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Subject: Matrix officially announce Hired Guns  
Posted by [Stromb](#) on Mon, 17 Nov 2008 17:44:23 GMT  
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Good news, Matrix Games has officially announced Hired Guns the Jagged Edge. You'll find the news here :  
<http://www.matrixgames.com/news/541/Matrix.Games.to.Publish.Hired.Guns:.The.Jagged.Edge>

Release date is end of november, without more details it seems. With a bit of luck, we'll have a nice bug-free clone of JA2 in 3D.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Watchman](#) on Mon, 17 Nov 2008 20:18:09 GMT  
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Quote:Release date is end of november, without more details it seems. With a bit of luck, we'll have a nice bug-free clone of JA2 in 3D.

I have my fingers crossed on that. Though seeing all the reviews it got, I guess I'm gonna have expect at least some disappointment.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Cagemonkey](#) on Tue, 18 Nov 2008 16:02:14 GMT  
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WatchmanQuote:Release date is end of november, without more details it seems. With a bit of luck, we'll have a nice bug-free clone of JA2 in 3D.

I have my fingers crossed on that. Though seeing all the reviews it got, I guess I'm gonna have expect at least some disappointment.

Sad to say I have to agree. I really hope they weed out the worst bugs. I

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [yeesh](#) on Wed, 19 Nov 2008 04:45:13 GMT  
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I wish I could believe some time was being spent weeding out bugs and perfecting the game. I really do.

Lately I feel like PC games in this wonderful genre are released with minimal or no support. But I guess any game is potentially better than no game.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Will Gates](#) on Wed, 19 Nov 2008 13:37:10 GMT  
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3d world looks no more advanced than the for sale Vietnam mod for Bungees Myth called Green Berets. The interface looks more like JA1 than an improvement on JA2. On the other hand faction interaction sounds interesting as does the "possible more than one way to win" thing. I'll wait until some of you others have played the hell out of it for some real feedback. No mention of map editor or moddability either. JA2's mutant spawn; that's what happens to orphaned games when their parent company has died; they're just tender prey to any & every rapacious game developer out there.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Stromb](#) on Sat, 22 Nov 2008 01:55:30 GMT  
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Well, yes, it's potentially better than no game at all, even if those kind of clones are often poor remakes. As for mods, it seems there are some possibilities (stats for instance), but not official tool. It could be interesting if the assets of Warzone (their other RTS based on modern WW3 in Saudi Arabia) could be used. It seems to be the same engine.

The release date now seems to be the 26th of november.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Kikuchiyo](#) on Sun, 23 Nov 2008 02:33:16 GMT  
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From what I have heard Matrix is fairly good at releasing and supporting the games they pick up. The publisher specialises in publishing niche wargames most of which are turn based, and so far I haven't heard any bad things about them. \*shrug\*

Time to cross fingers.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Kaiden](#) on Tue, 25 Nov 2008 20:09:20 GMT  
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Guess I'm going to buy it, although it will probably be next week before I can. Anyone else going to risk disappointment to pick this one up?

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [lockie](#) on Tue, 25 Nov 2008 21:51:41 GMT

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You are nominated guinea pig , or ... guinea HAM !

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Arquebus](#) on Wed, 26 Nov 2008 19:43:04 GMT

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buy it... yes...  
fullprize? not likely...  
bargain bin here we come!

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Kaiden](#) on Wed, 26 Nov 2008 20:57:27 GMT

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Well... It's the 26th and it's still not available from Matrix. I searched HI and low.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Sturm](#) on Thu, 27 Nov 2008 20:27:10 GMT

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Hi everyone,

I just looked on Matrix forum and looks like Hired Guns may not make it out till Dec 1,2008  
They like to please their retailers by making sure it's in stores before online download.I'm keeping  
and eye on this, I hope it's a good game.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Nstratsky](#) on Sat, 29 Nov 2008 02:27:00 GMT

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I just bought this game today at best buy. however i don't have a working DVD drive (0/2) and it  
takes a 128mb card to even play. i'm hoping i can run it super low res on my on-board but i have a  
256mb coming an a week so i'm sure it'll work. I'm really excited to play it. The back of the box art  
that shows like the tactical map screens and sector inventory screens and it looks just like vanilla  
ja2 but until i get it booted i wont make any real judgments.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [lockie](#) on Sat, 29 Nov 2008 14:31:50 GMT

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Keep us up to date please , little review of first impressions , then maybe a bit more 'in-depth' review , thanks .

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Stromb](#) on Sun, 30 Nov 2008 18:49:16 GMT

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Well, basically, it's JA2, as the game was initially JA 3D (so a JA 2 clone in 3D...). They kept the structure / interface like for the computer (emails, datas, ...) and the strategic map (though it looks and works a bit differently ; you're more limited in your moves i think).

The more important point is to know if the gameplay was tuned, and the bugs cleared (and if the translation is good, though don't wait anything specials from the dialogs as far as i've seen, it's just ok but don't have the flavour of JA).

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Siresmithnj](#) on Mon, 01 Dec 2008 03:59:57 GMT

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There I was... in Best Buy on Black Friday, and this lil Gem was on the shelf, and the Matrix site still says coming soon.  
\$29.99 = Gotta get it now.

Installation... no problem, pumped the resolution to max for my monitor too, which was nice.  
Game play... well it is a hell of a lot harder than JA, JA Deadly Games or JA2. (BTW - Just for clarification HARDER in a fun but not overwhelming way)  
Quests, are a bit hit or miss so far. Death, pretty much easy as pie as the AI is good, or REALLY good at times. Grenades lobbed at you the first chance they get.  
Its a great game, for the price and especially considering the dry spell. But it is not Jagged Alliance. Even though your laptop interface is identical right down to the questions for the personality text for your personal Merc.

Is it a Win, I'm tossing my Hell Yah.

If you haven't bought it because your wondering... get it. But only if you can stand poorly translated but still understandable games. The text and speech has made me go WTF a couple of times out of confusion.

Only things I can say we need are a way to custom build our Mercs... and a way to tweak the weapons in the online store. But thats not the publishers, thats the modders. So Help me Bears Pit.

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Subject: Re: Matrix officially announce Hired Guns

Posted by [DeathTouchWilly](#) on Mon, 01 Dec 2008 04:22:02 GMT

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I'm traveling right now so I can't sit down and confirm everything but I had a blast modding HG. Everything should be readily changeable in Excel (mercenary, weapons, equipment). Again, I can't go into specifics until next week when I'm back in front of my desktop but you should be able to have a field day with modding this game if the difficulty is not to your liking.

Additionally, there is an FAQ we will be posting that is also shipping with the Matrix version of the game. Stay tuned to the Matrix Games HG forum for tips and tricks because that should help a good deal to.

One thing mentioned in the FAQ was that it is HIGHLY recommended that you start the campaign in Easy mode first as this is the best balanced and will smooth out the learning curve for you quite a bit. It's not too easy but it's not impossible either - it's a pretty nice balance.

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Subject: Re: Matrix officially announce Hired Guns

Posted by [dduke](#) on Mon, 01 Dec 2008 20:27:00 GMT

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The Italian version is shit, the translation is awful google-like, no 1.07 working patch for us, the only one on gamershell is broken, making the disk useless "insert the 1.07 dvd" 1.07 dvd? seriously .

The combat gameplay is fun and working good with a modified file I downloaded at the perter-games forum, otherwise my buckshots made -2 hit damage fixed with the file.

About AI: playing at easy but still competitive enough. Nothing compared to Silent Storm anyway, the Nival's game it's the best 3D turn based game actually.

The rest:

story...where it is? "hi, I'm the bro of the governor, go there and do that, goodbye" zero fun tried to play at night? it's like noon...what the hell is going out there in this fictional africa!?!? my only reason to play turn based games is night.ops.

weapons I don't know at the moment. One needs to play enough to gain access to all the weapons, but how I'm supposed to play with this buggy game?

So...do I have to wait for a patch or it's time to make a video "how a 30

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Subject: Re: Matrix officially announce Hired Guns

Posted by [Siresmithnj](#) on Tue, 02 Dec 2008 03:16:53 GMT

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Not sure about the problems, I haven't had any crashes. The US version is 1.07 from the start.

Regarding the story, a bit shallow as far as contact with the main person... I guess, but he leads and the other quests, and info you get via email seem to fill in gaps. Please note I'm not that far

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into the game yet.

HOWEVER, today after the post above about editing... I started poking around, and whoa, this game is full of lua and xml files so it is EAAZEEE to mod. It just got another star in my rating.

Still loving it so far.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [DeathTouchWilly](#) on Tue, 02 Dec 2008 03:44:27 GMT  
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Double DukeThe Italian version is shit, the translation is awful google-like, no 1.07 working patch for us

Tri Synergy/Matrix Games don't have anything to do with any version but the English version available in North America. The localization may be bad and there may be other problems with EU versions but the only one I can speak for or support is the North American version.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [dduke](#) on Tue, 02 Dec 2008 11:56:23 GMT  
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I'm aware of that, but the game is rubbish. Matrix or peter-games no matter.  
It CAN be tollerated to have a buggy game at day one, ok, but DEVS won't continue patching and they just vanished behind their monitors. Selling a game that does not even get a minimal support?  
What's in the heads of those guys? Brains are freezing up there in russia?

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Sturm](#) on Thu, 04 Dec 2008 00:11:09 GMT  
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Got the game \$29.99 not to bad. Have to agree with Siresmithnj on a lot of things about it. Only 30 mercs at Aim (not its name) .Most won't join me .One thing seams they dont like english lol.Lots of cussing during battle ,hard to tell were bad guys are. Have sprits like fallout if wearing a hat or vest it shows on merc if hatless it shows .I wood love to have this in JA 2 stile of play.I give it a 7 out of 10.But I played 2 days only .Hope someone hacks this into a great game.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [DeathTouchWilly](#) on Thu, 04 Dec 2008 04:57:15 GMT

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SturmbladeOnly 30 mercs at Aim (not its name) .

Just to clarify - the reason they won't join you is either:

1. You don't have enough respect within the nation for the mercs to work with you. You need to get out and complete some missions and conquer some territories to get enough clout for the better people to want to work with you.
  2. Not all mercs play nice together. A simple example is there's an Irish merc (sharpshooter, I believe) that hates Brits and there are several Brits available from the merc pool. If you have the Irish dude on your team then none of the Brits will agree to work for you. Make sure that you study each character's history and scope out who they do and do not work well with.
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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Siresmithnj](#) on Thu, 04 Dec 2008 15:57:04 GMT  
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Ok, a few updates...

There are some interface bugs, the most annoying of which is that it offers the option to turn off displaying the Trees... but this does not work for me at all.

Some equipment bugs... there appears to be eye and face slots on your paperdoll, but after reviewing the xml files, I find no equipment to go in these slots.

IMP Editing... I can't figure it out, and have talked with a few others who have given up as well. No matter what the Mercs skills get set too (even if your memory editing), they revert back to 85s.

But I'm still enjoying the game. Definitely playable, fun and entertaining.

It's a day short of a week of play time, and I've tinkered with it in normal mode, as well as a few mods in the xml and lua files. It's fun.

Is it JA, no. Will it keep us busy for awhile until JA3 is released yes.

It's a fun game. I'd agree with an earlier rating of a 7/10... if I could edit the IMP settings and build a team of 6 IMPs it would be a high 8.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Stromb](#) on Sat, 06 Dec 2008 10:53:23 GMT  
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I've tried it again and honestly, it's still a joke, a bad joke, but at least this time, the joke is in english.

The gameplay is still flawed. Line of sight are a problem and in fact, most of the past issue seems to be still the same. At least this time the game doesn't crash to desktop, so you less need quicksaving / quickloading.



As an example, i replayed the 2nd mission, Safari. You arrive with your beginning team, having nearly no ammos for the good rifles you found in the first mission. Your skills are rather low as you only can afford low skilled mercs (essentially). You face a gang, nearly three times your numbers (more or less). And then it's raining grenades. First fight, i took something like ten grenades and i don't know how, i manage to survive and win the battle.

I retried because the main NPC i was looking for was killed immediatly (without me being able to do anything, it seems he suffered some critical punch attack from a marauder).

In my second and third battles, i was not that lucky with grenades attacks, and they seriously hurted my team. In one case, in one round two 'nades killed two of my mercenaries, including the hero (they were already wounded by grenades the round before). In the other case, i was quickly badly wounded, and continuing would have been nearly useless.

The biggest problem is that when you play, it's again a question of pure luck. Nothing tactical. You began in a tight square. The ennemy has a lot of grenades, and use them better than you, most of the time. You may spray your guys, try hiding behind cover, IA still think it's a good way to dispatch you attacking this way (which is as a matter of fact a good idea).

It's all a question of passing / surviving the grenades, and after the fight plays more or less normally. I dare not thinking what it will be when you meet professionnall soldiers, or elite forces later in the game.

The only solution i see is playing at newbie difficulty level or hoping that when you gain experience and better weaponry, it's enough to make a difference and thus quickly take the advantage. There are some fun moments, but not enough to justify more than 5/10. It's just better than nothing if you want to play some JA clone in 3D with nice graphics and poor tactics.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [DocZ](#) on Mon, 08 Dec 2008 18:52:42 GMT  
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Just got the game and while I agree it's not JA2, it's OK IMO. So far no crashes to desktop for me and the translation is a little dodgy but generally understandable. The grenades are certainly a major concern as I watched the battle between soldiers and bandits (?) in the first sector and saw how lethal and frequently used they are...Generally it should provide some enjoyment for people wanting a tactical game and it may well be modded into a better game in the future. The camera angles are not the greatest, but i think you might be able to modify those with some settings IIRC.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [DeathTouchWilly](#) on Tue, 09 Dec 2008 01:22:45 GMT  
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Hey Guys,



Any complaints or suggestions you have for changes please submit to the Matrix Games Hired Guns forums.

We are hard at work vastly improving game balance, stability and more. Overall we hope to have a beta update out tomorrow and a substantial update file by the end of the week.

<http://www.matrixgames.com/forums/tt.asp?forumid=629>

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [orko\\_oskar](#) on Tue, 09 Dec 2008 11:44:17 GMT  
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The camera is an issue but that was basically fixed by a guy at said forum.  
Now it works like a charm.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Stromb](#) on Wed, 10 Dec 2008 00:03:29 GMT  
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Hi

I've tried the game at easy (newbie) difficulty level and i've no more the "raining grenades" problem. So i've been able to make some good battles without being suddenly and randomly exterminated by the IA So far i've not seen more than 3-4 grenades (though i've found more on dead bodies) and the results was "normal" (like some bad wounds but not every time).

In this case, at least you can enjoy the game. The only problem is obviously it's just "too easy" (the more when you're used to this kind of tactical game). I suppose that it may be a little harder later.

That's a good news that Matrix will tweak the parameters because, to be a bit more positive, there's some fun times in Hired Guns (and the scenery is really nice). It really looks like it's just not finished.

As for other complaints, i'll add that i've seen ennemy mercs "stuck" on a light cliff / slope near the sea (some kind of pathfinding trouble as they were trying to advance from their start point on the edge of the map (coastal city map, after the dam) towards the center.

It was during an attack of the town after i conquered it. At the beginning i was waiting for them, entrenched in the building on my start position, and after several turns seeing no one coming, i had to explore the surroundings to find them. When i did find them (at their starting location apparently, some decided to move towards me, while some stayed on the same tiles, like sitting ducks... They found a way to retreat though when critically wounded, but too late for them  
Anyway, you got the idea i suppose.

Also, when you open a door, sometimes your merc behave strangely. For instance, i've seen once a guy opening the door, advancing and then turning and closing the door ... (the move was just to advance and open the door). Another time i've seen one merc opening and advancing (when i had just ask to open). It's not dramatic.

On Line of Sight topic, it's sometimes nearly impossible to shoot an adversary which is prone. It's like he dug himself. In this case, you have to either stand up (if you're in crouch position) or move, usually advancing towards the target. I'll add that there was nothing between the shooter and the target (bush, grass, ... nothing, just dirt). I even see once an ennemy lying on the ground (after a critical shot or an explosion ; think ragdoll effect), and it was completely impossible to shoot him. I thought he was "dying" (as he didn't move anymore, but a few turns later i suspect he throws a grenade at me (safari map). Obviously, there was some kind of bug and he was under ground, or something like that.

LoS problems are not common, but you still rather often see them.

I've noted too that stamina quickly drop to zero (even whe you weight allowance is still under 100%). Considering that some maps are rather big and that some ennemies are either in static position on the edge, or have fled far away from you when hurt, sometimes, you have too explore without being able to run, so when walking / resting, it's a bit long as the game stays in turn mode. It's a bit like "where is the last of them". If he's critically wounded, he'll die sooner or later (i suppose they don't heal themselves). Again, nothing dramatic, but in some case, it's frustrating (it reminded me the same problem i had once in X-com where finishing a battle was impossible because an alien was hiding...).

That said, the solution i've found for this is to use a sniper to scout. I don't know why, but the sniper I hired sees ennemis really far away (nearly twice).

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [dinglehopper](#) on Wed, 10 Dec 2008 23:04:39 GMT  
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I bought the game from amazon and got it last Friday, here is my review so far after playing it for more than a few hours.

The grenades are a big problem! I tried playing it on expert, the safari mission is impossible because you start with your guys in a tight clump. More than once I never even got a turn because the marauders got to go first and killed me before I even got to do anything. Even on easy it is doable but one well placed grenade can take out 3 or 4 of your mercs. On other maps, especially larger maps and once you have better guns the grenade thing isn't so bad as if you get to go first you can usually take out or at least handicap everyone who is close enough to throw a grenade before they do so. Even if at the start the enemies were limited to stun or mini grenades it would not be so bad, but the full on hand grenades are a real game breaker at the early levels.

The English translations are usually good enough you can understand what is trying to be said, but never so good you can forget they are Russians using babelfish to translate their game for them.

Many missions are broken. For example if on the safari mission you side with the buss driver and kill the bad dude you are supposed to save, not only does your "boss" not even make a mention of your rouse to hide it as he was killed in the fight, but the french resistance fighter dude the buss driver tells you to meet at the train station doesn't act any differently towards you. He just tells you not to make train ticket prices too high, which there is no way i have found to adjust the prices, so he is totally useless.

Also the mercenary squads you hire at 15 grand for 5 guys say you should get rid of them fast because they cost money daily, but in actuality if they do it is a few cent's a day at best.

Sectors where you would expect natives to be are filled only with army guys, like the sector below the road to the airport says it is where some brothers families live, but the place is empty.

Sectors are also, except for the first sector, devoid of equipment. Every once in a while you will find a sector that has one spot that has a bunch of really nice items in it, but other than that you will at best find a single small clip in an outhouse toilet occasionally (my guess is Russian humor suffered under communism).

After a fight everyone you fought drops the same crap. At best you can expect two different guns and if you are really lucky they use different ammo types, but not usually. These guns are not what you can clearly see the bad guys you are dropping where using, which after getting spoiled by 1.13 breaks the immersion (whatever is left after the horrible translations).

The character speech is so horrible I had to turn it off. If it was just bad in one way I would have forgiven it, but it is bad in every possible way. For example it is not uncommon for a merc who has full health and never even been shot at, to say something like "Ahh, what's that wet stuff, it's blood, my blood, I'M BLEEDING" to celebrate making an awesome head shot that one shotted an enemy. Seriously, it is completely random, you will hear them say "Found an item here" to complain about bleeding and when there are no items on the ground anywhere in the game. Clear the sector and they are complaining about needing rest, leave combat without having cleared the sector and they are telling you the sector is cleared.

The second thing wrong is they literally stole many of the voices directly from movies. I am honestly surprised there have not been some serious lawsuits over this, and suggest Matrix do something about this before there are. For example, there is a Chinese guy named dragon. Most of his lines come from the Jackie Chan and Jet Lee flick from late last year or earlier this year. Can't remember what it is called, but it wasn't a great movie to begin with, it is the one where there is some Monkey king who is imprisoned. Well, the line you get most often from him when you click on him is cut straight from that movie and is an annoying monkeyish laugh that the monkey king makes in that movie. Many other lines from this character are cut straight from the movie, like "You do not have any kung fu" and "My kung fu is better than your kung fu". Another line I heard from several mercs is straight from a comedian, and you can even tell it is the comedian himself saying it because he has a distinct voice. I even remember him saying it in a movie but can't recall right now which movie it was. The actor/comedian is Richard Lewis and I think the line comes from Wagons East. There are more, but that should get the point across.

Their gun's are completely out of wack. The FN FAL for example is completely useless, it is one

of the worst guns in the game, how can this be? It is barely better than some pistols, can barely out range some shotguns, and is not even as good as the stinking calico 9mm rifle. At least you can buy it fairly early in the game, to bad you can barely ever buy ammo for it and many other guns you can buy early on until you are almost done with the game.

And there is ammo in the game, and always readily there to buy, that is not even used by any guns in the game. We are not talking a few types of rounds here either, there are like a dozen ammo types that are never ever used by any in game guns.

Sniper rifles are way to powerful, but it is because of poor AI not because they are actually too powerful. You see, if you load your mercs up with sniper rifles, get into a new zone and set all your guys up in a corner, and manage to take out every guy near your guys before the enemy has a turn to "see" you, then you will just be able to sit there with sniper rifles and take pot shots at enemies clear across the zone without them moving, coming to investigate, or anything. Shoot one in the chest and he just stands there like nothing happened, forever (or at least until you kill him). You can clear entire zones this way without ever even getting a shot fired at you, and hard zones too, like the airport is an easy one to do this at because it has no hills for enemies to hide behind.

Basically, I am enjoying the game, I recommend it only because it has enormous potential for modding greatness. But it has a ton of problems still that should be ironed out by Matrix and the Russians before many more people get there hands on this game.

DH

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Therion](#) on Fri, 19 Dec 2008 12:47:47 GMT  
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So, it's a game commercial game that needs to be fixed by modders?

Anyway, it won't even work on my comp, so I'm not interested in it.

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [swatman89](#) on Fri, 19 Dec 2008 19:09:36 GMT  
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something strange,  
I am in the first map  
the army fight against me and the villager that show as natural, but suddenly without any action from the natural villager start shoot at me , to any body else its happen or is a bug?

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [lamurt](#) on Fri, 19 Dec 2008 20:28:56 GMT  
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did you talk to the villager first?

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [Stromb](#) on Fri, 19 Dec 2008 20:38:45 GMT  
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In the first map, there's just 2 civilians, the other neutrals are marauders (or the army, if you buy a pass or don't bother them). If you go seeing the civilians (the man is a contact for a secondary mission), he ask you to help him with his "neighbors" who threatens him and his wife.

When you approach the marauders, usually a fight began between them and the army. There's a dialog with the boss, which may start a fight. Perhaps the script broke for you or you shoot a guy thinking it was a soldier ... To avoid the unnecessary fight with the army, quickly click on the officer to send a guy talking to him. If not, they may quickly and suddenly attack you because you don't answer them ...

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [swatman89](#) on Sat, 20 Dec 2008 07:39:24 GMT  
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Now i think there is fat guy with red t shirt thar dying, maybe when he die they becoe hostile to me

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Subject: Re: Matrix officially announce Hired Guns  
Posted by [lockie](#) on Sat, 20 Dec 2008 09:42:06 GMT  
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Quote:Now i think there is fat guy with red t shirt thar dying

Poor old Santa

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