

# 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\_flowring\_loop\_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\_flowng\_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