
PAYDAY 2: Gage Spec Ops Pack Download Link



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About This Content



As a war veteran and weapons expert, he has handpicked out the best mods for your arsenal. A brand new special weapon and 12 new weapon modifications that will add a deadlier dimension to any arsenal. The mods will also drop in the Card Loot Drop after successfully completing a heist for all DLC owners. Gage guarantees that these mods can suit any firearms flavor and enhance the combat efficiency highly.

KEY FEATURES



- **Special weapon: The Arbiter** - The player gets the chance to unlock a brand new special weapon: The Arbiter. An automatic grenade launcher that fires 25mm grenades with less of a projectile fall off than traditional grenade launcher. This feature makes the weapon more accurate, smart technology for smart players.

- **Special Missions** - To unlock the special weapon, players need to complete Gage's four special missions. For each completed special mission in PAYDAY 2, the player is rewarded with a new mask, material, pattern, material and as well as a weapon part. After collecting all the four weapon parts, the Arbiter weapon is available in the inventory. The weapon part assembly progress is displayed in the player's Safehouse.



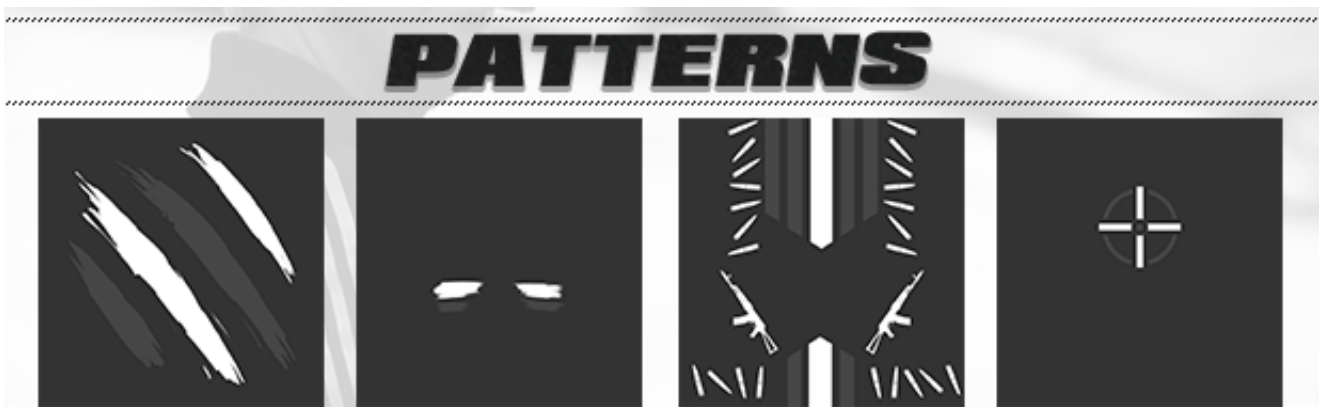
- **12 new weapon mods to unlock** –12 new special ops mods that will take the arsenal to an interesting level. Among the enhancements are a 45° Degree Sight, Sniper Scope and Distance Meter Sight for assassinations. Gage have always had a weak spot for the sharpshooters that deliver highly-accurate rifle fire against enemy targets.



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- **4 new achievements to unlock** – When done with the weapon modifications, it is time to put the enhanced arsenal and new special weapon to the test. You will need to use all your experience and weapon wielding skill to retrieve these achievements.



- **Four new masks** – Gage has made sure you have what it takes to take over the scene in unconventional style with A.W.O.L, Bloody Bandana, Batshit Crazy and Dark Legion. These masks become available to the player when completing Gage's special missions.



- **Four new patterns** – TTime to choose between the special ops patterns once the special missions are completed: Sniper Sight, Battle Stripes, Guns & Ammo and War Paint.



- **Four new Material** –It may be the difference between life and death to apply the right camouflage in order to disappear in the surroundings. New delivery of materials for all special ops players out there that pull off the special missions: Universal

Camouflage, Multi Camouflage, Army Green and Dark Shadows.

Title: PAYDAY 2: Gage Spec Ops Pack

Genre: Action, RPG

Developer:

OVERKILL - a Starbreeze Studio.

Release Date: 24 Nov, 2016

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Minimum:

OS:Windows 7

Processor:2 GHz Intel Dual Core Processor

Memory:4 GB RAM

Graphics:Nvidia & AMD (512MB VRAM)

DirectX®:9.0c

Hard Drive:31 GB HD space

Sound:DirectX 9.0c compatible

English,German,French,Italian,Dutch,Russian







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Do you want to see me Reload my Gun?

Do you want to see it again?. 1. speed hack mag

2. better scope that replaces the theia magnified scope

3. better side sight for even more guns

4.the izhma is OD viable

5. semi-auto mag-fed grenade launcher

what more could you ask for honestly. I like it for the most part. Unlike the recent John Wick weapon pack which is more akin to dodge players, this feels more armor build centric.

Most of the mods are made for the assault rifles, snipers, smgs, and shotguns.

Here are some of my favorite mods in my personal opinion:

Speed Pull Mags: They increase reload speed by 100% which can cause ludicrously fast reload time, almost to the point where it feels OP because it has no downsides.

45 degree angled sight: It's gangster as \u2665\u2665\u2665\u2665.

Hollow Handle: Makes the Izhma more concealable which is nice for dodge players who like shotguns.

Donald's Horizontal Leveller: cool little barrel extension that makes your shotgun spread fire horizontally rather than random directions.

The scopes and mag extensions are just kind of there for those who like them.

To unlock the new Launcher, you need to play a little scavenger hunt thing on certain hiests (of which there are 4) to get it. You need to find 2 keys in each of the hiests and a weapon case. Each heist you complete all the tasks in will give you that corresponding mask, material, pattern, and weapon part for the Arbiter.

The Arbiter is pretty awesome if you play Armor, it has more ammo and longer range than the China Puff but low concealment so Dodge players are better off with the China.

The masks are nice and I like most of them, the patterns and materials are just "OK" in my opinion.

This pack is cool and has a little bit of everything, but I don't recommend buying it at full price as there is not enough content, at least for me, to justify it for 5 dollars. If it goes on sale, definitely give it a go.

. Best mod pack and must get

Pros

+Grenade Launcher, Fast traveling and accurate!!

+Speed Reloading Magazines! Even the P90 has the sling wrap around the magazine!!!

+Sniper Auto Mark Scope!! Just aim and scope will mark any special police!! EVEN THRU SMOKE!!!

+Has bunch of mods for original/base game weapons.

+Taiwan Special Forces Ballastic Mask!!!!!! Tactical Beard!!!!!! NVG with Helmet!!!

+Good Pattern

+45 Degree Micro Red Dot Sight!!!!!!!!!!!!!! MUST GET!!!!!!!!!!

Mixed

-You have to find 12 keys and 4 case in specific heist. Good luck find them all!!

Cons

-No DMR package for the G36C =(although have long barrel mods for it.. This is just as important as the GMC.

It adds new mods to weapon like the Interceptor, Crosskill, Compact-5 etc. (not that you use them anyways since there are DLC weapons superior to those)

BUT, the Absolute Inhuman Reaction Mag is its real selling point.

And the Arbiter but we'll get to that later.

Speed Pull introduces a reload speed reduction in case you're saving points on other skills than to spend 12 points on skills that do the exact same thing plus extra conditions. It also makes the AMCAR less bad.

The Arbiter is a fun weapon that possesses range that's far enough to kill Snipers if you're running a full GL build like I sometimes do. Alas, don't expect it to work just like other GLs because the grenade takes off at a distance so shooting it on the ground causes it to miss most of the time. With moderate practice you'll master this in no time. Who am I kidding, you don't need skills to use weapons.

And the 45 degree RDS? ABSOLUTELY AMAZING. It's badass, badass and badass. It helps in sniper rifles to take down close enemies with its smaller zoom level while still maintaining on-point accuracy. I always use it on my rifles because, it looks badass.

The Recon Sight is, uh, I don't even know what's it's for actually. It's big, view-obstructing and it makes me really uncomfortable. The distance meter can be used on an SMG to help with the GL40 achv. but I guess most poeple already got it by now. And the Box Buddy Sight is for those who'd rather pay than go on some wacky zipline-and-shoot farm.

Overall I'd say 8V10.

TL;DR: You go on a hunt for secret stashes of parts and get a new GL. Mods for old weapons. Badass 45 degree sight. And speedhack mag as mentioned by others.

Am I promoting the 45 degree RDS too much?

Nah.

It's badass.

Having a magazine that halves your reload time with literally no downsides besides not being able to use a different one, a lovely sight that tells you how far away something is from your location, several weapon mods that target some of the more unused weapons in the game (25 concealment IZHMA anybody?), and a grenade launcher that uses magazines to reload and effectively acts as both a sniper and crowd clearer? iz gud shiz.. Worth 5 dollars? It depends on how much you value 5 dollars, you see 5 dollars is like a 10 piece chicken nugget meal and to me... I meeeeeeean DLC or a \u2665\u2665\u2665\u2665\u2665 McDonalds meal? For me this DLC is worth it.

The masks are ok, I only really like 1 of the 4. The new scopes are cool, however I never use guns that require high magnification, if you do then you will more than likely enjoy the new scopes. The side mounted red dot sight is pretty sweet. If you enjoy shotguns then you will def enjoy the new muzzle break. Its a duck bill muzzle break, meaning it reduces upward and downward spread and kinda compresses the spread to a more horizontal fashion, meaning you can hit more targets bunched together. Fast mags is cool, however its only on some weapons. Weapons that already have customizable magazines like AMR16 or the AK have them, guns like the 556 or the M308 dont.

Now for what everyone is looking for, the Arbiter.. its nice. It is in no doubt the best GL, high fire rate, A CLIP, good ammo pool and not bad looking either. The whole rabbit chase for Gages secret\u2665\u2665\u2665\u2665\u2665(keys and cases) was a bit tedious however it was kind of fun. Given time of this review not a whole lot of info about the locatins have been put out but im sure in a week or so after this review EVERYONE will be able to find all the items with no problem via guides (if thats your thing).

All in all I like this DLC, so much so I felt the need to write a review for it. 9V10. I personally think this DLC is an "On Sale Buy." At 5 dollars, the weapon is fun, but you basically have to go on a scavenger hunt to find the keys and cases. Which in itself isnt really difficult, but honestly, after paying real money for something I dont really want to scavenge around to put it together. The masks are alright, and mods are meh at best. Nothing special or game changing. Anymore feels a bit like buying DLCs is similar to opening safes, might get something cool, but most likely will get something common and uninteresting.. When this first came out, I was bummed as I already own some Gage packs like this one, and I would have liked it better if they added this content to those dlc packs. After I bought this though, I saw how diffrent the gear is, and relized that this is it's own dlc in it's own right. The angled sight and speed mag are awesome, and I'm looking forward to getting the achievements!

Because Payday 2 has so many dlcs, I have a rating system just for it. A No.1 dlc is a must, a No.2 is a dlc that will greatly enhance your gameplay, No.3 just plain fun, No.4 unneeded and a No.5 being not worth the price.

I give this dlc a No.1 for snipers, grinders, and dodge, and a No.2 for all other builds. A great dlc for just \$0.74 cents, buy it if you can. Well made Overkill!. <https://www.youtube.com/watch?v=VHeW-GyzePM>

[Short version: Probably not worth picking up at full price. Most of the mods aren't going to make or break existing weapons and in the case of the Akimbo Magazines, are identical to existing mods in terms of the stats associated with them. Masks are decent, the grenade launcher is good but I'm not sure I'd say its better than the China Puff... a side grade maybe. Wait for a sale unless you have money laying around and just want to spend it now.. this pack in a nutshell:](#)

[- Sniper Grenade Launcher](#)

[-A Speed Hack Mag](#)

[-A Gadget that ouclass the Angled Sight](#)

[-MODS THAT MADE SAIGA WORKS IN A DODGE/CRITS Build](#)

[.TL:DR version:](#)

[For 5 euros this isn't worth it's cost. Hold off until a sale.](#)

[It brings a speed reload mag, a fullscreen scope & better angle sight for a sniper. The short barrel COULD make the Izhma viable in dodge/crit builds. The nade launcher is crap.](#)

[Long version:](#)

[New weapon:](#)

[Well, honestly with the china puff in our current arsenal, the Arbiter is a bit lackluster.](#)

[Ammo:](#)

It brings more ammo and with that better ammo pickup, but the china puffer in comparison was already good ammo-wise.

Range:

Range is good, but then again this is not really a benefit:

1) you generally don't shoot things where you cannot grab the ammo boxes

2) if you are shooting stuff far away it's generally snipers so any old weapon with 90+ acc will do the trick nicely.

Acc & Stab:

Sure they are 100V/100, but it's a nade launcher so... after the achievement you won't need that high acc. And stability? meh, who cares.

Reload:

Sure this is nice and fast.

Damage:

Half of the chinapuffer, the splash area feels very very small. Stuff ragdolls all over the place but they generally don't die from 1 shot. Bringing the effective ammo down to china puffer levels.

Concealment:

On par with the china puffer, 21 (with boost) compared to china 23 (with boost + stock).

Summary:

It might be ok with napalm projectiles as an alternative to the china puffer.

It being a secondary weapon it has to compete with the other secondaries: loco/judge, chinapuffer, deagle/white streak, pistol crossbow, rpg & any smg.

In my most personal opinion it really doesn't shine outside laying down napalm in chokes and anywhere else it underperforms if you use shotguns/pistols/smgs or the chinapuffer on a regular basis.

Weapon mods?

There's four worth mentioning here:

-Speed pull magazine: if you use tactical reload a lot this is really really good. It potentially frees up reload perks.

-Ihzma concealed barrel: Brings up the concealment to 23 on both the silent & loud versions making it interesting when it comes to dodge/crit builds.

-Boxbuddy Sniper sight: High zoom and fullscreen view.

-45 degree red dot sight for snipers: Useful for close kills if you have a high zoom sight attached.

The rest is either worse than a current available mod or used on a really thrash gun (hello JP36).

Is the DLC worth buying?

Debatable.

Speed pull magazine could theoretically free you up enough points to grab a really good skill you previously couldn't OR speed up your current reload making you more efficient (IF you ARE NOT using the quad stacked mag AND is tactical reloading).

If you run snipers on a regular basis you might want it too due to the new angle sight.

For the new weapon however I'd hold off. It's junk, sadly.. You know something is wrong with a country when robbers can carry a XM25 airburst grenade launcher to a heist when they've got to carry and throw goats around

10V/10 because logic. The Gage Anal Assault pack is one of the best jrpgs of all time combining the perfect combination of fan service and in depth high impact sexual assault there is no reason not to get this don ac dum. The Gage Spec Ops pack does the exact same thing as the previous mod packs, giving boosts to older guns to make them more attractive compared to newer and stronger weapons.

And like all those packs this does it well too... a bit too well but I'll talk about that later.

Firstly is the 2 Compact 5 Mods, the Spartan Stock which boosts Stability, and the Enlightened Foregrip boosts Accuracy and

Stability while nerfing Concealment, while this make the Compact a more attractive SMG, it still isn't topping anything and is still pretty good to use, overall the Compact 5 won't change much, but is still a fun SMG with these mods.

Secondly for sights we get 3, the Box Buddy Sight which is just a the Theia Magnified Scope from the Sniper Pack when it comes to stats, the original sight for the JP36 which looks cool, but blocks too much of the screen to be considered useful, and the Reconnaissance Sight which works the exact same way as the Theia at telling distance from a target, but works on Assault Rifles as well, this makes it the best sight in the pack in my opinion, while the others are nice, they lack in comparison to the Reconnaissance Sight.

Thirdly for Pistols we get 2 Mag Mods for the Crosskill and Interceptor Pistol respectively, again very nice buffs to older weapons, but these pistols still won't hold much compared to the Sig 40 and Baby Deagle, but if you enjoy those 2 pistols, it's a nice addition to have.

Now for the intresting stuff!

Fourth we have a new Shotgun Barrel Extension called Donald's Horizontal Leveller, this increases damage, stability and lowers concealment, however it tightens the spread of shotguns, this makes it a perfect mod for AA12s and other shotguns that want all of their pellets to hit a close target, overall I love this Barrel Extension.

Fifth the IZHMA 12G gets 2 new mods, the Hollow Handle which increases concealment by 4, and the short barrel which also increases concealment by 4, but lowers accuracy by 4 and stability by 4, this FINALLY buffs the IZHMA into an actual GOOD gun, before it has always been a downgrade to the AA12 from the BBQ pack, but now this weapon is a fantastic Dodge Crit weapon, I made a build which craps DPS onto enemies, I will share it later and trust me when I say, it does work... A LOT OF WORK!

Lastly for mods we get the speed Pull Mag which increases the reload speed of your weapon by 100%, this works on nearly all Rifles and SMGS with Mag mods and it works well... HOWEVER!

The JP36, UAR Rifle and Heather SMGs can use this as well despite having no Mag Mods, this makes 3 already good weapons that require no DLC to be viable into monsters!

Next we have 4 Sidejobs, these require you to find 2 keys and crates on Certain heists, like for Rats day 1, and 2 have a key, while 3 has a case, when you finish one, you get 1 mask, 1 pattern, 1 material, and 1 weapon part. The keys and cases are easy to find, and even then so many guides are around to help!

When all jobs are finished you get a new Grenade Launcher, it's mag fed and very powerful! It's a straight upgrade from the China Puff for armour players due to it's higher ammo, however the concealment is very low compared to the China Puff, overall a great weapon!

The masks are all awesome, my personal fav is A.W.O.L, and I enjoy using all 4 masks, it's about time Overkill added masks which I actually like for once.

Achievements aren't required to unlock anything which is good, and the new ones are nice additions to the family, all 4 aren't hard, but can be a nice challenge.

Overall this pack is good... too good... to be honest it's Borderline Pay2Win right now... and that's the first time I've said that with any DLC because I often see a downside with certain DLCs.

Like the Sniper Pack introducing a new Playstyle that relays on teammates defending them, while they take out specials, and new free Snipers being added, so in my eyes that DLC wasn't Pay2Win ever.

Or the BBQ pack having the powerful Molotovs, but losing the explosive power of grenades and the insta kill javelins/Axes/Knives can cause you to die, so again this DLC wasn't Pay2Win in my eyes.

Or the Ninja pack adding the powerful Lebensauger 308, while rendering DMRs useless, it falls on higher difficulties and was only overpowered on Overkill and lets be honest, everything is overpowered on Overkill, so again this DLC in my eyes wasn't

Pay2Win.

Or the other Mod Packs. The Gage Courier Pack which gave you tasks collecting Boxes, which prevents you just straight up getting an Inf amount of Quad Stacks, not only that but most mods these days do the exact same, if not more then most mods in that Pack.

As for the Butcher Mod pack, the mods in that doesn't add to much to make any guns OP or Broken, yes there are some that are straight up stat boosts with 0 Downsides, but they are so small, it's hard to notice. Plus that pack is limited to Assault Rifles, while the other mod packs give buffs to nearly every single weapon in the game.

So overall yea it's a fun pack, but some mods add so much and doesn't include any bad downsides... that is a good thing.. and sadly a bad thing... hopefully Overkill doesn't add too mant crazy mods next time, again it's fun, but I shouldn't have to buy a DLC to make my JP36 or IZHMA way more viable then before.

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