

Gamemaster Audio - Silenced Gun Sounds

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Silenced Gun Sounds

gun_pistol_shot_silenced_01.wav
gun_pistol_shot_silenced_02.wav
gun_pistol_shot_silenced_03.wav
gun_pistol_shot_silenced_04.wav
gun_semi_auto_shot_silenced1_01.wav
gun_semi_auto_shot_silenced1_02.wav
gun_semi_auto_shot_silenced1_03.wav
gun_semi_auto_shot_silenced1_04.wav
gun_semi_auto_shot_silenced1_05.wav
gun_semi_auto_shot_silenced1_06.wav
gun_semi_auto_shot_silenced1_07.wav
gun_semi_auto_shot_silenced1_08.wav
gun_semi_auto_shot_silenced1_0_first.wav
gun_semi_auto_shot_silenced1_0_last_tail.wav
gun_semi_auto_shot_silenced1_0_preview.wav
gun_semi_auto_shot_silenced1_0_tail_only.wav
gun_semi_auto_shot_silenced2_01.wav
gun_semi_auto_shot_silenced2_02.wav
gun_semi_auto_shot_silenced2_03.wav
gun_semi_auto_shot_silenced2_04.wav
gun_semi_auto_shot_silenced2_05.wav
gun_semi_auto_shot_silenced2_06.wav
gun_semi_auto_shot_silenced2_07.wav
gun_semi_auto_shot_silenced2_08.wav
gun_semi_auto_shot_silenced2_0_first.wav
gun_semi_auto_shot_silenced2_0_last_tail.wav
gun_semi_auto_shot_silenced2_0_preview.wav
gun_semi_auto_shot_silenced2_0_tail_only.wav
gun_silenced_AR_rifle_shot_01.wav
gun_silenced_AR_rifle_shot_02.wav
gun_silenced_AR_sniper_shot_01.wav
gun_silenced_AR_sniper_shot_02.wav
gun_silenced_AR_sniper_shot_03.wav
gun_silenced_AR_sniper_shot_04.wav
gun_silenced_pistol1_shot_01.wav
gun_silenced_pistol1_shot_02.wav
gun_silenced_pistol1_shot_03.wav
gun_silenced_pistol1_shot_04.wav
gun_silenced_pistol2_shot_01.wav
gun_silenced_pistol2_shot_02.wav
gun_silenced_pistol2_shot_03.wav
gun_silenced_pistol2_shot_04.wav

gun_silenced_rifle1_shot_01.wav
gun_silenced_rifle1_shot_02.wav
gun_silenced_rifle1_shot_03.wav
gun_silenced_rifle1_shot_04.wav
gun_silenced_rifle2_shot_01.wav
gun_silenced_rifle2_shot_02.wav
gun_silenced_rifle2_shot_03.wav
gun_silenced_rifle2_shot_04.wav
gun_silenced_rifle3_shot_01.wav
gun_silenced_rifle3_shot_02.wav
gun_silenced_rifle4_shot_01.wav
gun_silenced_rifle4_shot_02.wav
gun_silenced_semi_sub_shot_01.wav
gun_silenced_semi_sub_shot_02.wav
gun_silenced_semi_sub_shot_03.wav
gun_silenced_semi_sub_shot_04.wav
gun_silenced_sniper1_shot_01.wav
gun_silenced_sniper1_shot_02.wav
gun_silenced_sniper1_shot_03.wav
gun_silenced_sniper1_shot_03v2.wav
gun_silenced_sniper1_shot_04.wav
gun_silenced_sniper1_shot_04v2.wav
gun_silenced_sniper2_shot_01.wav
gun_silenced_sniper2_shot_02.wav
gun_silenced_sniper2_shot_03.wav
gun_silenced_sniper2_shot_03v2.wav
gun_silenced_sniper2_shot_04.wav
gun_silenced_sniper2_shot_04v2.wav
gun_silencer_barrel_screw_01.wav
gun_silencer_barrel_screw_02.wav
gun_silencer_barrel_screw_03.wav
gun_silencer_barrel_screw_04.wav
gun_silencer_barrel_screw_05.wav
gun_silencer_barrel_screw_06.wav
gun_silencer_barrel_screw_fast_01.wav
gun_silencer_barrel_screw_fast_02.wav
gun_silencer_barrel_screw_loop_01.wav
gun_silencer_barrel_screw_off_01.wav
gun_silencer_barrel_screw_off_02.wav
gun_silencer_barrel_screw_off_03.wav
gun_silencer_barrel_screw_off_04.wav
gun_silencer_barrel_screw_off_05.wav
gun_silencer_barrel_screw_off_06.wav
gun_silencer_barrel_screw_on_01.wav
gun_silencer_barrel_screw_on_02.wav
gun_silencer_barrel_screw_on_03.wav
gun_silencer_barrel_screw_on_04.wav
gun_submachine_silenced_shot_01.wav
gun_submachine_silenced_shot_02.wav
gun_submachine_silenced_shot_03.wav
gun_submachine_silenced_shot_04.wav

gun_submachine_silenced_shot_05.wav
gun_submachine_silenced_shot_06.wav
gun_submachine_silenced_shot_07.wav
gun_submachine_silenced_shot_08.wav
gun_submachine_silenced_shot_09.wav
gun_submachine_silenced_shot_0_first.wav
gun_submachine_silenced_shot_0_last_tail.wav
gun_submachine_silenced_shot_0_preview.wav
gun_submachine_silenced_shot_0_tail_only.wav

Bullets

bullet_flyby_01.wav
bullet_flyby_02.wav
bullet_flyby_03.wav
bullet_flyby_04.wav
bullet_flyby_05.wav
bullet_flyby_06.wav
bullet_flyby_07.wav
bullet_flyby_08.wav
bullet_flyby_09.wav
bullet_flyby_10.wav
bullet_flyby_11.wav
bullet_flyby_12.wav
bullet_flyby_deep_01.wav
bullet_flyby_deep_02.wav
bullet_flyby_deep_03.wav
bullet_flyby_deep_04.wav
bullet_flyby_designed_01.wav
bullet_flyby_designed_02.wav
bullet_flyby_designed_03.wav
bullet_flyby_designed_04.wav
bullet_flyby_designed_05.wav
bullet_flyby_fast_01.wav
bullet_flyby_fast_02.wav
bullet_flyby_fast_03.wav
bullet_flyby_fast_04.wav
bullet_flyby_fast_05.wav
bullet_flyby_fast_06.wav
bullet_flyby_fast_07.wav
bullet_flyby_fast_08.wav
bullet_flyby_fast_09.wav
bullet_flyby_fast_10.wav
bullet_flyby_fast_11.wav
bullet_flyby_fast_12.wav
bullet_flyby_fast_13.wav
bullet_flyby_fast_14.wav
bullet_flyby_slow_01.wav
bullet_flyby_slow_02.wav
bullet_flyby_slow_03.wav
bullet_leave_barrel_01.wav

bullet_leave_barrel_02.wav
bullet_leave_barrel_03.wav
bullet_leave_barrel_04.wav
bullet_leave_barrel_05.wav
bullet_leave_barrel_effect_01.wav
bullet_leave_barrel_effect_02.wav
bullet_leave_barrel_effect_03.wav
bullet_leave_barrel_effect_04.wav
bullet_leave_barrel_effect_05.wav
bullet_leave_barrel_slow_01.wav
bullet_leave_barrel_slow_02.wav
bullet_leave_barrel_slow_03.wav
bullet_leave_barrel_slow_04.wav
bullet_leave_barrel_slow_05.wav
bullet_leave_barrel_slow_06.wav
bullet_leave_barrel_slow_motion_01.wav
bullet_leave_barrel_slow_motion_02.wav
bullet_leave_barrel_slow_motion_03.wav
bullet_leave_barrel_slow_motion_04.wav
bullet_leave_barrel_slow_motion_05.wav
bullet_leave_barrel_slow_motion_06.wav
bullet_shell_bounce_concrete1_01.wav
bullet_shell_bounce_concrete1_02.wav
bullet_shell_bounce_concrete1_03.wav
bullet_shell_bounce_concrete1_04.wav
bullet_shell_bounce_concrete1_05.wav
bullet_shell_bounce_concrete1_06.wav
bullet_shell_bounce_concrete1_07.wav
bullet_shell_bounce_concrete1_08.wav
bullet_shell_bounce_concrete1_09.wav
bullet_shell_bounce_concrete1_10.wav
bullet_shell_bounce_concrete2_01.wav
bullet_shell_bounce_concrete2_02.wav
bullet_shell_bounce_concrete2_03.wav
bullet_shell_bounce_concrete2_04.wav
bullet_shell_bounce_concrete2_05.wav
bullet_shell_bounce_concrete2_06.wav
bullet_shell_bounce_concrete2_07.wav
bullet_shell_bounce_concrete2_08.wav
bullet_shell_bounce_concrete2_09.wav
bullet_shell_bounce_concrete2_10.wav
bullet_shell_bounce_concrete2_11.wav
bullet_shell_bounce_general_01.wav
bullet_shell_bounce_general_02.wav
bullet_shell_bounce_general_03.wav
bullet_shell_bounce_general_04.wav
bullet_shell_bounce_general_05.wav
bullet_shell_bounce_general_06.wav
bullet_shell_bounce_general_07.wav
bullet_shell_bounce_general_08.wav
bullet_shell_bounce_metal1_01.wav

bullet_shell_bounce_metal1_02.wav
bullet_shell_bounce_metal1_03.wav
bullet_shell_bounce_metal1_04.wav
bullet_shell_bounce_metal1_05.wav
bullet_shell_bounce_metal1_06.wav
bullet_shell_bounce_metal1_07.wav
bullet_shell_bounce_metal1_08.wav
bullet_shell_bounce_metal1_09.wav
bullet_shell_bounce_metal1_10.wav
bullet_shell_bounce_metal1_11.wav
bullet_shell_bounce_metal1_12.wav
bullet_shell_bounce_metal1_13.wav
bullet_shell_bounce_metal1_14.wav
bullet_shell_bounce_metal2_01.wav
bullet_shell_bounce_metal2_02.wav
bullet_shell_bounce_metal2_03.wav
bullet_shell_bounce_metal2_04.wav
bullet_shell_bounce_metal2_05.wav
bullet_shell_bounce_metal2_06.wav
bullet_shell_bounce_metal2_07.wav
bullet_shell_bounce_metal2_08.wav
bullet_shell_bounce_metal2_09.wav
bullet_shell_bounce_metal2_10.wav
bullet_shell_bounce_metal2_11.wav
bullet_shell_bounce_metal2_12.wav
bullet_shell_bounce_metal2_13.wav
bullet_shell_bounce_metal2_14.wav
bullet_shell_bounce_metal2_15.wav
bullet_shell_bounce_wood1_01.wav
bullet_shell_bounce_wood1_02.wav
bullet_shell_bounce_wood1_03.wav
bullet_shell_bounce_wood1_04.wav
bullet_shell_bounce_wood1_05.wav
bullet_shell_bounce_wood1_06.wav
bullet_shell_bounce_wood2_01.wav
bullet_shell_bounce_wood2_02.wav
bullet_shell_bounce_wood2_03.wav
bullet_shell_bounce_wood2_04.wav
bullet_shell_bounce_wood2_05.wav
bullet_shell_bounce_wood2_06.wav
bullet_shell_bounce_wood2_07.wav
bullet_shell_bounce_wood2_08.wav

Pro Sound Collection - Bonus Sounds

announcer_voice_classic_FPS_style_headshot.wav
announcer_voice_classic_FPS_style_killingspree.wav
background_air_vent_fan_loop_01.wav
background_room_interior_hum_loop_01.wav
background_room_tone_loop_01.wav
birds_small_calling_chirping_loop_03.wav

bird_small_song_call_chirp_04.wav
bow_crossbow_arrow_draw_slide1_01.wav
bow_crossbow_arrow_draw_slide2_01.wav
bow_crossbow_arrow_draw_stretch1_01.wav
bow_crossbow_arrow_shoot_type1_01.wav
bow_crossbow_arrow_shoot_type1_02.wav
bow_crossbow_arrow_shoot_type1_03.wav
bow_crossbow_arrow_shoot_type1_04.wav
bullet_impact_body_flesh_04.wav
bullet_impact_body_thump_08.wav
bullet_impact_ice_06.wav
bullet_impact_metal_heavy_02.wav
cicadas_day_loop_03.wav
cinematic_buildup_reverse_whoosh_02.wav
cinematic_deep_bass_pass_whoosh_05.wav
cinematic_deep_low_whoosh_impact_02.wav
door_A_creak_06.wav
door_hatch_squeak_close_02.wav
door_hatch_squeak_open_01.wav
door_lock_close_02.wav
door_lock_slide_03.wav
ducks_birds_lake_ambience_water_flowin_gloop_02.wav
explosion_large_07.wav
explosion_large_10.wav
explosion_small_04.wav
fire_burning_flames_crackle_loop_03.wav
foley_cloth_light_fast_movement_04.wav
foley_cloth_light_fast_movement_05.wav
foley_cloth_light_fast_movement_14.wav
foley_cloth_sports_glove_catch_07.wav
foley_combat_fight_grab_throw_04.wav
foley_jump_movement_throw_06.wav
foley_keys_belt_metal_jingle_06.wav
foley_keys_belt_metal_jingle_07.wav
foley_object_grab_pickup_04.wav
foley_object_grab_pickup_05.wav
foley_object_push_pull_move_01.wav
foley_object_push_pull_move_07.wav
foley_soldier_gear_equipment_rattle_movement_med_01.wav
foley_sports_bag_movements_06.wav
foley_zip_zipper_long_05.wav
gas_leak_02_loop.wav
glass_smashable_large_break_03.wav
glass_smashable_small_break_02.wav
gun_auto_barrel_spin_fast.wav
gun_auto_barrel_spin_fast_stop_01.wav
gun_auto_barrel_spin_slow_loop.wav
gun_auto_barrel_spin_slow_stop_01.wav
gun_chamber_jammed_01.wav
gun_chamber_jammed_02.wav
gun_chamber_jammed_03.wav

gun_grenade_launcher_reload_01.wav
gun_grenade_launcher_reload_02.wav
gun_grenade_launcher_shot_01.wav
gun_grenade_launcher_shot_02.wav
gun_grenade_launcher_shot_03.wav
gun_grenade_launcher_shot_04.wav
gun_grenade_launcher_trigger_01.wav
gun_grenade_launcher_trigger_02.wav
gun_pistol_cock_03.wav
gun_pistol_cock_04.wav
gun_pistol_dry_fire_02.wav
gun_pistol_general_handling_04.wav
gun_pistol_general_handling_08.wav
gun_pistol_insert_mag_02.wav
gun_pistol_load_bullet_01.wav
gun_pistol_remove_mag_04.wav
gun_pistol_shot_01.wav
gun_pistol_shot_05.wav
gun_pistol_slide_slow_03.wav
gun_rifle_sniper_load_bullet_02.wav
gun_rifle_sniper_load_bullet_03.wav
gun_rifle_sniper_scope_zoom_lens_01.wav
gun_rifle_sniper_scope_zoom_lens_02.wav
gun_rifle_sniper_scope_zoom_lens_07.wav
gun_shotgun_cock_03.wav
gun_shotgun_sawed_off_shot_01.wav
gun_shotgun_sawed_off_shot_02.wav
gun_shotgun_sawed_off_shot_03.wav
gun_shotgun_sawed_off_shot_04.wav
kick_hard_impact_04.wav
kick_hard_impact_05.wav
kick_heavy_impact_05.wav
kick_heavy_impact_06.wav
kick_heavy_impact_07.wav
lever_turn_push_crank_handle_small_03.wav
manhole_metal_slide_door_open_close_2v2.wav
metal_door_hatch_close_slam_02.wav
metal_gate_fence_impact_02.wav
metal_lid_movement_impact_02.wav
metal_lid_movement_impact_07.wav
metal_med_impact_02.wav
metal_med_impact_03.wav
movie_camera_vintage_lever_06.wav
movie_camera_vintage_lever_16.wav
movie_camera_vintage_shutter_loop_1.wav
phone_hangup_dial_01.wav
phone_pickup_handle_01.wav
punch_grit_wet_impact_01.wav
punch_grit_wet_impact_02.wav
punch_grit_wet_impact_03.wav
punch_grit_wet_impact_04.wav

river_stream_flow_water_loop_02_short_version.wav
rock_blast_impact_projectile_02.wav
rock_door_slide_block_move_drag_05.wav
sci-fi_weapon_blaster_laser_boom_heavy_01.wav
sci-fi_weapon_pistol_shot_02.wav
sci-fi_weapon_plasma_pistol_03.wav
sci-fi_weapon_reload_01.wav
sci-fi_weapon_reload_07.wav
sci-fi_weapon_rifle_large_shot_02.wav
switch_button_push_on_off_02.wav
switch_button_push_on_off_03.wav
switch_button_push_on_off_11.wav
taser_stun_gun_zap_electricity_01.wav
taser_stun_gun_zap_electricity_02.wav
taser_stun_gun_zap_electricity_03.wav
thunder_lightning_strike_rumble_01.wav
thunder_lightning_strike_rumble_05.wav
typing_keystroke_sequence_07.wav
typing_keystroke_sequence_08.wav
ui_button_simple_click_05.wav
ui_button_simple_click_06.wav
ui_button_simple_click_07.wav
ui_menu_button_beep_03.wav
ui_menu_button_click_05.wav
ui_menu_button_click_25.wav
ui_menu_button_keystroke_01.wav
ui_menu_button_scroll_05.wav
ui_menu_button_scroll_page_04.wav
ui_menu_popup_message_06.wav
ui_stamp_02.wav
voice_female_a_attack_06.wav
voice_female_a_battle_shout_02.wav
voice_female_a_death_03.wav
voice_female_a_effort_jump_action_07.wav
voice_female_a_effort_push_fast_02.wav
voice_female_b_attack_set2_02.wav
voice_female_b_effort_jump_action_09.wav
voice_female_b_effort_jump_action_10.wav
voice_male_b_attack_set3_02.wav
voice_male_b_attack_set3_04.wav
voice_male_b_attack_set4_03.wav
voice_male_b_battle_shout_long_02.wav
voice_male_b_battle_shout_long_05.wav
voice_male_b_hurt_pain_set_1_04.wav
voice_male_b_hurt_pain_set_1_05.wav
voice_male_b_hurt_pain_set_2_08.wav
voice_male_b_hurt_pain_set_2_09.wav
voice_male_b_laugh_short_01.wav
voice_male_c_death_04.wav
voice_male_c_death_08.wav
voice_male_c_effort_short_jump_03.wav

voice_male_c_effort_short_jump_05.wav
voice_male_c_hurt_pain_06.wav
voice_male_c_hurt_pain_07.wav
voice_male_d_death_04.wav
water_splash_object_body_01.wav
water_splash_object_body_02.wav
water_splash_object_body_04.wav
water_splash_small_item_04.wav
whoosh_swish_small_harsh_01.wav
whoosh_swish_small_harsh_02.wav
whoosh_swish_small_harsh_03.wav
whoosh_swish_small_harsh_04.wav
wind_cold_howling_haunted_loop_02.wav
wind_general_soft_low_loop_03.wav
wood_tree_branch_move_01.wav
wood_tree_branch_move_03.wav
wood_tree_branch_move_12.wav