
Subject: Converting units, and snipers (singleplayer)
Posted by [flyingfox](#) on Sat, 31 Jul 2004 01:48:35 GMT
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See, when you start playing single player your clothes are turned magnetic before each level starts. A magnetic element that doesn't oppose your magnetic force is then applied to the front of each AI weapon. So when an AI soldier sees you, his weapon will automatically lock onto you, giving him perfect weapon accuracy.

The only real way to avoid getting hit by AI snipers is to keep moving. Even at that, you aren't totally immune.
