

# VIOLENT COMBAT

FILENAME	DESCRIPTION
FGHTBf_BODYFALL GOREY FINISHER-Fatal Fall_B00M_VCDs.wav	Wet, meaty thud followed by a sickening crunch. Final impact lands with visceral, bone shattering force.
FGHTBf_BODYFALL GOREY FINISHER-Slop Drop_B00M_VCDs.wav	Slushy, splattered fall layered with grotesque textures and dripping residue.
FGHTBf_BODYFALL GOREY STANDARD-Bloody Drop_B00M_VCDs.wav	Dense and organic body impact with oozing textures and soft tissue detail.
FGHTBf_BODYFALL GOREY STANDARD-The Matrix_B00M_VCDs.wav	Chunky collapse loaded with slushy debris, layered squish, and grit.
FGHTBf_BODYFALL MARTIAL ARTS FINISHER-Going Down_B00M_VCDs.wav	Sharp, elegant slam with a weighted finish. High impact leg sweep or takedown with satisfying thump and subtle cloth movement.
FGHTBf_BODYFALL MARTIAL ARTS FINISHER-Heavy Rotation_B00M_VCDs.wav	Spinning body slam with intense velocity and multi point impact.
FGHTBf_BODYFALL MARTIAL ARTS STANDARD-Get Out Of My Dojo_B00M_VCDs.wav	Crisp knockdown with tight fabric flutters and a disciplined finish.
FGHTBf_BODYFALL MARTIAL ARTS STANDARD-Judo Style_B00M_VCDs.wav	Smooth grappling throw with sweeping motion and clean landing.
FGHTBf_BODYFALL OVER THE TOP FINISHER-Crackdown_B00M_VCDs.wav	Overexaggerated crunch with bone-jarring weight.
FGHTBf_BODYFALL OVER THE TOP FINISHER-Savage Slam_B00M_VCDs.wav	Explosive slam with exaggerated force and cinematic debris.
FGHTBf_BODYFALL OVER THE TOP STANDARD-Dead Weight_B00M_VCDs.wav	Heavy, sluggish drop that lands like a sack of potatoes.
FGHTBf_BODYFALL OVER THE TOP STANDARD-Heavy Crash_B00M_VCDs.wav	Massive thump with full body collapse and layered lows.
FGHTBf_BODYFALL REAL FINISHER-Floored_B00M_VCDs.wav	Tight, realistic hit with aggressive impact and collapse.
FGHTBf_BODYFALL REAL FINISHER-You Are Out_B00M_VCDs.wav	Quick knockout body drop with minimal fuss.
FGHTBf_BODYFALL REAL STANDARD-Barfight_B00M_VCDs.wav	Scrappy and raw with loose limbs and gritty momentum.
FGHTBf_BODYFALL REAL STANDARD-TKO_B00M_VCDs.wav	Clean, concise fall with a solid hit and deadweight drop.
FGHTGrab_GRAB-Flycatcher_B00M_VCDs.wav	Snappy, swift grapple with a sharp, locking motion.
FGHTGrab_GRAB-Iron Clutch_B00M_VCDs.wav	Dense, crushing grip loaded with brute force. Metal-like tension and firm contact.
FGHTGrab_GRAB-Locked In_B00M_VCDs.wav	Heavy engagement with tight friction and sustained pressure.
FGHTGrab_GRAB-Muscle up_B00M_VCDs.wav	Bulky lift with strong body movement and weight transfer. Rich cloth and impact blend.
FGHTGrab_GRAB-Quick Snatch_B00M_VCDs.wav	Sharp, high speed latch with crisp mechanical texture. Tight grab with instant control.
FGHTGrab_GRAB-You Stay_B00M_VCDs.wav	Tough hold layered with leather, grunt, and struggle. Commanding presence in close quarters.
FGHTImpt_KICK GOREY FINISHER-Fatal Break_B00M_VCDs.wav	Brutal impact with crushed mass and sickening weight.
FGHTImpt_KICK GOREY FINISHER-Skullcrusher_B00M_VCDs.wav	Explosive strike with wet force and broken density.

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FGHTImpt_KICK GOREY STANDARD-Bloody Stomp_B00M_VCDS.wav	Heavy step with moist crunch and meaty texture.
FGHTImpt_KICK GOREY STANDARD-Break A Leg_B00M_VCDS.wav	Vicious stomp with brittle snap and low force.
FGHTImpt_KICK MARTIAL ARTS FINISHER-Fast Legs_B00M_VCDS.wav	Rapid multi strike with fluid motion and sharp closure.
FGHTImpt_KICK MARTIAL ARTS FINISHER-Son Goku_B00M_VCDS.wav	Legendary finisher with charging energy, airborne power, and a final frame Freeza.
FGHTImpt_KICK MARTIAL ARTS STANDARD-Abunai_B00M_VCDS.wav	Precise, clean motion with disciplined snap and fast delivery.
FGHTImpt_KICK MARTIAL ARTS STANDARD-Foot Whips_B00M_VCDS.wav	Whipping motion with tight rhythm and slap like recoil.
FGHTImpt_KICK OVER THE TOP FINISHER-Power Strike_B00M_VCDS.wav	Overloaded impact with dense power and dramatic low hit.
FGHTImpt_KICK OVER THE TOP FINISHER-Roundhouse_B00M_VCDS.wav	Sweeping arc with thundering slam and cinematic blow.
FGHTImpt_KICK OVER THE TOP STANDARD-Undertaker_B00M_VCDS.wav	Weighted stomp with deep grit and heavy collapse.
FGHTImpt_KICK OVER THE TOP STANDARD-Wild Stomp_B00M_VCDS.wav	Chaotic slam with scattered force and messy weight.
FGHTImpt_KICK REAL FINISHER-Skindiana Bones_B00M_VCDS.wav	Dry crack layered over thick impact and tight recoil.
FGHTImpt_KICK REAL FINISHER-Spine Shatter_B00M_VCDS.wav	Crunchy burst with precise edge and hollow resonance.
FGHTImpt_KICK REAL STANDARD-Feet Fury_B00M_VCDS.wav	Controlled impact with dry slap and fast repetition.
FGHTImpt_KICK REAL STANDARD-Winded_B00M_VCDS.wav	Muted force with air shift and soft finish.
FGHTImpt_PUNCH GOREY FINISHER-Fatal Impact_B00M_VCDS.wav	Explosive punch with bone breaking force and splattering aftermath.
FGHTImpt_PUNCH GOREY FINISHER-Head Crusher_B00M_VCDS.wav	Crushing impact with dense skull pressure and messy destruction.
FGHTImpt_PUNCH GOREY FINISHER-Knuckleduster_B00M_VCDS.wav	Sharp metallic slam with brutal intensity and wet burst.
FGHTImpt_PUNCH GOREY FINISHER-Total Annihilation_B00M_VCDS.wav	Devastating strike with overwhelming force and gore heavy debris.
FGHTImpt_PUNCH GOREY STANDARD-Blood Thirsty_B00M_VCDS.wav	Heavy punch layered with dripping textures and dense body impact.
FGHTImpt_PUNCH GOREY STANDARD-Bloody Hit_B00M_VCDS.wav	Gritty thud with soaked detail and squelchy aftermath.
FGHTImpt_PUNCH GOREY STANDARD-Glasgowed_B00M_VCDS.wav	Dense, gory impact with wet crunch and explosive snap. Not advised without at least +10 strength.
FGHTImpt_PUNCH GOREY STANDARD-Rupture_B00M_VCDS.wav	Tight, internal burst with layered trauma and gory texture.
FGHTImpt_PUNCH MARTIAL ARTS FINISHER-Fury Blow_B00M_VCDS.wav	Explosive punch packed with velocity and impact, ideal for high intensity martial arts scenes.
FGHTImpt_PUNCH MARTIAL ARTS FINISHER-Lightning Break_B00M_VCDS.wav	Sharp, fast strike with electric transients and snappy low tail.
FGHTImpt_PUNCH MARTIAL ARTS FINISHER-Nunchuck_B00M_VCDS.wav	Rapid, whipping motion impact with layered cloth and wood textures.
FGHTImpt_PUNCH MARTIAL ARTS FINISHER-Tiger Claws_B00M_VCDS.wav	Scraping, aggressive punch with feral tonality and gritty detail.
FGHTImpt_PUNCH MARTIAL ARTS STANDARD-Bruce Almighty_B00M_VCDS.wav	Delivers a smack with god like precision. Careful or you'll part the sea.

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FILENAME	DESCRIPTION
FGHTImpt_PUNCH MARTIAL ARTS STANDARD-Drunken Master_B00M_VCDS.wav	Loose, flowing punch with unpredictable timing and soft body slaps.
FGHTImpt_PUNCH MARTIAL ARTS STANDARD-Iron Fist_B00M_VCDS.wav	Dense, focused punch with reinforced midrange and strong tail thump.
FGHTImpt_PUNCH MARTIAL ARTS STANDARD-KungFu Fighting_B00M_VCDS.wav	Playful yet punchy strike with exaggerated whoosh and cloth layers. Everyone was fast as lightning and this one proves it.
FGHTImpt_PUNCH OVER THE TOP FINISHER-Cage Fight_B00M_VCDS.wav	Chaotic, multi textured impact layered with brute force and echoing tail.
FGHTImpt_PUNCH OVER THE TOP FINISHER-Draco_B00M_VCDS.wav	Cold, calculated punch with deep transient and metallic low tone.
FGHTImpt_PUNCH OVER THE TOP FINISHER-Mortal Break_B00M_VCDS.wav	Crunch heavy punch designed for ultra violent finishers and exaggerated gore.
FGHTImpt_PUNCH OVER THE TOP FINISHER-Savage Blast_B00M_VCDS.wav	Wide, compressed punch layered with debris and secondary impact textures.
FGHTImpt_PUNCH OVER THE TOP STANDARD-Body Blow_B00M_VCDS.wav	Thick, mid body punch with satisfying low thud and rounded transients.
FGHTImpt_PUNCH OVER THE TOP STANDARD-Rocky_B00M_VCDS.wav	Classic cinematic punch with vintage grit and a rising tail slap.
FGHTImpt_PUNCH OVER THE TOP STANDARD-Toothless_B00M_VCDS.wav	Soft body hit with wobble texture and squishy low detail.
FGHTImpt_PUNCH OVER THE TOP STANDARD-Wild Smash_B00M_VCDS.wav	Uncontrolled, broad impact punch with noise layer and unfiltered distortion.
FGHTImpt_PUNCH REAL FINISHER-Brutal Strike_B00M_VCDS.wav	Tight, fast impact with sharp midrange and no nonsense transient.
FGHTImpt_PUNCH REAL FINISHER-Knockout_B00M_VCDS.wav	Clean punch with slick dynamics and a realistic full stop tail.
FGHTImpt_PUNCH REAL FINISHER-Last Of You_B00M_VCDS.wav	Muted punch with body heavy detail and dramatic midrange flair.
FGHTImpt_PUNCH REAL FINISHER-Notorious_B00M_VCDS.wav	Focused impact with slight crunch and heavyweight presence.
FGHTImpt_PUNCH REAL STANDARD-Chestnut_B00M_VCDS.wav	Quick, soft punch with a rounded transient and lightly padded character.
FGHTImpt_PUNCH REAL STANDARD-Nosebleed_B00M_VCDS.wav	Sharp, skin level hit with nasal resonance and a splashy tail.
FGHTImpt_PUNCH REAL STANDARD-Tough Nutter_B00M_VCDS.wav	Dense, meaty punch with short decay and thick body slap.
FGHTImpt_PUNCH REAL STANDARD-True Hit_B00M_VCDS.wav	Straightforward, well balanced punch with natural articulation.
FGHTMisc_GRAPPLE-Caught By Surprise_B00M_VCDS.wav	Quick, reactive hold with a tight transient and gritty cloth drag.
FGHTMisc_GRAPPLE-Close Quarters_B00M_VCDS.wav	Dense body friction and scuffle textures ideal for tight grappling sequences.
FGHTMisc_GRAPPLE-First Strike_B00M_VCDS.wav	Snappy initial contact followed by short struggle detail and layered grit.
FGHTMisc_GRAPPLE-Grip Hold_B00M_VCDS.wav	Tactile tension with rubbery hand textures and resistant pull.
FGHTMisc_GRAPPLE-Ippon_B00M_VCDS.wav	Clean throw prep with crisp grip articulation. One move. One point. One legend.
FGHTMisc_GRAPPLE-Lock Break_B00M_VCDS.wav	Sudden release impact with forceful body motion and heavy friction.
FGHTMisc_THROW-Harai-goshi_B00M_VCDS.wav	Wide body sweep with layered cloth, hard slam, and classic martial arts timing.
FGHTMisc_THROW-Power Toss_B00M_VCDS.wav	Heavy lift and throw with amplified weight shift and harsh landing impact.

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FILENAME	DESCRIPTION
FGHTMisc_THROW-Sensei_B00M_VCDS.wav	Balanced, deliberate throw with controlled motion and instructional pacing.
FGHTMisc_THROW-The Gentle Way_B00M_VCDS.wav	Soft setup with smooth rotational movement rooted in the philosophy of judo. Maximum efficiency, minimum effort.
FGHTMisc_THROW-Three Sixty_B00M_VCDS.wav	Full body spin with Doppler tail and a crashing finish.
FGHTMisc_THROW-To The Ground_B00M_VCDS.wav	Direct, high impact throw with grounded realism and no embellishments.
WHSW_WHOOSH-Combat Rush_B00M_VCDS.wav	Sharp, fast sweep with trailing edge and driving momentum.
WHSW_WHOOSH-Dash_B00M_VCDS.wav	Clean, linear motion with smooth transient and tight push.
WHSW_WHOOSH-Dragon Sweep_B00M_VCDS.wav	Heavy, stylized arc with fiery trail and layered grit.
WHSW_WHOOSH-Fist Gust_B00M_VCDS.wav	Dry, short burst with tight pressure and air displacement.
WHSW_WHOOSH-Fury Gust_B00M_VCDS.wav	Layered, aggressive pass with harsh edges and pulsing drag.
WHSW_WHOOSH-Iron Sweep_B00M_VCDS.wav	Dense, metallic movement with low rumble and slamming tail.
WHSW_WHOOSH-Judo Chop_B00M_VCDS.wav	Tight motion cue with punchy transient and short lift.
WHSW_WHOOSH-Kimono_B00M_VCDS.wav	Rustling cloth sweep with soft friction and light wrap.
WHSW_WHOOSH-Kung Fury_B00M_VCDS.wav	Channeling pure 80s mayhem from the legend himself.
WHSW_WHOOSH-Phantom Wind_B00M_VCDS.wav	Hollow sweep with airy resonance and spectral trail.
WHSW_WHOOSH-Shredder_B00M_VCDS.wav	Ripping pass with sharp midrange and torn movement.
WHSW_WHOOSH-Slapped_B00M_VCDS.wav	Quick, snappy swing with playful bend and exaggerated arc.
WHSW_WHOOSH-Slash_B00M_VCDS.wav	Edged whoosh with rapid flick and pointed motion.
WHSW_WHOOSH-Squash Rocket_B00M_VCDS.wav	Compressed lift off with bouncy thrust and trailing flutter.
WHSW_WHOOSH-The End Is Low_B00M_VCDS.wav	Dark, sinking sweep with doom laden pitch and slow descent.
WHSW_WHOOSH-Uppercut_B00M_VCDS.wav	Upward swing with rising pressure and sharp lift.
WHSW_WHOOSH-Wax On Wax Off_B00M_VCDS.wav	Iconic circular sweep with subtle resistance and cloth motion. Miyagi-approved technique baked into the motion.
WHSW_WHOOSH-Whippy_B00M_VCDS.wav	Fast, elastic whoosh with flanged bend and clean trail.