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### About This Content

Following on from the success of the first Community Weapon Pack, we asked the IJC crew to think up something to match with the whole Steampunk theme for the summer event. And they rose wonderfully to the challenge. So we now have a delightful set of Steampunk-styled weapons for you - with more community modders able to earn some real dosh!

### Key Features:



Dr T's Lead Delivery System: Referring to this as a "Steampunk Tommy Gun" would be an injustice. It is far more elegant than that and deserves better. "Doctor John T. Thomson's Lead Delivery System" sounds so much more appropriate. Commando's around the world will understand and applaud!

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Orca Bomb Propeller: The Demolitions experts amongst you will appreciate the glorious new Orca Bomb Propeller, designed completely with you in mind. Pops a single, delightfully explosive bomb downrange, to land at the Zeds' feet with a quite charming BOOM.



Single Piston Long Musket: A Sharpshooter always appreciates fine craftsmanship - and the new Long Musket, with attached Sight Magnification and Enhancement Tube, is, indeed, fine craftsmanship. Piston-driven, bolt-action, magazine-fed Steam Musket. Superb accuracy and hitting power as well. Perfection.



Multi-Chambered Zed Thrower: Last, but by no means least, we have the Zed Thrower for the Support ladies and gentlemen amongst us. Fires a fine load of buckshot at the oncoming hungry hordes and has become known as the "Zed Thrower" for its quite hilarious ability to throw the Zeds about the place as it dismembers them.

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Title: Killing Floor - Community Weapon Pack 2

Genre: Action

Developer:

Tripwire Interactive

Publisher:

Tripwire Interactive

Franchise:

Tripwire Interactive

Release Date: 3 Jul, 2013

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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're leveling the commando, this pack is a must! Dr. T's Lead Delivery system kicks butt!  
And, hey, each weapon is only \$2....you can afford it.. Bought pack thought orca would shoot orcas and it did not got died 15V5.  
Typical add-on pack. Expands your arsenal, nothing wrong with that. Some will use some will not. Great game though. Better than the 2nd game. Its clear what you're getting, Over priced DLC of course, like most, but frequently on sale. Worth it then..  
This is with no doubt the best community weapon pack of all 3 of them.  
I highly reccomend buying this when it's on sale.  
If you are doubting wether or not to buy this, here is a description of what every gun in this pack does:

This DLC contains 4 weapons;

Single piston long Musket - In my opinion, the best and most fun weapon to use in whole Killing Floor. It has 10 shots per mag which there are 7 of, it works just like the Lever Action but with more damage, a scope and it reloads all the shots at once instead of 1 at a time. If you enjoy sharpshooter, you will fall in love with this Musket.

Dr. T's lead delivery System - Oh boy is this weapon fun to use, it's silent and does a great amount of damage.  
It has 40 bullets per mag, which goes up to 7.  
It's pretty much the same as the thompson but then with increased damage, and it's look way cooler.  
This weapon is GREAT for a secondary as medic and sharpshooter, it deals a lot of damage in a short amount of time and it's not heavy to carry (Just 5 blocks).

Orca Bomb Propeller - Bouncy explosives balls shooting out of a golden orca grenade launcher, do I need to say more?  
This one is probably the favourite of many expert demolitions players (Which I'm not one of :p), you can do a lot of fun stuff with bouncy explosives. A lot. It has a total of 25 shots, slow reload time but does a great amount of areal splash damage.

Multi-Chambered Zed Thrower - Honestly I haven't tried this one out so much, but from what I've seen you can knock enemies back by using the special fire key, it has 10 shots per mag, up to 4 mags, has a lower spread which makes it for effective for long range and thus means more damage if used correctly in normal\close range.  
You'll need to get used to this weapon though, thats for sure.  
But the whole idea behind it sounds awesome.

TLDR;

Community Weapon Pack 2, in my opinion the best one, you should buy it when it's on sale.  
If you want information about a weapon in this pack, please read the description above about that certain weapon.  
I hope this helped deciding for you wether to buy this or not. Cua!

. Good weapons, Musket = OP. I can only just BARELY recommend this DLC, the shotgun (Multi-Chambered Zed Thrower) is terrible, don't use it, every other shotgun outshines it.

The Single Piston Long Musket is a cool weapon, however if your not good with headshots, it's crap.

Dr T's Lead Delivery System is fantastic with the Rising Storm tommy gun, you can have 2 Tommy guns with a lot of ammo and really good damage.

The Orca Bomb Propeller is the same as the normal grenade launcher, however the projectile doesn't expolde on contact, instead it's timed, it's my favourite of the weapon pack.

Not as good as the others by a long shot, but still really good.

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Like steampunk? Buy dis DLC  
Like Weird guns? Buy dis DLC  
Like cool looking guns? Buy dis DLC  
Like awesomness? BUY DIS DLC!

. ... i bought this because i could. for now.. The Community Weapon Pack 2 for [Killing Floor](#) has a steampunk theme, but the weapons are pretty enough that they get a pass for the overused aesthetic, and two of them are useful enough for me to label this a useful DLC like weapon pack 1. I wouldn't say this DLC is essential like the first one, but it's more useful than weapon pack 3 is. I kind of wish they had stuck with Killing Floor's theme of dark, gritty modern day survival, but KFI is campy enough that it manages to work anyway.

Buy it for the musket and the bomb propeller; consider the steampunk Tommy gun (sorry, "lead delivery system") a bonus and ignore the zed thrower on Hard difficulty or above. Buy it on sale, though: it's still a Killing Floor DLC.

Dr T's Lead Delivery System: A Tommy gun with a drum magazine, slightly better accuracy and a slightly slower reload than the one in the first weapon pack. If you can get used to the steam shooting out near the ironsights whenever you fire, this is a good earlygame primary weapon or lategame sidearm for Commando.

Orca Bomb Propeller: Literally an M79 grenade launcher that lets you bounce grenades, which are shaped like little bombs. Does less damage than the other grenade launchers and has a shorter range, but the latter actually lets you arc your shots like you're firing a mortar. Overall, it's a good tactical sidegrade that's fun to use and lets you pull off some useful moves such as firing around corners.

Single Piston Long Musket: An upgraded version of the lever-action rifle with a scope and magazine. Also fun to use and useful in the hands of a good Sharpshooter, although the scope sight is a little off: apparently the true center of the reticle is in the middle of the arrow, and not the tip of the arrow. Not great at crowd control, so pack a sidearm if you can.

Multichamber Zed Thrower: Easily the worst weapon in this DLC. It's a weaker AA12 with an alternate fire mechanism that pushes specimens back and has infinite ammo. The altfire has its uses, but it's not strong enough for use on higher difficulties, and the zed thrower overall doesn't have enough of a punch (or enough of an ammo reserve) for a tier 3 weapon.. Steampunk! Its Steampunk!  
That is all.

Steampunk/Steampunk

Get it now!.. These weapons are decent and only improve your selection of weaponry. They are designed with a steam punk theme.

The Zed Thrower is actually a Pancor Jackhammer, is fully automatic and is an okay gun. It doesn't hold much max ammo however, so pack a reliable secondary. The damage is pretty weak unless you're a high level Support and the magazine size isn't that great, but it reloads all of its shells at once. There's also sort of a weird knockback alt fire than can keep scrales at bay for quite some time. Can serve as a poor man's AA12.

The Single Pistol Long Musket is actually a very useful addition to your arsenal and serves as a stronger replacement for the Lever Action Rifle (or Winchester for veterans of the Killing Floor mod). The only thing wrong with it is the scope, which is misleading and can be very difficult to aim with. Honestly, I'm not sure why this hasn't been corrected, I'd imagine it would be a simple fix.

Dr. T's LDS is a steampunk tommy gun which, according to the stat bars, sports better range than the Thompson and the Rising Storm tommy. This hasn't been tested by me because a) who uses a submachine gun at long range? and b) whatever its range is its more than within effective range at most places on most maps. It also sports a drum magazine, giving it more magazine size than the Thompson but still less than the Rising Storm tommy. The ironsight is actually pretty original and interesting, while not making it difficult to aim.



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Last is the Orca Bomb Propeller. Its basically the normal grenade launcher but the grenades bounce upon impact with a wall or floor, still detonating on impact with zeds. This CAN allow you to shoot around corners, but its just not very practical. Other than that, there's no real reason to choose this over the normal grenade launcher (for you level 6 demolitionists out there who spawn with the regular).

May as well get it on sale, its not worth 8 dollars.. The Ocra is pretty fun to use

The sniper is alright

The tommy gun is a slightly better version of the previous one

The shotgun ain't that good. Nothing special. Steampunk and weird weapons which ruin realism in this game. Not bad at all but they looks like weapons took from Bioshock Infinite. This DLC is acceptable only for steampunk map or Toy Master mod if you like it you should get it on sale however In my opinion developers made mistake. Game need new good weapons which exist in real life.. Single Piston Long Musket. I'll just say a couple of things about this: the Multi-Chamber Zed Thrower needs rebalancing. It's not worth the in-game price, as its damage output is comparable to throwing a handful of paper cranes at the Zeds, and the knockback effect isn't very strong.

Also, you want the Orca Bomb Launcher. Slow projectile that FREAKING BOUNCES. Unlike the M79, any close-range shots that would normally dud will fall to the ground instead after dealing their impact damage: great for dealing with pursuing Gorefasts, Stalkers, and Crawlers.

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