EXPLDsgn_Smoke grenade explosion, air hiss 2_GfxSounds_MilitaryWarfare.wav	2	00:16	48 16
EXPLDsgn_Smoke grenade explosion, air hiss 3_GfxSounds_MilitaryWarfare.wav	2	00:09	48 16
EXPLDsgn_Smoke grenade explosion, air hiss 4_GfxSounds_MilitaryWarfare.wav	2	00:12	48 16
EXPLDsgn_Smoke grenade explosion, air hiss_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
EXPLMisc_Grenade drop hard surface 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
EXPLMisc_Grenade drop hard surface 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
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EXPLMisc_Grenade roll on hard surface 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
EXPLMisc_Grenade roll on hard surface 3_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
EXPLMisc_Grenade roll on hard surface 4_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
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EXPLMisc_Grenade roll on hard surface 6_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EXPLMisc_Grenade roll on hard surface_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
EXPLMisc_Grenade safety pin pull 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
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EXPLMisc_Grenade safety pin pull 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EXPLMisc_Grenade safety pin pull 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EXPLMisc_Grenade safety pin pull 6_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EXPLMisc_Grenade safety pin pull 7_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EXPLMisc_Grenade safety pin pull_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EXPLMisc_Grenade throw launch whoosh 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EXPLMisc_Grenade throw launch whoosh 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16

EXPLMisc_Grenade throw launch whoosh 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EXPLMisc_Grenade throw launch whoosh 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EXPLMisc_Grenade throw launch whoosh 6_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
EXPLMisc_Grenade throw launch whoosh_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots fast walk on broken glass_GfxSounds_MilitaryWarfare.wav	2	00:06	48 16
FEETHmn_Military boots fast walk on dirt 2_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
FEETHmn_Military boots fast walk on dirt_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
FEETHmn_Military boots fast walk on metal platform 2_GfxSounds_MilitaryWarfare.wav	2	00:11	48 16
FEETHmn_Military boots fast walk on metal platform_GfxSounds_MilitaryWarfare.wav	2	00:06	48 16
FEETHmn_Military boots fast walk on mud 2_GfxSounds_MilitaryWarfare.wav	2	00:08	48 16
FEETHmn_Military boots fast walk on mud_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
FEETHmn_Military boots fast walk on rough street 2_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
FEETHmn_Military boots fast walk on rough street_GfxSounds_MilitaryWarfare.wav	2	00:06	48 16
FEETHmn_Military boots fast walk on sand 2_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
FEETHmn_Military boots fast walk on sand_GfxSounds_MilitaryWarfare.wav	2	00:06	48 16
FEETHmn_Military boots running on dirt 2_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
FEETHmn_Military boots running on dirt 3_GfxSounds_MilitaryWarfare.wav	2	00:11	48 16
FEETHmn_Military boots running on dirt_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
FEETHmn_Military boots running on metal platform 2_GfxSounds_MilitaryWarfare.wav	2	00:10	48 16
FEETHmn_Military boots running on metal platform_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
FEETHmn_Military boots running on mud 2_GfxSounds_MilitaryWarfare.wav	2	00:06	48 16
FEETHmn_Military boots running on mud_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
FEETHmn_Military boots running on rough street 2_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
FEETHmn_Military boots running on rough street 3_GfxSounds_MilitaryWarfare.wav	2	00:11	48 16
FEETHmn_Military boots running on rough street_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
FEETHmn_Military boots running on sand 2_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
FEETHmn_Military boots running on sand_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
FEETHmn_Military boots single footstep on broken glass 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on broken glass 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on broken glass 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on broken glass_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16

FEETHmn_Military boots single footstep on dirt 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on dirt 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on dirt 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on dirt_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on metal platform 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on metal platform 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on metal platform 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on metal platform_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on mud 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on mud 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on mud 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on mud_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on rough street 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on rough street 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on rough street 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on rough street_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on sand 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on sand 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on sand 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots single footstep on sand_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FEETHmn_Military boots walking on broken glass 2_GfxSounds_MilitaryWarfare.wav	2	00:11	48 16
FEETHmn_Military boots walking on broken glass_GfxSounds_MilitaryWarfare.wav	2	00:12	48 16
FEETHmn_Military boots walking on dirt 2_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
FEETHmn_Military boots walking on dirt_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
FEETHmn_Military boots walking on metal platform 2_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
FEETHmn_Military boots walking on metal platform 3_GfxSounds_MilitaryWarfare.wav	2	00:12	48 16
FEETHmn_Military boots walking on metal platform 4_GfxSounds_MilitaryWarfare.wav	2	00:11	48 16
FEETHmn_Military boots walking on metal platform_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
FEETHmn_Military boots walking on mud 2_GfxSounds_MilitaryWarfare.wav	2	00:12	48 16
FEETHmn_Military boots walking on mud_GfxSounds_MilitaryWarfare.wav	2	00:07	48 16
FEETHmn_Military boots walking on rough street 2_GfxSounds_MilitaryWarfare.wav	2	00:06	48 16

FEETHmn_Military boots walking on rough street_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
FEETHmn_Military boots walking on sand 2_GfxSounds_MilitaryWarfare.wav	2	00:11	48 16
FEETHmn_Military boots walking on sand_GfxSounds_MilitaryWarfare.wav	2	00:12	48 16
FGHTBf_Human body fall on concrete 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FGHTBf_Human body fall on concrete 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FGHTBf_Human body fall on concrete 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FGHTBf_Human body fall on concrete_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FGHTBf_Human body fall on dirt grass 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FGHTBf_Human body fall on dirt grass 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FGHTBf_Human body fall on dirt grass_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FGHTBf_Human body fall on wood floor 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FGHTBf_Human body fall on wood floor_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FGHTImpt_Body impact against surface 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FGHTImpt_Body impact against surface 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FGHTImpt_Body impact against surface 4_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
FGHTImpt_Body impact against surface_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FGHTImpt_Body impact baseball bat_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FGHTImpt_Fighting in the mud body impacts 2_GfxSounds_MilitaryWarfare.wav	2	00:09	48 24
FGHTImpt_Fighting in the mud body impacts_GfxSounds_MilitaryWarfare.wav	2	00:08	48 24
FGHTImpt_Heavy punch hit 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
FGHTImpt_Heavy punch hit_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
FGHTImpt_Punch hit impact 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
FGHTImpt_Punch hit impact 3_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
FGHTImpt_Punch hit impact 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
FGHTImpt_Punch hit impact 5_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
FGHTImpt_Punch hit impact_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
FGHTImpt_Punch swing 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
FGHTImpt_Punch swing_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
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GOREBlood_Blood dripping 3_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
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GOREBlood_Blood or gore splatter floor surface_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
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GOREBone_Bone breaking 3_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
GOREBone_Bone breaking_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
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GOREBone_Bone snap crack_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
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GOREBone_Bones cracking slowly_GfxSounds_MilitaryWarfare.wav	2	00:02	44 16
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GUNMech_Sniper rifle put safety 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
GUNMech_Sniper rifle put safety 3_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
GUNMech_Sniper rifle put safety 4_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
GUNMech_Sniper rifle put safety_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
GUNMech_Sniper rifle reload 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNMech_Sniper rifle reload 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNMech_Sniper rifle reload 4_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
GUNMech_Sniper rifle reload 5_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
GUNMech_Sniper rifle reload 6_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
GUNMech_Sniper rifle reload_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNMech_Sniper rifle round eject 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24

GUNMech_Sniper rifle round eject 3_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
GUNMech_Sniper rifle round eject 4_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
GUNMech_Sniper rifle round eject_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
GUNMech_Sniper rifle unload magazine 2_GfxSounds_MilitaryWarfare.wav	2	00:05	48 24
GUNMech_Sniper rifle unload magazine_GfxSounds_MilitaryWarfare.wav	2	00:06	48 24
GUNMech_Winchester 12 loading 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNMech_Winchester 12 loading_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNMech_Winchester 12 pump series 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNMech_Winchester 12 pump series_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNPis_9mm handgun single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:02	44 16
GUNPis_9mm handgun single shot 3_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
GUNPis_9mm handgun single shot 4_GfxSounds_MilitaryWarfare.wav	2	00:02	44 16
GUNPis_9mm handgun single shot_GfxSounds_MilitaryWarfare.wav	2	00:02	44 16
GUNPis_Beretta handgun distant shot 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNPis_Beretta handgun distant shot_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNPis_Beretta handgun shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNPis_Beretta handgun shot 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNPis_Beretta handgun shot 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNPis_Beretta handgun shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNPis_M1911 pistol shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNPis_M1911 pistol shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNPis_Pistol automatic 22mm single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
GUNPis_Pistol automatic 22mm single shot_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
GUNPis_Pistol distant shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNPis_Pistol distant shot 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNPis_Pistol distant shot 4_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNPis_Pistol distant shot 5_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNPis_Pistol distant shot 6_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNPis_Pistol distant shot_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNPis_Pistol magnum single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
GUNPis_Pistol magnum single shot_GfxSounds_MilitaryWarfare.wav	2	00:02	44 16

GUNPis_Pistol rapid shots_GfxSounds_MilitaryWarfare.wav	2	00:02	44 16
GUNPis_Pistol ruger 44 magnum single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
GUNPis_Pistol ruger 44 magnum single shot_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
GUNPis_Pistol springfield xd 45 single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
GUNPis_Pistol springfield xd 45 single shot_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
GUNRif_AK 47 assault rifle full auto fire 2_GfxSounds_MilitaryWarfare.wav	2	00:06	48 16
GUNRif_AK 47 assault rifle full auto fire 3_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_AK 47 assault rifle full auto fire 4_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_AK 47 assault rifle full auto fire 5_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_AK 47 assault rifle full auto fire_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_AK 47 assault rifle single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_AK 47 assault rifle single shot 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_AK 47 assault rifle single shot_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_AK 47 firing multiple bursts 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_AK 47 firing multiple bursts 3_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_AK 47 firing multiple bursts 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_AK 47 firing multiple bursts 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_AK 47 firing multiple bursts_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_FN SCAR assault rifle full auto fire 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_FN SCAR assault rifle full auto fire_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
GUNRif_FN SCAR assault rifle multiple shots_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_FN SCAR assault rifle short burst 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_FN SCAR assault rifle short burst_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_FN SCAR assault rifle single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_FN SCAR assault rifle single shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_HK416 assault rifle full auto fire 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_HK416 assault rifle full auto fire_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
GUNRif_HK416 assault rifle multiple shots_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
GUNRif_HK416 assault rifle short burst 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_HK416 assault rifle short burst 3_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_HK416 assault rifle short burst_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16

GUNRif_HK416 assault rifle single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_HK416 assault rifle single shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_HK416 firing multiple bursts 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_HK416 firing multiple bursts_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_M16 assault rifle full auto fire 2_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
GUNRif_M16 assault rifle full auto fire_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
GUNRif_M16 assault rifle multiple shots 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_M16 assault rifle multiple shots_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_M16 assault rifle short burst 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_M16 assault rifle short burst_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_M16 assault rifle single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_M16 assault rifle single shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_M16 firing multiple bursts 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_M16 firing multiple bursts_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_M4 assault rifle full auto fire 2_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
GUNRif_M4 assault rifle full auto fire_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_M4 assault rifle multiple shots 2_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
GUNRif_M4 assault rifle multiple shots_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
GUNRif_M4 assault rifle short burst 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_M4 assault rifle short burst 3_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_M4 assault rifle short burst_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_M4 assault rifle single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_M4 assault rifle single shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_Spec ops assault rifle full auto fire 2_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
GUNRif_Spec ops assault rifle full auto fire 3_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_Spec ops assault rifle full auto fire_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_Spec ops assault rifle multiple shots_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_Spec ops assault rifle short burst 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_Spec ops assault rifle short burst_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_Spec ops assault rifle single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_Spec ops assault rifle single shot 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16

GUNRif_Spec ops assault rifle single shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_Tactical assault rifle full auto fire 2_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
GUNRif_Tactical assault rifle full auto fire 3_GfxSounds_MilitaryWarfare.wav	2	00:05	48 16
GUNRif_Tactical assault rifle full auto fire_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_Tactical assault rifle multiple shots 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_Tactical assault rifle multiple shots_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_Tactical assault rifle short burst 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNRif_Tactical assault rifle short burst_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNRif_Tactical assault rifle single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNRif_Tactical assault rifle single shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNShotg_Benelli M4 load and shot_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNShotg_Benelli M4 single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNShotg_Benelli M4 single shot_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNShotg_Mossberg 590 load and shot_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNShotg_Mossberg 590 single shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNShotg_Pump action shotgun fire 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNShotg_Pump action shotgun fire_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNShotg_Shotgun blast distant perspective 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNShotg_Shotgun blast distant perspective 3_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNShotg_Shotgun blast distant perspective 4_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNShotg_Shotgun blast distant perspective_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNShotg_Single barrel shotgun shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNShotg_Single barrel shotgun shot 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNShotg_Single barrel shotgun shot 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNShotg_Single barrel shotgun shot 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNShotg_Single barrel shotgun shot 6_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNShotg_Single barrel shotgun shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNShotg_Winchester 12 single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNShotg_Winchester 12 single shot 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNShotg_Winchester 12 single shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_AK 47 assault rifle suppressed fire 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16

GUNSupr_AK 47 assault rifle suppressed fire_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_AK 47 assault rifle suppressed shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_AK 47 assault rifle suppressed shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_Beretta handgun suppressed shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_Beretta handgun suppressed shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_Commando submachine gun suppressed burst 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNSupr_Commando submachine gun suppressed burst_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNSupr_FN SCAR assault rifle suppressed fire_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_FN SCAR assault rifle suppressed shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_FN SCAR assault rifle suppressed shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_HK416 assault rifle suppressed fire_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNSupr_HK416 assault rifle suppressed shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_HK416 assault rifle suppressed shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_M16 assault rifle suppressed fire 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_M16 assault rifle suppressed fire_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_M16 assault rifle suppressed shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_M16 assault rifle suppressed shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_M1911 pistol suppressed shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_M1911 pistol suppressed shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_M4 assault rifle suppressed fire 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNSupr_M4 assault rifle suppressed fire_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNSupr_M4 assault rifle suppressed shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_M4 assault rifle suppressed shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_MAC 10 submachine gun suppressed burst 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNSupr_MAC 10 submachine gun suppressed burst_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNSupr_MP5 submachine gun suppressed burst 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNSupr_MP5 submachine gun suppressed burst_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNSupr_Pistol suppressed shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_Pistol suppressed shot 3_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
GUNSupr_Pistol suppressed shot 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_Pistol suppressed shot 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16

GUNSupr_Pistol suppressed shot_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
GUNSupr_Semi automatic sniper rifle shot 2_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
GUNSupr_Semi automatic sniper rifle shot 3_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
GUNSupr_Semi automatic sniper rifle shot_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
GUNSupr_Sniper headshot_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
GUNSupr_Sniper rifle shot with reload_GfxSounds_MilitaryWarfare.wav	2	00:10	44 16
GUNSupr_Sniper rifle single shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
GUNSupr_Sniper rifle single shot 3_GfxSounds_MilitaryWarfare.wav	2	00:02	44 16
GUNSupr_Sniper rifle single shot 4_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNSupr_Sniper rifle single shot 5_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
GUNSupr_Sniper rifle single shot 6_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNSupr_Sniper rifle single shot 7_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
GUNSupr_Sniper rifle single shot 8_GfxSounds_MilitaryWarfare.wav	2	00:03	44 16
GUNSupr_Sniper rifle single shot_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
GUNSupr_Sniper rifle suppressed shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_Sniper rifle suppressed shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_Spec ops assault rifle suppressed fire 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_Spec ops assault rifle suppressed fire_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_Special forces submachine gun suppressed 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_Special forces submachine gun suppressed_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_Sterling submachine gun suppressed burst 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNSupr_Sterling submachine gun suppressed burst_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
GUNSupr_Tactical assault rifle suppressed shot 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_Tactical assault rifle suppressed shot 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
GUNSupr_Tactical assault rifle suppressed shot_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
Revolver cylinder spin.wav	2	00:01	44 16
VEHMiL_Armored tank cannon fire 2_GfxSounds_MilitaryWarfare.wav	2	00:06	48 24
VEHMiL_Armored tank cannon fire 3_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
VEHMiL_Armored tank cannon fire 4_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
VEHMiL_Armored tank cannon fire 5_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
VEHMiL_Armored tank cannon fire_GfxSounds_MilitaryWarfare.wav	2	00:04	48 24

VEHMiL_Armored tank cannon loading 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
VEHMiL_Armored tank cannon loading 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
VEHMiL_Armored tank cannon loading 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
VEHMiL_Armored tank cannon loading 5_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
VEHMiL_Armored tank cannon loading_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
VEHMiL_Military jeep deceleration_GfxSounds_MilitaryWarfare.wav	2	00:19	48 16
VEHMiL_Military jeep engine idle loop_GfxSounds_MilitaryWarfare.wav	2	00:36	48 16
VEHMiL_Military jeep engine quirky noise loop 2_GfxSounds_MilitaryWarfare.wav	2	00:36	48 16
VEHMiL_Military jeep engine quirky noise loop_GfxSounds_MilitaryWarfare.wav	2	00:39	48 16
VEHMiL_Military jeep on the road loop_GfxSounds_MilitaryWarfare.wav	2	00:53	48 16
VEHMiL_Military jeep pass by distant perspective_GfxSounds_MilitaryWarfare.wav	2	00:09	48 16
VEHMiL_Military jeep pass by fast with a clatter_GfxSounds_MilitaryWarfare.wav	2	00:14	48 16
VEHMiL_Military truck acceleration to steady speed_GfxSounds_MilitaryWarfare.wav	2	00:27	48 16
VEHMiL_Military truck door close 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
VEHMiL_Military truck door close inside perspective_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
VEHMiL_Military truck door close_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
VEHMiL_Military truck door open and close_GfxSounds_MilitaryWarfare.wav	2	00:06	48 16
VEHMiL_Military truck door open inside perspective_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
VEHMiL_Military truck door open_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
VEHMiL_Military truck engine steady high rpm loop_GfxSounds_MilitaryWarfare.wav	2	00:24	48 16
VEHMiL_Military truck engine steady idle loop_GfxSounds_MilitaryWarfare.wav	2	00:25	48 16
VEHMiL_Military truck engine steady running loop_GfxSounds_MilitaryWarfare.wav	2	00:35	48 16
VEHMiL_Military truck horn honk 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
VEHMiL_Military truck horn honk_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
VEHMiL_Military truck interior noise 2_GfxSounds_MilitaryWarfare.wav	2	00:04	48 16
VEHMiL_Military truck interior noise_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
VEHMiL_Military truck pass by and away_GfxSounds_MilitaryWarfare.wav	2	00:12	48 16
VEHMiL_Military truck pass by slow_GfxSounds_MilitaryWarfare.wav	2	00:12	48 16
VEHMiL_Military truck rear door open_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
VEHMiL_Military truck start up ignition and away_GfxSounds_MilitaryWarfare.wav	2	00:18	48 16
VEHMiL_Tank armor hit by enemy fire 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24

VEHMiL_Tank armor hit by enemy fire 3_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
VEHMiL_Tank armor hit by enemy fire 4_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
VEHMiL_Tank armor hit by enemy fire 5_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
VEHMiL_Tank armor hit by enemy fire_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
VEHMiL_Tank hatch closing 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
VEHMiL_Tank hatch closing 3_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
VEHMiL_Tank hatch closing 4_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
VEHMiL_Tank hatch closing 5_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
VEHMiL_Tank hatch closing_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
VEHMiL_Tank hatch opening 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
VEHMiL_Tank hatch opening 3_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
VEHMiL_Tank hatch opening 4_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
VEHMiL_Tank hatch opening 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
VEHMiL_Tank hatch opening_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
VEHMiL_Tank moving interior perspective 2_GfxSounds_MilitaryWarfare.wav	2	00:55	48 24
VEHMiL_Tank moving interior perspective 3_GfxSounds_MilitaryWarfare.wav	2	00:44	48 24
VEHMiL_Tank moving interior perspective 4_GfxSounds_MilitaryWarfare.wav	2	01:06	48 24
VEHMiL_Tank moving interior perspective_GfxSounds_MilitaryWarfare.wav	2	00:34	48 24
VEHMiL_Tank moving mechanical noise 2_GfxSounds_MilitaryWarfare.wav	2	00:27	48 24
VEHMiL_Tank moving mechanical noise 3_GfxSounds_MilitaryWarfare.wav	2	00:17	48 24
VEHMiL_Tank moving mechanical noise 4_GfxSounds_MilitaryWarfare.wav	2	00:39	48 24
VEHMiL_Tank moving mechanical noise_GfxSounds_MilitaryWarfare.wav	2	00:36	48 24
VEHMiL_Tank passing by 2_GfxSounds_MilitaryWarfare.wav	2	00:08	48 24
VEHMiL_Tank passing by 3_GfxSounds_MilitaryWarfare.wav	2	00:15	48 24
VEHMiL_Tank passing by 4_GfxSounds_MilitaryWarfare.wav	2	00:11	48 24
VEHMiL_Tank passing by_GfxSounds_MilitaryWarfare.wav	2	00:14	48 24
VEHMiL_Tank turret machine gun burst 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
VEHMiL_Tank turret machine gun burst 3_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
VEHMiL_Tank turret machine gun burst 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
VEHMiL_Tank turret machine gun burst 5_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
VEHMiL_Tank turret machine gun burst 6_GfxSounds_MilitaryWarfare.wav	2	00:04	48 24

VEHMiL_Tank turret machine gun burst_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
VEHMiL_Tank turret moving or turning 2_GfxSounds_MilitaryWarfare.wav	2	00:08	48 24
VEHMiL_Tank turret moving or turning 3_GfxSounds_MilitaryWarfare.wav	2	00:07	48 24
VEHMiL_Tank turret moving or turning 4_GfxSounds_MilitaryWarfare.wav	2	00:07	48 24
VEHMiL_Tank turret moving or turning 5_GfxSounds_MilitaryWarfare.wav	2	00:06	48 24
VEHMiL_Tank turret moving or turning 6_GfxSounds_MilitaryWarfare.wav	2	00:08	48 24
VEHMiL_Tank turret moving or turning_GfxSounds_MilitaryWarfare.wav	2	00:09	48 24
WEAPAx_Combat axe body hit 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe body hit 3_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe body hit 4_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe body hit_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe drop on surface 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe drop on surface 3_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe drop on surface_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe hitting wood 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe hitting wood_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe launch 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
WEAPAx_Combat axe launch and hit 2_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
WEAPAx_Combat axe launch and hit 3_GfxSounds_MilitaryWarfare.wav	2	00:03	48 16
WEAPAx_Combat axe launch and hit_GfxSounds_MilitaryWarfare.wav	2	00:02	48 16
WEAPAx_Combat axe launch_GfxSounds_MilitaryWarfare.wav	2	00:01	48 16
WEAPAx_Combat axe metal impact 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe metal impact_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe metal scraping 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe metal scraping 3_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe metal scraping_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe swing swoosh 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe swing swoosh 3_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe swing swoosh_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe wall scraping 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPAx_Combat axe wall scraping_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16

WEAPKnif_Dropping a knife onto a hard surface 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Dropping a knife onto a hard surface 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Dropping a knife onto a hard surface 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Dropping a knife onto a hard surface_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Knife blood gore 2_GfxSounds_MilitaryWarfare.wav	2	00:02	44 16
WEAPKnif_Knife blood gore 3_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPKnif_Knife blood gore_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPKnif_Knife metal impact 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Knife metal impact 3_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
WEAPKnif_Knife metal impact_GfxSounds_MilitaryWarfare.wav	2	00:03	48 24
WEAPKnif_Knife or dagger flesh moves inside 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Knife or dagger flesh moves inside 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Knife or dagger flesh moves inside_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Knife or dagger handling_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Knife or dagger sharpening 2_GfxSounds_MilitaryWarfare.wav	2	00:10	48 24
WEAPKnif_Knife or dagger sharpening 3_GfxSounds_MilitaryWarfare.wav	2	00:06	48 24
WEAPKnif_Knife or dagger sharpening 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Knife or dagger sharpening_GfxSounds_MilitaryWarfare.wav	2	00:09	48 24
WEAPKnif_Knife or dagger slide and stab 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Knife or dagger slide and stab 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Knife or dagger slide and stab 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Knife or dagger slide and stab 5_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Knife or dagger slide and stab 6_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
WEAPKnif_Knife or dagger slide and stab 7_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Knife or dagger slide and stab 8_GfxSounds_MilitaryWarfare.wav	2	00:02	48 24
WEAPKnif_Knife or dagger slide and stab 9_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Knife or dagger slide and stab_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Knife strike blood effect 2_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPKnif_Knife strike blood effect_GfxSounds_MilitaryWarfare.wav	2	00:01	44 16
WEAPKnif_Throwing a knife 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Throwing a knife body hit 2_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24

WEAPKnif_Throwing a knife body hit 3_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Throwing a knife body hit 4_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Throwing a knife body hit_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24
WEAPKnif_Throwing a knife_GfxSounds_MilitaryWarfare.wav	2	00:01	48 24