

MEDIEVAL BUNDLE SFX SOUND TRACKLIST

Sounds of medieval courts, battles and more



TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
AMBFarm_Animals farm chickens clucking hens and roosters 2_GFXS_MB.wav	0:12	48kHz 24-bit	AMBIENCE	FARM
AMBFarm_Animals farm chickens clucking hens and roosters 3_GFXS_MB.wav	0:28	48kHz 24-bit	AMBIENCE	FARM
AMBFarm_Animals farm chickens clucking hens and roosters_GFXS_MB.wav	0:07	48kHz 24-bit	AMBIENCE	FARM
AMBFarm_Cattle wearing bells moving around 2_GFXS_MB.wav	0:01	48kHz 24-bit	AMBIENCE	FARM
AMBFarm_Cattle wearing bells moving around 3_GFXS_MB.wav	0:02	48kHz 24-bit	AMBIENCE	FARM
AMBFarm_Cattle wearing bells moving around 4_GFXS_MB.wav	0:01	48kHz 24-bit	AMBIENCE	FARM
AMBFarm_Cattle wearing bells moving around_GFXS_MB.wav	0:05	48kHz 24-bit	AMBIENCE	FARM
AMBFarm_Cows herd of cows mooing and farm ambience 2_GFXS_MB.wav	0:08	48kHz 24-bit	AMBIENCE	FARM
AMBFarm_Cows herd of cows mooing and farm ambience 3_GFXS_MB.wav	0:06	48kHz 24-bit	AMBIENCE	FARM
AMBFarm_Cows herd of cows mooing and farm ambience_GFXS_MB.wav	0:05	48kHz 24-bit	AMBIENCE	FARM
AMBForst_Forest ambience nearby fast river with birds_GFXS_MB.wav	0:23	48kHz 24-bit	AMBIENCE	FOREST
AMBForst_Forest at night wind breeze birds and wildlife_GFXS_MB.wav	0:23	48kHz 24-bit	AMBIENCE	FOREST
AMBForst_Rain in a rainforest ambience_GFXS_MB.wav	0:20	48kHz 24-bit	AMBIENCE	FOREST
AMBForst_River ambience light wind in the trees and_GFXS_MB.wav	0:29	48kHz 24-bit	AMBIENCE	FOREST
AMBForst_Wind blowing with woods squeaking and tree_GFXS_MB.wav	0:31	48kHz 24-bit	AMBIENCE	FOREST
AMBHist_Castle ambience medieval inside perspective_GFXS_MB.wav	0:30	48kHz 24-bit	AMBIENCE	HISTORICAL
AMBHist_Castle ambience medieval outside perspective_GFXS_MB.wav	0:35	48kHz 24-bit	AMBIENCE	HISTORICAL
AMBHist_Large medieval city ambience market people_GFXS_MB.wav	0:28	48kHz 24-bit	AMBIENCE	HISTORICAL
AMBHist_Medieval castle drawbridge lowering 2_GFXS_MB.wav	0:06	48kHz 24-bit	AMBIENCE	HISTORICAL
AMBHist_Medieval castle drawbridge lowering_GFXS_MB.wav	0:09	48kHz 24-bit	AMBIENCE	HISTORICAL

SFX BUNDLE TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
AMBHist_Medieval castle drawbridge retracting 2_GFXS_MB.wav	0:07	48kHz 24-bit	AMBIENCE	HISTORICAL
AMBHist_Medieval castle drawbridge retracting_GFXS_MB.wav	0:08	48kHz 24-bit	AMBIENCE	HISTORICAL
AMBHist_Medieval city ambience busy metal clanking_GFXS_MB.wav	0:26	48kHz 24-bit	AMBIENCE	HISTORICAL
AMBHist_Medieval festival ambience crowd music cheering_GFXS_MB.wav	0:30	48kHz 24-bit	AMBIENCE	HISTORICAL
AMBHist_Old medieval city ambience within the walls_GFXS_MB.wav	0:37	48kHz 24-bit	AMBIENCE	HISTORICAL
AMBHist_Tavern ambience medieval people chatter and 2_GFXS_MB.wav	0:35	48kHz 24-bit	AMBIENCE	HISTORICAL
AMBHist_Tavern ambience medieval people chatter and_GFXS_MB.wav	0:32	48kHz 24-bit	AMBIENCE	HISTORICAL
AMBWar_Knight duel sword clashes hits and battle 2_GFXS_MB.wav	0:09	48kHz 24-bit	AMBIENCE	WARFARE
AMBWar_Knight duel sword clashes hits and battle 3_GFXS_MB.wav	0:09	48kHz 24-bit	AMBIENCE	WARFARE
AMBWar_Knight duel sword clashes hits and battle_GFXS_MB.wav	0:08	48kHz 24-bit	AMBIENCE	WARFARE
AMBWar_Medieval battle fighting ambience intense_GFXS_MB.wav	1:09	48kHz 24-bit	AMBIENCE	WARFARE
AMBWar_Medieval battle fighting ambience swords_GFXS_MB.wav	0:43	48kHz 24-bit	AMBIENCE	WARFARE
AMBWar_Medieval combat ambience knights swords and_GFXS_MB.wav	1:05	48kHz 24-bit	AMBIENCE	WARFARE
AMBWar_Medieval combat ambience sword battle and_GFXS_MB.wav	0:53	48kHz 24-bit	AMBIENCE	WARFARE
AMBWar_Mounted knight duel sword strikes and impacts_GFXS_MB.wav	0:10	48kHz 24-bit	AMBIENCE	WARFARE
AMBWar_Two swords clash together single strike 2 2_GFXS_MB.wav	0:01	48kHz 24-bit	AMBIENCE	WARFARE
AMBWar_Two swords clash together single strike 3 3_GFXS_MB.wav	0:01	48kHz 24-bit	AMBIENCE	WARFARE
AMBWar_Two swords clash together single strike_GFXS_MB.wav	0:01	48kHz 24-bit	AMBIENCE	WARFARE
AMBWar_Two swords clash together with reverb_GFXS_MB.wav	0:01	48kHz 24-bit	AMBIENCE	WARFARE
ANMLHors_Fast galloping horse with neighs_GFXS_MB.wav	0:07	48kHz 24-bit	ANIMALS	HORSE
ANMLHors_Fast horse running close perspective_GFXS_MB.wav	0:06	48kHz 24-bit	ANIMALS	HORSE
ANMLHors_Galloping horse saddle and bridle_GFXS_MB.wav	0:05	48kHz 24-bit	ANIMALS	HORSE
ANMLHors_Galloping horse with snorts_GFXS_MB.wav	0:06	48kHz 24-bit	ANIMALS	HORSE
ANMLHors_Grooming quiet horse_GFXS_MB.wav	0:07	48kHz 24-bit	ANIMALS	HORSE
ANMLHors_Horse eating apples and carrots 2_GFXS_MB.wav	0:09	48kHz 24-bit	ANIMALS	HORSE
ANMLHors_Horse eating apples and carrots_GFXS_MB.wav	0:07	48kHz 24-bit	ANIMALS	HORSE
ANMLHors_Horse galloping on concrete surface_GFXS_MB.wav	0:07	48kHz 24-bit	ANIMALS	HORSE
ANMLHors_Horse neigh and huff 2_GFXS_MB.wav	0:01	48kHz 24-bit	ANIMALS	HORSE
ANMLHors_Horse neigh and huff_GFXS_MB.wav	0:01	48kHz 24-bit	ANIMALS	HORSE
ANMLHors_Horse neigh angry and nervous 2_GFXS_MB.wav	0:02	48kHz 24-bit	ANIMALS	HORSE
ANMLHors_Horse neigh angry and nervous_GFXS_MB.wav	0:02	48kHz 24-bit	ANIMALS	HORSE
ANMLHors_Horse saddle and bridle dismount_GFXS_MB.wav	0:04	48kHz 24-bit	ANIMALS	HORSE

SFX BUNDLE TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
ANMLHors_Horse saddle and bridle movement_GFXS_MB.wav	0:02	48kHz 24-bit	ANIMALS	HORSE
ANMLHors_Horses galloping fast pass by 2_GFXS_MB.wav	0:07	48kHz 24-bit	ANIMALS	HORSE
ANMLHors_Horses galloping fast pass by_GFXS_MB.wav	0:11	48kHz 24-bit	ANIMALS	HORSE
DIRTCrsh_Dirt and debris fall small 2_GFXS_MB.wav	0:04	48kHz 24-bit	DIRT & SAND	CRASH & DEBRIS
DIRTCrsh_Dirt and debris fall small 3_GFXS_MB.wav	0:04	48kHz 24-bit	DIRT & SAND	CRASH & DEBRIS
DIRTCrsh_Dirt and debris fall small_GFXS_MB.wav	0:02	48kHz 24-bit	DIRT & SAND	CRASH & DEBRIS
FIRETrch_Medieval burning torch extinguish fire_GFXS_MB.wav	0:02	48kHz 24-bit	FIRE	TORCH
FIRETrch_Medieval burning torch fire crackling_GFXS_MB.wav	0:08	48kHz 24-bit	FIRE	TORCH
FIRETrch_Medieval burning torch hand movement 2_GFXS_MB.wav	0:01	48kHz 24-bit	FIRE	TORCH
FIRETrch_Medieval burning torch hand movement_GFXS_MB.wav	0:02	48kHz 24-bit	FIRE	TORCH
FIRETrch_Medieval burning torch lighting_GFXS_MB.wav	0:07	48kHz 24-bit	FIRE	TORCH
GAMEBoard_Dice being shaken and thrown dice rolling_GFXS_MB.wav	0:01	48kHz 24-bit	GAMES	BOARD
GAMEBoard_Dice shaking in hand 2_GFXS_MB.wav	0:03	48kHz 24-bit	GAMES	BOARD
GAMEBoard_Dice shaking in hand_GFXS_MB.wav	0:05	48kHz 24-bit	GAMES	BOARD
GOREFish_Knife or dagger flesh moves inside 2_GFXS_MB.wav	0:01	48kHz 24-bit	GORE	FLESH
GOREFish_Knife or dagger flesh moves inside 3_GFXS_MB.wav	0:01	48kHz 24-bit	GORE	FLESH
GOREFish_Knife or dagger flesh moves inside_GFXS_MB.wav	0:01	48kHz 24-bit	GORE	FLESH
GOREStab_Knife or dagger slide and stab 2_GFXS_MB.wav	0:01	48kHz 24-bit	GORE	STAB
GOREStab_Knife or dagger slide and stab 3_GFXS_MB.wav	0:01	48kHz 24-bit	GORE	STAB
GOREStab_Knife or dagger slide and stab_GFXS_MB.wav	0:01	48kHz 24-bit	GORE	STAB
GOREStab_Knight sword hit stabbing in and out_GFXS_MB.wav	0:01	48kHz 24-bit	GORE	STAB
GOREStab_Knight sword stab and gore 2_GFXS_MB.wav	0:01	48kHz 24-bit	GORE	STAB
GOREStab_Knight sword stab and gore 3_GFXS_MB.wav	0:01	48kHz 24-bit	GORE	STAB
GOREStab_Knight sword stab and gore_GFXS_MB.wav	0:01	48kHz 24-bit	GORE	STAB
METLFric_Heavy metal object scrapes on hard ground 2_GFXS_MB.wav	0:01	48kHz 24-bit	METAL	FRICTION
METLFric_Heavy metal object scrapes on hard ground_GFXS_MB.wav	0:01	48kHz 24-bit	METAL	FRICTION
METLFric_Sword blade scrape across rock_GFXS_MB.wav	0:01	48kHz 24-bit	METAL	FRICTION
METLFric_Sword sharpening metal scraping 2_GFXS_MB.wav	0:09	48kHz 24-bit	METAL	FRICTION
METLFric_Sword sharpening metal scraping_GFXS_MB.wav	0:07	48kHz 24-bit	METAL	FRICTION
METLFric_Sword sharpening single and long scrape_GFXS_MB.wav	0:02	48kHz 24-bit	METAL	FRICTION
METLImpt_Blacksmith hammering axe metal hits_GFXS_MB.wav	0:08	48kHz 24-bit	METAL	IMPACT
METLImpt_Blacksmith hammering dagger metal hits_GFXS_MB.wav	0:05	48kHz 24-bit	METAL	IMPACT

SFX BUNDLE TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
METLImpt_Blacksmith hammering sword metal hits_GFXS_MB.wav	0:07	48kHz 24-bit	METAL	IMPACT
METLMvmt_Metal squeaking from movement 2_GFXS_MB.wav	0:01	48kHz 24-bit	METAL	MOVEMENT
METLMvmt_Metal squeaking from movement 3_GFXS_MB.wav	0:02	48kHz 24-bit	METAL	MOVEMENT
METLMvmt_Metal squeaking from movement_GFXS_MB.wav	0:02	48kHz 24-bit	METAL	MOVEMENT
MUSCPluck_Medieval bard mandolin cheerful melody loop_GFXS_MB.wav	0:07	48kHz 24-bit	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin dramatic melody loop_GFXS_MB.wav	0:07	48kHz 24-bit	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin dreamy melody loop_GFXS_MB.wav	0:09	48kHz 24-bit	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin eerie melody loop_GFXS_MB.wav	0:12	48kHz 24-bit	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin festive melody loop_GFXS_MB.wav	0:08	48kHz 24-bit	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin sad melody loop_GFXS_MB.wav	0:12	48kHz 24-bit	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin strum 2_GFXS_MB.wav	0:01	48kHz 24-bit	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin strum 3_GFXS_MB.wav	0:01	48kHz 24-bit	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin strum 4_GFXS_MB.wav	0:01	48kHz 24-bit	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin strum_GFXS_MB.wav	0:01	48kHz 24-bit	MUSICAL	PLUCKED
OBJCoin_Coins being moved around in hand 2_GFXS_MB.wav	0:02	48kHz 24-bit	OBJECTS	COIN
OBJCoin_Coins being moved around in hand 3_GFXS_MB.wav	0:02	48kHz 24-bit	OBJECTS	COIN
OBJCoin_Coins being moved around in hand 4_GFXS_MB.wav	0:01	48kHz 24-bit	OBJECTS	COIN
OBJCoin_Coins being moved around in hand 5_GFXS_MB.wav	0:02	48kHz 24-bit	OBJECTS	COIN
OBJCoin_Coins being moved around in hand_GFXS_MB.wav	0:03	48kHz 24-bit	OBJECTS	COIN
OBJCoin_Small bag of coins 2_GFXS_MB.wav	0:01	48kHz 24-bit	OBJECTS	COIN
OBJCoin_Small bag of coins 3_GFXS_MB.wav	0:01	48kHz 24-bit	OBJECTS	COIN
OBJCoin_Small bag of coins_GFXS_MB.wav	0:01	48kHz 24-bit	OBJECTS	COIN
OBJFurn_Heavy furniture moving and sliding 2_GFXS_MB.wav	0:01	48kHz 24-bit	OBJECTS	FURNITURE
OBJFurn_Heavy furniture moving and sliding 3_GFXS_MB.wav	0:02	48kHz 24-bit	OBJECTS	FURNITURE
OBJFurn_Heavy furniture moving and sliding_GFXS_MB.wav	0:02	48kHz 24-bit	OBJECTS	FURNITURE
OBJFurn_Light furniture set down on the floor 2_GFXS_MB.wav	0:01	48kHz 24-bit	OBJECTS	FURNITURE
OBJFurn_Light furniture set down on the floor_GFXS_MB.wav	0:01	48kHz 24-bit	OBJECTS	FURNITURE
OBJFurn_Light furniture sliding on floor moving 2 2_GFXS_MB.wav	0:01	48kHz 24-bit	OBJECTS	FURNITURE
OBJFurn_Light furniture sliding on floor moving 3 3_GFXS_MB.wav	0:01	48kHz 24-bit	OBJECTS	FURNITURE
OBJFurn_Light furniture sliding on floor moving_GFXS_MB.wav	0:01	48kHz 24-bit	OBJECTS	FURNITURE
OBJKey_Heavy chain padlock rattle metal gate_GFXS_MB.wav	0:01	48kHz 24-bit	OBJECTS	KEYS
OBJKey_Keys jingling loosely slight ring_GFXS_MB.wav	0:02	48kHz 24-bit	OBJECTS	KEYS

SFX BUNDLE TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
TOOLHand_Hammer hitting nail into wood hammering 2 2_GFXS_MB.wav	0:04	48kHz 24-bit	TOOLS	HAND
TOOLHand_Hammer hitting nail into wood hammering 3 3_GFXS_MB.wav	0:02	48kHz 24-bit	TOOLS	HAND
TOOLHand_Hammer hitting nail into wood hammering_GFXS_MB.wav	0:02	48kHz 24-bit	TOOLS	HAND
TOOLHand_Handsaw cutting iron 2_GFXS_MB.wav	0:03	48kHz 24-bit	TOOLS	HAND
TOOLHand_Handsaw cutting iron_GFXS_MB.wav	0:03	48kHz 24-bit	TOOLS	HAND
TOOLHand_Handsaw cutting wood sawing wood 2_GFXS_MB.wav	0:11	48kHz 24-bit	TOOLS	HAND
TOOLHand_Handsaw cutting wood sawing wood 3_GFXS_MB.wav	0:07	48kHz 24-bit	TOOLS	HAND
TOOLHand_Handsaw cutting wood sawing wood_GFXS_MB.wav	0:05	48kHz 24-bit	TOOLS	HAND
TOOLHand_Sawing wood fast handsaw 2_GFXS_MB.wav	0:05	48kHz 24-bit	TOOLS	HAND
TOOLHand_Sawing wood fast handsaw_GFXS_MB.wav	0:04	48kHz 24-bit	TOOLS	HAND
TOOLMisc_Digging shovel into dirt single 2_GFXS_MB.wav	0:01	48kHz 24-bit	TOOLS	MISC
TOOLMisc_Digging shovel into dirt single 3_GFXS_MB.wav	0:02	48kHz 24-bit	TOOLS	MISC
TOOLMisc_Digging shovel into dirt single_GFXS_MB.wav	0:02	48kHz 24-bit	TOOLS	MISC
TOOLMisc_Farm shovel dragging scraping on concrete 2_GFXS_MB.wav	0:01	48kHz 24-bit	TOOLS	MISC
TOOLMisc_Farm shovel dragging scraping on concrete_GFXS_MB.wav	0:01	48kHz 24-bit	TOOLS	MISC
TOOLMisc_Farm tools rake falling on the ground_GFXS_MB.wav	0:01	48kHz 24-bit	TOOLS	MISC
TOOLMisc_Foliage leaves raking on grass 2_GFXS_MB.wav	0:35	48kHz 24-bit	TOOLS	MISC
TOOLMisc_Foliage leaves raking on grass_GFXS_MB.wav	0:08	48kHz 24-bit	TOOLS	MISC
VEGELeaf_Bush leaves foliage movement 2_GFXS_MB.wav	0:03	48kHz 24-bit	VEGETATION	LEAVES
VEGELeaf_Bush leaves foliage movement 3_GFXS_MB.wav	0:05	48kHz 24-bit	VEGETATION	LEAVES
VEGELeaf_Bush leaves foliage movement_GFXS_MB.wav	0:06	48kHz 24-bit	VEGETATION	LEAVES
WEAPArmr_Medieval armor and leather uniform dropping 2_GFXS_MB.wav	0:03	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Medieval armor and leather uniform dropping 3_GFXS_MB.wav	0:03	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Medieval armor and leather uniform dropping_GFXS_MB.wav	0:02	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Medieval armor and leather uniform grabbing 2_GFXS_MB.wav	0:03	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Medieval armor and leather uniform grabbing_GFXS_MB.wav	0:04	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Medieval armor and leather uniform handling 2_GFXS_MB.wav	0:04	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Medieval armor and leather uniform handling_GFXS_MB.wav	0:04	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Medieval battle axe chain armor hit 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Medieval battle axe chain armor hit_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Medieval knight armor clanking running_GFXS_MB.wav	0:06	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Medieval knight armor clanking walking 2_GFXS_MB.wav	0:06	48kHz 24-bit	WEAPONS	ARMOR

SFX BUNDLE TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
WEAPArmr_Medieval knight armor clanking walking_GFXS_MB.wav	0:06	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Medieval knight on horseback armor clanking_GFXS_MB.wav	0:05	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Shield impact clang hit 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Shield impact clang hit 3_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Shield impact clang hit 4_GFXS_MB.wav	0:02	48kHz 24-bit	WEAPONS	ARMOR
WEAPArmr_Shield impact clang hit_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	ARMOR
WEAPArro_Archery bow draw 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	ARROW
WEAPArro_Archery bow draw 3_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	ARROW
WEAPArro_Archery bow draw and shot_GFXS_MB.wav	0:02	48kHz 24-bit	WEAPONS	ARROW
WEAPArro_Archery bow draw_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	ARROW
WEAPArro_Arrow fly by whoosh 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	ARROW
WEAPArro_Arrow fly by whoosh 3_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	ARROW
WEAPArro_Arrow fly by whoosh_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	ARROW
WEAPArro_Arrow impact on wood 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	ARROW
WEAPArro_Arrow impact on wood 3_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	ARROW
WEAPArro_Arrow impact on wood_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	ARROW
WEAPAxe_Battle axe body hit 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe body hit 3_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe body hit 4_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe body hit_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe hitting wood 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe hitting wood_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe scrapes against metal shield 2 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe scrapes against metal shield 3 3_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe scrapes against metal shield_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe scrapes against stone 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe scrapes against stone_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe shield impact 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe shield impact_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe swing 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe swing 3_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAxe_Battle axe swing_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE

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TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
WEAPAx_e_Drop battle axe on dirt 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAx_e_Drop battle axe on dirt 3_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAx_e_Drop battle axe on dirt_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAx_e_Pickaxe launch and hit 2_GFXS_MB.wav	0:02	48kHz 24-bit	WEAPONS	AXE
WEAPAx_e_Pickaxe launch and hit 3_GFXS_MB.wav	0:02	48kHz 24-bit	WEAPONS	AXE
WEAPAx_e_Pickaxe launch and hit_GFXS_MB.wav	0:03	48kHz 24-bit	WEAPONS	AXE
WEAPAx_e_Pickaxe launch no hit 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPAx_e_Pickaxe launch no hit_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	AXE
WEAPPole_Spear impact body hit gore blood 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	POLEARM
WEAPPole_Spear impact body hit gore blood_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	POLEARM
WEAPPole_Spear impact medieval armor hit 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	POLEARM
WEAPPole_Spear impact medieval armor hit_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	POLEARM
WEAPSiege_Catapult charging and shooting medieval 2 2_GFXS_MB.wav	0:07	48kHz 24-bit	WEAPONS	SIEGE
WEAPSiege_Catapult charging and shooting medieval 3 3_GFXS_MB.wav	0:07	48kHz 24-bit	WEAPONS	SIEGE
WEAPSiege_Catapult charging and shooting medieval 4 4_GFXS_MB.wav	0:04	48kHz 24-bit	WEAPONS	SIEGE
WEAPSiege_Catapult charging and shooting medieval_GFXS_MB.wav	0:07	48kHz 24-bit	WEAPONS	SIEGE
WEAPSiege_Catapult charging medieval crackling 2_GFXS_MB.wav	0:03	48kHz 24-bit	WEAPONS	SIEGE
WEAPSiege_Catapult charging medieval crackling 3_GFXS_MB.wav	0:04	48kHz 24-bit	WEAPONS	SIEGE
WEAPSiege_Catapult charging medieval crackling 4_GFXS_MB.wav	0:02	48kHz 24-bit	WEAPONS	SIEGE
WEAPSiege_Catapult charging medieval crackling_GFXS_MB.wav	0:03	48kHz 24-bit	WEAPONS	SIEGE
WEAPSwrd_Draw sword from scabbard with reverb_GFXS_MB.wav	0:02	48kHz 24-bit	WEAPONS	SWORD
WEAPSwrd_Draw sword from scabbard_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	SWORD
WEAPSwrd_Knightly sword swing fast 2_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	SWORD
WEAPSwrd_Knightly sword swing fast_GFXS_MB.wav	0:01	48kHz 24-bit	WEAPONS	SWORD
WOODFric_Squeaking wood opening of a box 2_GFXS_MB.wav	0:01	48kHz 24-bit	WOOD	FRICTION
WOODFric_Squeaking wood opening of a box_GFXS_MB.wav	0:01	48kHz 24-bit	WOOD	FRICTION
WOODFric_Squeaky bed wood movement 2_GFXS_MB.wav	0:02	48kHz 24-bit	WOOD	FRICTION
WOODFric_Squeaky bed wood movement_GFXS_MB.wav	0:01	48kHz 24-bit	WOOD	FRICTION
WOODMisc_Knocking on a wooden surface or door 2_GFXS_MB.wav	0:01	48kHz 24-bit	WOOD	MISC
WOODMisc_Knocking on a wooden surface or door 3_GFXS_MB.wav	0:01	48kHz 24-bit	WOOD	MISC
WOODMisc_Knocking on a wooden surface or door_GFXS_MB.wav	0:01	48kHz 24-bit	WOOD	MISC
WOODMisc_Wooden chest box treasure closing 2_GFXS_MB.wav	0:02	48kHz 24-bit	WOOD	MISC

SFX BUNDLE TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
WOODMisc_Wooden chest box treasure closing_GFXS_MB.wav	0:02	48kHz 24-bit	WOOD	MISC
WOODMisc_Wooden chest box treasure opening 2_GFXS_MB.wav	0:02	48kHz 24-bit	WOOD	MISC
WOODMisc_Wooden chest box treasure opening_GFXS_MB.wav	0:01	48kHz 24-bit	WOOD	MISC
WOODMvmt_Wood pile movement 2_GFXS_MB.wav	0:04	48kHz 24-bit	WOOD	MOVEMENT
WOODMvmt_Wood pile movement 3_GFXS_MB.wav	0:02	48kHz 24-bit	WOOD	MOVEMENT
WOODMvmt_Wood pile movement 4_GFXS_MB.wav	0:03	48kHz 24-bit	WOOD	MOVEMENT
WOODMvmt_Wood pile movement_GFXS_MB.wav	0:02	48kHz 24-bit	WOOD	MOVEMENT