



Download >>> <http://bit.ly/2QPO11s>

About This Content

Straight from the talented community modders of the IJC crew comes the first DLC weapon pack for Killing Floor. Featuring a diverse set of new weapons the Community Weapon Pack brings new game play options for your favorite perks. Best of all the community modders in the IJC crew are going to be making real money from the sale of this pack – a first for the Killing Floor community.

Key Features:

- **The Scythe:** This is pretty much what you would expect. Long handle. Long blade. Good for reaping corn, wheat - or shambling monsters. A great new toy for the Berserkers amongst you - or for those with a Grim Reaper fetish.
- **Tommy Gun:** The Thompson sub-machine gun is an absolute classic of design and functionality, beloved by soldiers and gangsters for decades! A great favorite with the British Commandos in WWII that should become a firm favorite with Commandos in game too.
- **Flare revolver:** A classic wild west revolver modified to shoot fireballs! Grab two of them for twice the fun. What Firebug wouldn't want this addition to his arsenal?
- **Buzzsaw Bow:** A crossbow modified to shoot spinning saw blades sounds insane, and it is. That's why we gave this weapon to the Berserker. Just watch that little blade of death bounce around!

Title: Killing Floor - Community Weapon Pack

Genre: Action

Developer:

Tripwire Interactive

Publisher:

Tripwire Interactive

Franchise:

Tripwire Interactive

Release Date: 23 Oct, 2012

7ad7b8b382

Minimum:

OS: Windows XP/Vista

Processor: 1.2 GHZ or Equivalent

Memory: 1 GB RAM

Graphics: 64 MB DX9 Compliant

Hard Drive: 2 GB free hard drive space

Sound: DX 8.1 Compatible Audio

English







killing floor community weapon pack. killing floor community weapon pack 3. killing floor - community weapon pack 2

I got this as part of the Killing Floor Bundle. The only weapon I really use frequently is the flare revolver; it's very reliable and effective as an off-perk weapon.. This is one of the most important DLC in KF.

-Tommy gun: Not bad gun it's like the bulpup but i little more powerful with less ammo.

-Scythe: It's a good melee for the berserker, like the Axe but with more damage and reach.

-Flares: Very very usebles for the husks, lot of damage don't have to space.

-Buzzsaw: Best gun in the game, 1000 of damage and 2000 in the head VERY powerful and you can pick up the saws all the time you want.

-BEST DLC IN THE GAME-. My Grim is perfect now!. The Tommy Gun eats ammo like an obese American family eats a Chinese buffet, the Buzzsaw Bow is pretty fun, the Scythe is freaking amazing, and the Flare Revolver is pretty different. Not worth 8 bucks, but that's just my opinion.. Flare Gun is ridicolously OP.. This is a fun DLC. These guns would be considered more or less side arms so they do not break the core game play if you do not have them. These guns are different, and fun.

Overall Quality: 4V5

Buzzaw Bow 3V5

An expensive, gimmicky but fun weapon. Amazing at taking out headshots and you can pick up the saw blade ammo that drops. However picking up the standard ammo boxes on the ground will not replenish this weapon's ammo, you'll have to pick up the saw blades yourself. This is a good weapon for any high level berserker who wants to headshot anything from a side distance before going in with his weapon.

Flare Gun 5V5

This weapon is spectacular. It's the greatest thing since slice bread. This at its core serves as a nasty side arm for the firebug as an alternative to the mac-10. This item is also core to any solo player's build. You can shoot scrakes and fleshpounds from afar to set them on fire to slowly do damage over time so by the time they get to you, you are readily able to burst them down. It's a great survival item as it will not aggro the bigger specimens.

Scythe 3V5

An alternative to the katana build for berserkers but you won't notice much difference. If anything this is just for flavor. It's especially cool when you combine it with the grim reaper skin.

Tommy Gun 3V5

An alternative bullpup. This is a headshot gun. You can spray a quick line across all heads of all specimens in your way. It's not my go to as a lv6 comando, but still a fun gun nonetheless.

. All 4 of the weapons are great and are a must have for any Killing Floor player.

My favourite has to be the Flare Pistols, they are so light and I can make a cool loadout with them.

The loadout is the Mac 10, Dragon Breath Trenchgun and 1 Flare pistol, try it out it's very powerful.. The only community pack worth buying. The only downside is very few people know how to use the Flare Revolvers.. I initially got this pack thinking I would enjoy having a larger arsenal for more classes. In a sense, I was pleased with the results. In another sense, I was slightly disappointed. Here are my opinions and overview of the weapons:

Buzzsaw Bow - Berserker

A decent weapon that launches a spinning, shrieking sawblade into hoards of enemies. I found this surprisingly useful first time playing with it, as it rebounds off walls (clearing out small rooms and hallways) and cuts through enemies. Best of all, you can hear it as it flies around, allowing the user to find it and retrieve it after it stops flying. Its reload is slow, so if you are someone who cares about speed, I wouldn't recommend.

(Why is it for Berserker? Its not a melee weapon???)

Flaregun - Firebug

I laughed when I first used this weapon. Not in the bad way, but in a "this-is-so-fun-I-cannot-help-myself" way. I actually equip this with almost any class if I have space. It launches a flare (up to 6 before reloading) that has a large hitbox (I missed by about a foot and it still ignites the speciman.) It can be dual wielded for extra fire power, the flare

gives off light (helps in darker maps) and ignites in a small radius. Useful for thinning out large hoards of clots and other weaker specimens. Reloads insanely fast on-perk, but off-perk it is pretty slow. Weighs almost nothing, too.
EDIT: You can also dual wield it. Works wonders.

Scythe - Berserker

I was slightly disappointed. I'm not one for collecting Grim Reaper costumes and Scythes, but this weapon came as a disappointment. It swings really slow, but has decent damage. I prefer the katana or even the claymore more than the Scythe.

Tommy Gun - Commando

I keep telling myself I will not come back to this weapon. But I always do. Its cosmetics & sounds are just appealing. It has a fair amount of damage, little recoil, but its accuracy is what hurts me. Its sight is really bad, and hard to use, so I usually end up Semi-Auto (NOTE: Has full Auto and Semi Auto) while hip firing. However, its bullet spread is about 1-2 inches on your screen, which is a bit too much for me.

So in a breakdown:

Buzzsaw Bow - Good if you are in a small map and you want to save ammo, but be weary of its reload.

Flare gun - Good all around, just watch out if you reload at the wrong time.

Scythe - Meh. If you play Berserker alot, go ahead, otherwise its rather forgettable.

Tommy Gun - Fun to use, but not the most practical weapon.

alternative weapons are a must to increase the fun. it's not about alternative skins any more but shooting stuff in different ways!. I don't find this quite as good as the second weapons pack, but it still has some nice additions.

The Scythe is a slow, hard-hitting melee weapon. Vaguely similar to the Claymore but it's even slower, a tad stronger and feels more effective in terms of crowd control (provided you can time your swings well so as not to get caught with your pants down inbetween swings). Altfire stuns husks regardless of whether you get a headshot, you can even stun two (probably even 3 or 4) with one swing. My melee weapon of choice most of the time.

The Tommy Gun is completely outclassed by the other two versions of the same weapon (one from the 2nd DLC, one unlocked by owning Rising Storm). This one just doesn't feel worth using unless you really want to feel like an american soldier in WWII.

The Flarevolver is pretty decent once you learn how to lead your target because the projectiles are very slow. Good for playing firebug sensibly (well, trying to play firebug sensibly) or as an offperk weapon - it's fairly affordable even offperk (at 500) and great for kiting because you can just set a monster on fire and move on. It's also a viable method of slowly killing FPs as long as you cut line of sight every now and then because one bodyshot + the ensuing burn DoT is just under the rage threshold. When a shot hits something it has a small AoE blast that does a bit of damage to everything in the immediate surroundings and sets it on fire, too.

There is also an akimbo variant if you prefer spamming over accuracy.

The Buzzsaw bow is just a stupid gimmick that I see people buying constantly because of the flawed "IT'S EXTREMELY EXPENSIVE SO IT HAS TO BE GOOD" mindset. It can be pretty effective (eg for stunning scrales at a distance if you for some reason want to do that) but the pricetag is just unjustified. You can live without this.

So yeah, some of these weapons can be good (I presume the main selling point for most people are flarevolvers) but it's not exactly stellar. I still recommend grabbing it on sale though.. These weapons are sweet and add alot of the game when it comes to selection of weapons. My favorite weapon from this pack is the "Flare Revolver" and the "Tommy Gun". The Flare Revolver acts like a firework in your hands and is alot of fun to shoot, it can even light enemies on fire. The Tommy Gun is really well done and gives you the army feel that some people want to have while fighting there way through the waves. The other 2 weapons are for the Berserker and aren't the greatest. The Scythe is a slower melee weapon but is still powerful. The Buzzsaw Bow mows through enemies which can be beneficial if used at the right time, but the downfall of that weapon is that there is not alot of ammo. This weapon pack is a must have for veterans of the game. This weapon pack is awesome and I highly recommend it to anyone wanting more of an arsenal to choose from.. I bought it for the flare gun

The Flare gun is amazing it has 6 bullets in one clip.

It lights up the atmosphere

Also investing in duel flare gun is a great idea and it has twice more bullets

The other weapons...

MEH they are ok.. The scythe slow hit but great damage and range

Tommy gun great sound nothing else

and the bow... it like a normal bow with a twist. The first Community Weapon Pack DLC for [Killing Floor is more or less the best one to the point of being near-essential for dedicated KF1 players. The flare revolver and buzzsaw bow alone are worth the price of entry, and the other two are pretty alright. Buy it on sale: just because the weapons are good still doesn't mean it's not overpriced. I wouldn't even mind discrete weapons being sold as DLC at all if the base prices were more reasonable.](#)

[Scythe: Sidegrade to the claymore. Cheaper, stronger, and better at crowd control, but slower and with a smaller range. I suppose it's worth using if you're an avid claymore user and want a similar weapon ASAP.](#)

[Tommy gun: Commando weapon that's primarily just fun to use, but also has its uses in the earlygame \(or as a lategame sidearm\) given its light weight and cost. If you find yourself in a situation where you feel like carrying two submachine guns, a Tommy gun may suffice for one of them. However, the MKb slightly outclasses it, and both the steampunk Lead Delivery System in Community Weapon Pack 2 & the Rising Storm Tommy gun for owners of that game are both essentially the same gun with a bigger magazine.](#)

Flare revolver: Very useful. Popular as a sidearm no matter what perk is being used, since burn damage can go a long way. It also lets Firebugs conserve ammo for their primary weapon given how powerful it is in their hands. The only drawback is that dual flare revolvers are hard to land hits with at long range, but at close range they're pretty great. Buy the DLC for this.

Buzzsaw bow: A ranged weapon for the Berserker. AKA the perk built around melee combat. It's a crossbow that launches ricocheting buzzsaws, so at least the damage it deals counts as melee damage and fulfills the Berserker requirement of "does it rip and tear huge guts?" In the hands of a high-level Berserker it's quite useful. This is the first of the three dlcs that actually matter for Killing Floor 1. Its still worth getting even at it's ridiculous price (I reccomend getting it on sale). It comes with four weapons which I will explain below:

- Buzzsaw Bow(Beserker): Basically this is a much slower version of the Ripper from Unreal Tournament 1999.

- Flare Gun(Firebug): The flare gun shoots flares and lights targets on fire, it can also be used as the dual flare guns.

- Sythe(Beserker): A melee weapon with long range that can cut zeds in half, think of the sythe from Postal 2

- Tommy Gun(Commando): Possibly the most useful gun in this dlc, it can be fired in semi auto or full auto and is very strong. .best pack ever

[The Evil Party Ativador download \[Password\]](#)
[Rocksmith - Survivor - Eye of the Tiger \[key serial number\]](#)
[Warhammer: Vermintide 2 Download key serial number](#)
[The SOL Device - OST zip Free Download](#)
[Fragile Fighter \[hack\]](#)
[Watch Dogs 2 - Ultimate Pack activation unlock code and serial](#)
[Bezier cheat code for money](#)
[Masters of Puzzle - Desolation by Thomas Cole \[portable edition\]](#)
[Quadra download utorrent windows 7](#)
[Amaze VR - Rom Com Pack 1 .rar Free Download](#)