MEDIEVAL MELEE - DESIGNED
DATA SHEET

FILENAME	DESCRIPTION
GOREStab_GORE-Slice Small_B00M_MMDS.wav	Heavy impact with squishy tail.
GOREStab_GORE-Slice Medium_B00M_MMDS.wav	Hard, heavy, wet, and mushy hit.
GOREStab_GORE-Slice Large_B00M_MMDS.wav	Hard, wet, and mushy hit.
GOREStab_GORE-Stab Small_B00M_MMDS.wav	Very heavy, fast, and mushy cut with liquid droplets.
GOREStab_GORE-Stab Medium_B00M_MMDS.wav	Harsh and fast swishing with wet, dripping tail.
GOREStab_GORE-Stab Large_B00M_MMDS.wav	Hard, fast, and muchy cut with liquid droplets.
GOREStab_GORE-Impact Small_B00M_MMDS.wav	Very heavy, fast, and mushy hit with liquid droplets.
GOREStab_GORE-Impact Medium_B00M_MMDS.wav	Short and squishy impact with some crunching.
GOREStab_GORE-Impact Large_B00M_MMDS.wav	Short, fast, hard, and mushy hit with liquid droplets.
WEAPArmr_SHIELD METAL-Deflect_B00M_MMDS.wav	Hard hit with some shaking and clang.
WEAPArmr_SHIELD METAL-Equip_B00M_MMDS.wav	Hard rattling and hits.
WEAPArmr_SHIELD METAL-Finisher_B00M_MMDS.wav	Metal swish, followed by hard and liquid hit.
WEAPArmr_SHIELD METAL-Impact Hard_B00M_MMDS.wav	Hard and shaky hit with some ringing.
WEAPArmr_SHIELD METAL-Impact Soft_B00M_MMDS.wav	Heavy hit with some ringing.
WEAPArmr_SHIELD METAL-Unequip_B00M_MMDS.wav	Fast rattling and hits.
WEAPArmr_SHIELD METAL-Whoosh Long_B00M_MMDS.wav	Long blow with metallic clangs.
WEAPArmr_SHIELD METAL-Whoosh Short_B00M_MMDS.wav	Short blow with metallic clangs.
WEAPArmr_SHIELD WOOD-Deflect_B00M_MMDS.wav	Hard hit with some shaking.
WEAPArmr_SHIELD WOOD-Equip_B00M_MMDS.wav	Hard and chaotic hits.
WEAPArmr_SHIELD WOOD-Finisher_B00M_MMDS.wav	Fast blow and liquid hit.
WEAPArmr_SHIELD WOOD-Impact Hard _B00M_MMDS.wav	Fast and hard hit with some shaking.
WEAPArmr_SHIELD WOOD-Impact Soft_B00M_MMDS.wav	Soft and fast hit with some shaking.
WEAPArmr_SHIELD WOOD-Unequip_B00M_MMDS.wav	Short dragging and rattling.
WEAPArmr_SHIELD WOOD-Whoosh Long_B00M_MMDS.wav	Long and hard whoosh.
WEAPArmr_SHIELD WOOD-Whoosh Short_B00M_MMDS.wav	Quick and hard whoosh.
WEAPBlnt_FLAIL-Deflect Body_B00M_MMDS.wav	Hard hit and shattering.
WEAPBlnt_FLAIL-Deflect Tail_B00M_MMDS.wav	Single hard hit and ringing.
WEAPBlnt_FLAIL-Deflect_B00M_MMDS.wav	Double hit and ringing. Single hit in some variations.
WEAPBlnt_FLAIL-Equip_B00M_MMDS.wav	Fast and hard shattering.
WEAPBlnt_FLAIL-Finisher_B00M_MMDS.wav	Hard shattering with liquid element.

FILENAME	DESCRIPTION
WEAPBlnt_FLAIL-Impact Hard Body_B00M_MMDS.wav	Heavy hit with shattering.
WEAPBlnt_FLAIL-Impact Hard Tail_B00M_MMDS.wav	Soft hit with ringing.
WEAPBlnt_FLAIL-Impact Hard_B00M_MMDS.wav	Hard hit with ringing and shattering.
WEAPBlnt_FLAIL-Impact Soft_B00M_MMDS.wav	Soft hit with ringing and shattering.
WEAPBlnt_FLAIL-Unequip_B00M_MMDS.wav	Short and fast shattering.
WEAPBlnt_FLAIL-Whoosh Long_B00M_MMDS.wav	Wavering whoosh with shattering.
WEAPBlnt_FLAIL-Whoosh Short_B00M_MMDS.wav	Short whoosh with shattering.
WEAPBlnt_HAMMER LARGE-Deflect Body_B00M_MMDS.wav	Hard hits and clangs.
WEAPBlnt_HAMMER LARGE-Deflect Tail_B00M_MMDS.wav	Hard hit with ringing.
WEAPBlnt_HAMMER LARGE-Deflect_B00M_MMDS.wav	Hard hits and ringing.
WEAPBlnt_HAMMER LARGE-Equip_B00M_MMDS.wav	Fast and soft hits with clangs.
WEAPBlnt_HAMMER LARGE-Finisher_B00M_MMDS.wav	Blow and mushy hit with liquid droplets.
WEAPBlnt_HAMMER LARGE-Impact Hard Body_B00M_MMDS.wav	Hard hit with ringing.
WEAPBlnt_HAMMER LARGE-Impact Hard Tail_B00M_MMDS.wav	Hard hit with long ringing.
WEAPBlnt_HAMMER LARGE-Impact Hard_B00M_MMDS.wav	Hard hit with ringing.
WEAPBlnt_HAMMER LARGE-Impact Soft_B00M_MMDS.wav	Soft hit with some ringing.
WEAPBlnt_HAMMER LARGE-Unequip_B00M_MMDS.wav	Short and fast hits with clangs.
WEAPBlnt_HAMMER LARGE-Whoosh Long_B00M_MMDS.wav	Hard blow and some shaking.
WEAPBlnt_HAMMER LARGE-Whoosh Short_B00M_MMDS.wav	Quick blow and some shaking.
WEAPBlnt_MACE-Deflect Body_B00M_MMDS.wav	Short and fast hits with clangs.
WEAPBlnt_MACE-Deflect Tail_B00M_MMDS.wav	Soft hit with ringing.
WEAPBlnt_MACE-Deflect_B00M_MMDS.wav	Heavy hit with ringing.
WEAPBlnt_MACE-Equip_B00M_MMDS.wav	Hard hits and some dragging.
WEAPBlnt_MACE-Finisher_B00M_MMDS.wav	Hard blow and hit with liquid droplets.
WEAPBlnt_MACE-Impact Hard Body_B00M_MMDS.wav	Short and hard hit with some ringing.
WEAPBlnt_MACE-Impact Hard Tail_B00M_MMDS.wav	Hard hit with ringing.
WEAPBlnt_MACE-Impact Hard_B00M_MMDS.wav	Fast and heavy hit with ringing.
WEAPBlnt_MACE-Impact Soft_B00M_MMDS.wav	Soft hit with some ringing.
WEAPBlnt_MACE-Unequip_B00M_MMDS.wav	Short dragging sounds with soft hits.
WEAPBlnt_MACE-Whoosh Long_B00M_MMDS.wav	Long and shaky blow with ringing.

FILENAME	DESCRIPTION
WEAPBlnt_MACE-Whoosh Short_B00M_MMDS.wav	Quick blow with ringing.
WEAPBlnt_WOODEN STAFF-Deflect Body_B00M_MMDS.wav	Short and hard hit.
WEAPBlnt_WOODEN STAFF-Deflect Tail_B00M_MMDS.wav	Soft and quick shaking.
WEAPBlnt_WOODEN STAFF-Deflect_B00M_MMDS.wav	Short and fast hit with some shaking.
WEAPBlnt_WOODEN STAFF-Equip_B00M_MMDS.wav	Soft hits with hard splashing.
WEAPBlnt_WOODEN STAFF-Finisher_B00M_MMDS.wav	Hard blow and hit with liquid droplets.
WEAPBlnt_WOODEN STAFF-Impact Hard Body_B00M_MMDS.wav	Fast and hard hit.
WEAPBlnt_WOODEN STAFF-Impact Hard Tail_B00M_MMDS.wav	Fast, short, and hard hit.
WEAPBlnt_WOODEN STAFF-Impact Hard_B00M_MMDS.wav	Hard and fast hit.
WEAPBlnt_WOODEN STAFF-Impact Soft_B00M_MMDS.wav	Soft and fast hit.
WEAPBlnt_WOODEN STAFF-Unequip_B00M_MMDS.wav	Shaking with hit and hard splashing.
WEAPBlnt_WOODEN STAFF-Whoosh Long_B00M_MMDS.wav	Fast and hard blow.
WEAPBlnt_WOODEN STAFF-Whoosh Short_B00M_MMDS.wav	Short, fast, and hard blow.
WEAPKnif_DAGGER-Deflect Body_B00M_MMDS.wav	Quick hits and rattling.
WEAPKnif_DAGGER-Deflect Tail_B00M_MMDS.wav	Soft hit with ringing.
WEAPKnif_DAGGER-Deflect_B00M_MMDS.wav	Hard hit with ringing.
WEAPKnif_DAGGER-Equip_B00M_MMDS.wav	Soft hits, clangs, and ringing.
WEAPKnif_DAGGER-Finisher_B00M_MMDS.wav	Hard blow and liquid hit.
WEAPKnif_DAGGER-Impact Hard Body_B00M_MMDS.wav	Hard hit with clang.
WEAPKnif_DAGGER-Impact Hard Tail_B00M_MMDS.wav	Single hard hit with sharp ringing.
WEAPKnif_DAGGER-Impact Hard_B00M_MMDS.wav	Single hard hit with ringing.
WEAPKnif_DAGGER-Impact Soft_B00M_MMDS.wav	Soft hit with some ringing.
WEAPKnif_DAGGER-Unequip_B00M_MMDS.wav	Soft and fast scratches.
WEAPKnif_DAGGER-Whoosh Long_B00M_MMDS.wav	Fast and hard blow.
WEAPKnif_DAGGER-Whoosh Short_B00M_MMDS.wav	Fast, short, and hard blow.
WEAPMisc_AXE LARGE-Deflect Body_B00M_MMDS.wav	Hard hits with clangs.
WEAPMisc_AXE LARGE-Deflect Tail_B00M_MMDS.wav	Soft hit with ringing.
WEAPMisc_AXE LARGE-Deflect_B00M_MMDS.wav	Hard hits with ringing.
WEAPMisc_AXE LARGE-Equip_B00M_MMDS.wav	Hard hits with some shaking and ringing.
WEAPMisc_AXE LARGE-Finisher_B00M_MMDS.wav	Heavy hit with some ringing and liquid droplets.

FILENAME	DESCRIPTION
WEAPMisc_AXE LARGE-Impact Hard Body_B00M_MMDS.wav	Short and hard hit with some ringing.
WEAPMisc_AXE LARGE-Impact Hard Tail_B00M_MMDS.wav	Hard hit with long ringing.
WEAPMisc_AXE LARGE-Impact Hard_B00M_MMDS.wav	Heavy ht with long ringing.
WEAPMisc_AXE LARGE-Impact Soft_B00M_MMDS.wav	Short and soft hit with subtle ringing.
WEAPMisc_AXE LARGE-Unequip_B00M_MMDS.wav	Hard hits and metallic movement.
WEAPMisc_AXE LARGE-Whoosh Long_B00M_MMDS.wav	Hard and slow blow.
WEAPMisc_AXE LARGE-Whoosh Short_B00M_MMDS.wav	Quick and hard blow.
WEAPMisc_AXE SMALL-Deflect Body_B00M_MMDS.wav	Hard hits with clangs.
WEAPMisc_AXE SMALL-Deflect Tail_B00M_MMDS.wav	Soft hit with some ringing.
WEAPMisc_AXE SMALL-Deflect_B00M_MMDS.wav	Hard and chaotic hits with ringing.
WEAPMisc_AXE SMALL-Equip_B00M_MMDS.wav	Soft hits with scraping and ringing.
WEAPMisc_AXE SMALL-Finisher_B00M_MMDS.wav	Leading in with whoosh, followed by hard impact with lots of gore.
WEAPMisc_AXE SMALL-Impact Hard Body_B00M_MMDS.wav	Hard hits with clangs and ringing.
WEAPMisc_AXE SMALL-Impact Hard Tail_B00M_MMDS.wav	Hard hit with some ringing.
WEAPMisc_AXE SMALL-Impact Hard_B00M_MMDS.wav	Heavy hits with ringing.
WEAPMisc_AXE SMALL-Impact Soft_B00M_MMDS.wav	Soft hits with some ringing.
WEAPMisc_AXE SMALL-Unequip_B00M_MMDS.wav	Heavy rattling with some ringing.
WEAPMisc_AXE SMALL-Whoosh Long_B00M_MMDS.wav	Slow and hard blow.
WEAPMisc_AXE SMALL-Whoosh Short_B00M_MMDS.wav	Quick and hard blow.
WEAPPole_SPEAR-Deflect Body_B00M_MMDS.wav	Metal friction with sharp and fast ending.
WEAPPole_SPEAR-Deflect Tail_B00M_MMDS.wav	Soft metal impact with ring out.
WEAPPole_SPEAR-Deflect_B00M_MMDS.wav	Rattling metal with fast scrap and subtle ring out.
WEAPPole_SPEAR-Equip_B00M_MMDS.wav	Rattling metal and wood, followed by sliding.
WEAPPole_SPEAR-Finisher_B00M_MMDS.wav	Fast impact with lot of gore elements.
WEAPPole_SPEAR-Impact Hard Body_B00M_MMDS.wav	Short metal sliding followed by lightly ringing impact.
WEAPPole_SPEAR-Impact Hard Tail_B00M_MMDS.wav	Rusty clanging metal.
WEAPPole_SPEAR-Impact Hard_B00M_MMDS.wav	Short lead in followed by hard impact.
WEAPPole_SPEAR-Impact Soft_B00M_MMDS.wav	Short intro followed by clanging metal and wood impact.
WEAPPole_SPEAR-Unequip_B00M_MMDS.wav	Wooden rattle followed by sliding and impact.
WEAPPole_SPEAR-Whoosh Long_B00M_MMDS.wav	Sharp swoosh with some tonal ring out.

FILENAME	DESCRIPTION
WEAPPole_SPEAR-Whoosh Short_B00M_MMDS.wav	Fast swoosh with some wobbling.
WEAPSwrd_SWORD LARGE-Deflect Body_B00M_MMDS.wav	Hard hits with clangs and ringing.
WEAPSwrd_SWORD LARGE-Deflect Tail_B00M_MMDS.wav	Soft hit with ringing.
WEAPSwrd_SWORD LARGE-Deflect_B00M_MMDS.wav	Quick and soft hit with ringing.
WEAPSwrd_SWORD LARGE-Equip_B00M_MMDS.wav	Soft hits with scraping and ringing.
WEAPSwrd_SWORD LARGE-Finisher_B00M_MMDS.wav	Hard hit with mushy impact and some ringing.
WEAPSwrd_SWORD LARGE-Impact Hard Body_B00M_MMDS.wav	Hard and quick hit with ringing.
WEAPSwrd_SWORD LARGE-Impact Hard Tail_B00M_MMDS.wav	Heavy hit with sharp ringing. Soft hit in some variations.
WEAPSwrd_SWORD LARGE-Impact Hard_B00M_MMDS.wav	Quick and hard hit with ringing.
WEAPSwrd_SWORD LARGE-Impact Soft_B00M_MMDS.wav	Quick and soft hit with ringing.
WEAPSwrd_SWORD LARGE-Unequip_B00M_MMDS.wav	Slow scraping and soft hit.
WEAPSwrd_SWORD LARGE-Whoosh Long_B00M_MMDS.wav	Slow and soft whoosh with ringing.
WEAPSwrd_SWORD LARGE-Whoosh Short_B00M_MMDS.wav	Quick and soft whoosh with ringing.
WEAPSwrd_SWORD SMALL-Deflect Body_B00M_MMDS.wav	Hard hits with clangs and ringing.
WEAPSwrd_SWORD SMALL-Deflect Tail_B00M_MMDS.wav	Soft hit with ringing.
WEAPSwrd_SWORD SMALL-Deflect_B00M_MMDS.wav	Quick and hard hit with ringing.
WEAPSwrd_SWORD SMALL-Equip_B00M_MMDS.wav	Soft hits with scraping and ringing.
WEAPSwrd_SWORD SMALL-Finisher_B00M_MMDS.wav	Hard hit with mushy impact and some ringing.
WEAPSwrd_SWORD SMALL-Impact Hard Body_B00M_MMDS.wav	Hard and quick hit with ringing.
WEAPSwrd_SWORD SMALL-Impact Hard Tail_B00M_MMDS.wav	Soft hit with sharp ringing.
WEAPSwrd_SWORD SMALL-Impact Hard_B00M_MMDS.wav	Quick and hard hit with ringing.
WEAPSwrd_SWORD SMALL-Impact Soft_B00M_MMDS.wav	Quick and soft hit with ringing.
WEAPSwrd_SWORD SMALL-Unequip_B00M_MMDS.wav	Scraping and soft hit.
WEAPSwrd_SWORD SMALL-Whoosh Long_B00M_MMDS.wav	Slow and soft whoosh with ringing.
WEAPSwrd_SWORD SMALL-Whoosh Short_B00M_MMDS.wav	Quick and soft whoosh with ringing.