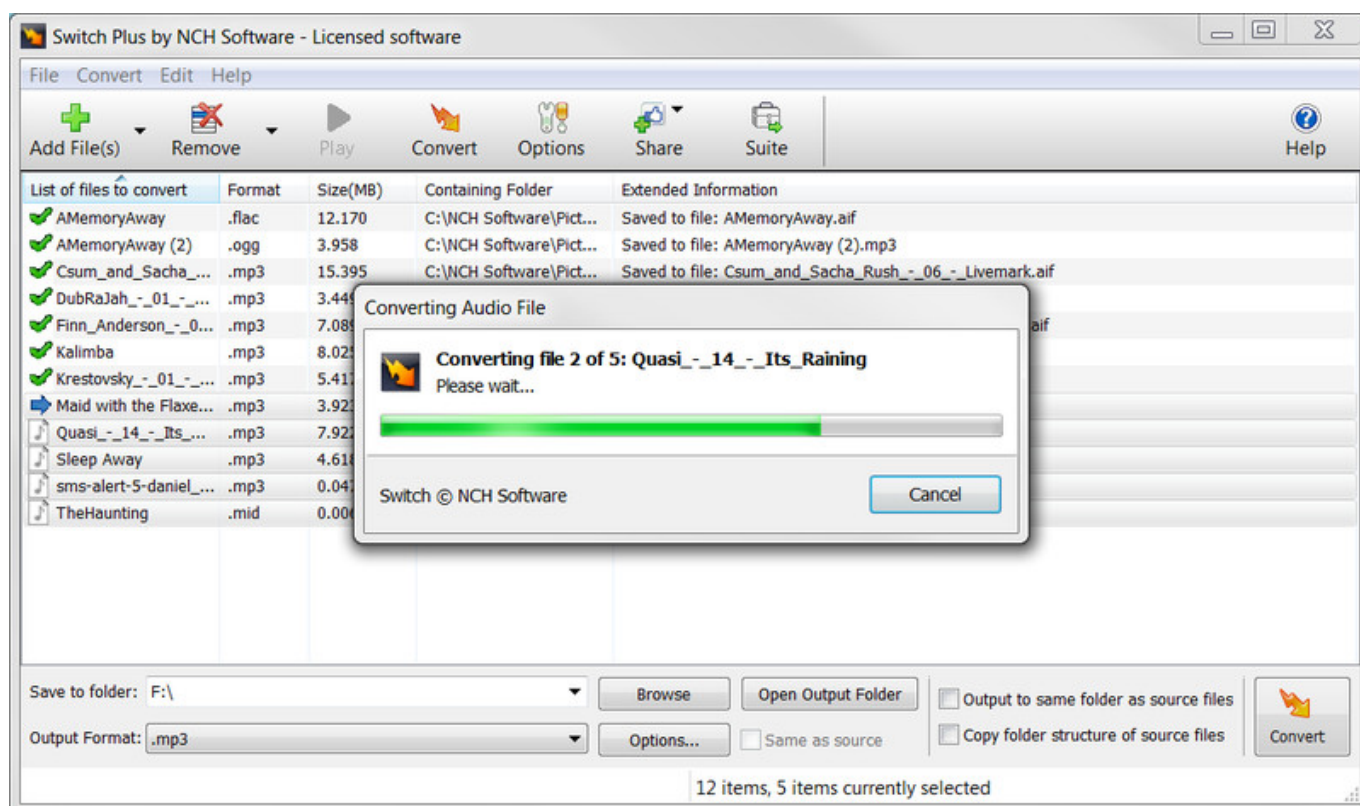


Arma 3 Marksmen Download Direct



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About This Content

Hone your shooting skills and engage in ranged combat with the seven new weapons in the Arma 3 Marksmen DLC.

Key Features

- **Seven New Weapons** - Five marksmen rifles and two medium machine guns offer new opportunities for squad-based gameplay. The new weapons are:
 - *Cyrus 9.3 mm* - high power marksman rifle
 - *MAR-10 .338* - high power marksman rifle
 - *Mk-I EMR 7.62 mm* - medium power marksman rifle
 - *Mk14 7.62 mm* - medium power marksman rifle
 - *ASP-I Kir* - special purpose rifle
 - *SPMG .338* - lightweight medium machine gun
 - *Navid 9.3 mm* - medium machine gun

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- **Scopes** - The AMS and Kahlia medium range scopes complement both the new and existing weapons.
 - **Remote Designators** - Two remotely-operated laser-designators can be used to spot and laser designate targets from afar.
 - **Ghillie Suits** - New ghillie suits for the NATO, CSAT, and AAF factions provide camouflage for various terrain types.
 - **Firing Drills** - Combine movement and medium range shooting in three new Purple Courses of Fire.
 - **Showcase Marksmen** - Use your new abilities and long range sharpshooting skills in a tense reconnaissance mission.

Platform Update

The Arma 3 Marksmen DLC is supported by a major Arma 3 platform update, featuring a wide variety of **new content and features**. The platform update is free for all owners of Arma 3.

Supporting Content

- *End Game Multiplayer Mode* - A team-based multiplayer mode, containing experimental gameplay features such as Dynamic Groups, Shared Objectives, and Revive.
- *Showcase Firing From Vehicles* - Experience the Firing From Vehicles feature in an actual combat scenario for both singleplayer and co-operative multiplayer.
- *VR Training* - Three new courses to train up your weapon handling skill-set.
- *Virtual Garage* - Examine and customize the extensive collection of vehicles in Arma 3.
- *Vests & Face Paints* - Three new heavy and grenadier vests designed specifically for improved explosive shielding and ballistic protection. Nine new types of face paint are added to provide maximum concealment.
- *Editor Objects* - New shooting range objects for Arma 3 content creators, including VR (vehicle) targets, balloons, swivel and dueling targets, shooting mats, a shot timer, a bullet trap, and an air horn.

Supporting Features

- *Weapon Resting & Deployment* - Benefit from a passive bonus to your accuracy while your weapon or arms are near any stable surface. Deploy your weapon firmly using bipods for the greatest precision possible.
- *Improved Recoil & AI Suppression Simulation* - Fire personal weapons with a greater feeling of power and authenticity. Observe Artificial Intelligence units suffer impaired combat efficiency when under fire.
- *Sound Enhancements* - Be immersed by a richer combat sound scape in different surroundings, at a distance, and under incoming fire.

Title: Arma 3 Marksmen
Genre: Action, Simulation, Strategy
Developer:
Bohemia Interactive
Publisher:
Bohemia Interactive
Release Date: 8 Apr, 2015

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Minimum:

OS: Windows 7 SP1 (64bit)

Processor: Intel Dual-Core 2.4 GHz or AMD Dual-Core Athlon 2.5 GHz

Memory: 4 GB RAM

Graphics: NVIDIA GeForce 9800GT / AMD Radeon HD 5670 / Intel HD Graphics 4000 with 512 MB VRAM

DirectX®: 10

Hard Drive: 32 GB free space

Audio: DirectX®-compatible on-board

English,French,Italian,German,Czech,Polish,Russian,Japanese,Korean,Simplified Chinese,Traditional Chinese,Turkish

Dusto Bunny	1116/1116
Silver Potato	595/813
American Beetle	526/856





Great game! Towards end got really sweet!

. A while back I played the demo and I really enjoyed it. The music is fantastic, controls felt like they were on the way to being perfected and I was eager to see more. I purchased the game, but I somehow find the controls worse now. I find the kick move incredibly unreliable and I end up dying more often than I find myself hitting enemies. The only problem I have with the game so far is the controls, they just feel awkward. Otherwise, the game is a brilliant and charming retro inspired platformer.. Great game ! Keep up devs team!. As a horror enthusiast, this did nothing for me.

The monster was not scary nor the sound he made, I kept glitching into a wall or the monster and I would glitch and get stuck, and there was no option to opt out in the middle of the game, so I literally had to turn off my computer to quit entirely.

The graphics were okay for what it was, controls were a little touchy, but the worst was the monster and programing itself. The only good thing about this game was the few seconds of song that played and the man over the intercom at the beginning of the game play, raising curiosity of who it is and peeking into a back story.

However all in all, poorly done game and not worth time or frustration.

I would recommend the Developer to revisit and rebuild this game.

It's concept is interesting and should have more work put into it, fix bugs, add more option in case both player and monster get stuck, control layout, REDESIGN THE MONSTER (It looks like a generic troll from a fantasy rpg of something), and better controls.

If these are fixed, I will give this game another try.

~Sincerely,

The Fuboo. This game is seriously underwhelming. I bought it because the clay animation promised something new and fresh which I am all for.

In game it actually looks like♥♥♥♥♥♥ Everything is just blurry and not pleasant to look at. The controls are wonky (with keyboard and mouse) and you can hardly avoid obstacle because of it. Combat you just mash attack and it autoaims at enemies to compensate for said controls.

But what really turned me off is the "story" and dialogue. It's the cringy meta-humor a 13 year old would write if tasked with writing for a game for the first time. "Oh, what's this? A Chest that talks? Wow, that's not how things normally are! SO CARZY!"

Played half an hour and imediately refunded.. Rage-quit simulator. Such a frustrating game. The challenge is lost with frustrating mechanics.. Played on MAC. I haven't seen any problems to play. I have also boardgame version but I prefer digital one to avoid to calculate enemy actions. It's hard to win, I've only draw in my best game yet.. Seems like it would be fun if it wouldn't randomly stop working with my controller within the first 5 minutes of play.

This price for ONE skin?. ABSOLUTELY BRILLIANT! The game on PC really puts the console versions to shame. The visuals are absolutely stunning, esp with Sweetfx enabled. The grass in particular is the best I have seen of any sports game, and the created players really come to life. In terms of eye candy, you simply could not ask for any more. The gameplay is extremely smooth and responsive, and it runs perfectly all settings maxed out on my fairly moderate system.

This game has real depth and the more you play it, the more you realise just how much of a simulation it is. The ball physics in particular are first class. I feel that the competition options and customisation could be a bit more expansive like DBC, but hopefully this will be added down the line in patches etc. The fanhub is again the best player creator I have seen to date, and with enough time and patience, it is possible to create players who really look authentic, visually. BUT.....I personally do not like everything about the way the stats system is done. I realise they did it this way to prevent cheating and having super players, but as it stands you are not able to create players with their unique and specific skill set. Many people have voiced their concern about this on the forums, and seeing as Big Ant are great listeners to the public, I hope that this will be changed in a patch, so that we can alter the stats individually, so that each player has a true to life representation of their skill set.

Another area where the PC version shines is in the modding department. Already we can load custom Jerseys and Logos, but hopefully this will be greatly expanded down the line, to include Balls, Referee Kits, Field Markings, Adboards, Crowd Clothing etc. The mere possibility is extremely mouthwatering and adds such great authenticity, especially for the retro/classic content. So is it worth getting the PC version.....ABSOLUTELY!!!! Why? The visuals are far more stunning, it runs alot smoother, the mods will be epic AND it will see alot more patches and support (ala DBC).

The lads at Big Ant deserve a medal for this masterpiece and I know with a little fine tuning and expanded options and mods it will be the ultimate Rugby League gaming experience. A wonderful company who really care about what the fans think and their willingness to listen and support is second to none.

For those of you baulking at getting the PC version.....IT IS WORTH EVERY PENNY!!!!. As an ice breaker for meeting new people, this game is practically global warming.. nice little puzzle game, worth the small amount i paid, fun!!. I recommend it. It has a lot of features, but needs some severe polishing. If you want a good idea of what the game is like, look up Counter-Strike 2 Online. It follows the basic movement and accuracy of Counter-Strike.

Things that need fixing ASAP:

- Footsteps are WAY too loud.
- Shotguns are overpowered.
- Some guns just don't lose accuracy when strafing.
- Remove the annoying "reloading" voice lines.
- Micron ult is overpowered.
- Following players through walls during the kill cam.
- Hitmarker sounds and headshot sounds are obnoxious.
- Smoke grenades need to be larger.

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