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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

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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







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If you've ever wanted to play death and use the Scythe, Be a gangster and mow people down with the Thompson, Shred someone's head off with the Buzzsaw Bow, or BLOW SOMEONES HEAD AND BODY TO BITS WITH THE Flare Revolver. This is the pack for you!. My Grim is perfect now!. Flare Gun is ridiculously OP.. 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 the first of the three dlc's 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 duel 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.

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.. best pack ever. alternative weapons are a must to increase the fun. it's not about alternative skins any more but shooting stuff in different ways!. A slap in the face and complete 180 by the previously messianic developer Tripwire, this DLC was the turning point of Killing Floor from one of the greatest co-op game there is to a P2W shadow of its former self. I regret my purchase.. A pack that is actually worth getting comes with 4 new weapons. The Tommy Gun is ok for when ur still low level, not that great once ur level is high. Not a fan of the scythe. The flare guns are a nice option to give the fire bug range. The buzz saw bow is op and is a dank weapon for the berserker.. 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: 4\5

[Buzzaw Bow 3\5](#)

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 5\5](#)

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 scrales 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 3\5](#)

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 3\5](#)

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.

.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.. 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.. The only community pack worth buying. The only downside is very few people know how to use the Flare Revolvers.

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