
Killing Floor - Community Weapon Pack Free Offline

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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 W 5d3b920ae0

Title: Killing Floor - Community Weapon Pack

Genre: Action

Developer:

Tripwire Interactive

Publisher:

Tripwire Interactive

Franchise:

Tripwire Interactive

Release Date: 23

Minimum:

OS: Windows XP/Vista

Processor: 1.2 GHZ or Equivalent

English

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Flare Gun is ridiculously OP.. 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 a lot 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.. 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.. 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 recommend getting it on sale). It comes with four weapons which I will explain below: - Buzzsaw Bow(Berserker): 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(Berserker): 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.. 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.. 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 specimen.) 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 it 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 a lot, 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.. best pack ever. 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.. 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.

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