
Subject: Converting units, and snipers (singleplayer)
Posted by [terminator 101](#) on Sat, 31 Jul 2004 01:40:38 GMT
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1. In the loading screen of some singleplayer missions, it says that "some vehicles and buildings can be converted to your side(or something like that)". I don't get it. How?

Another question:

2. In singleplayer, when sniper spots you, he either:

- kills you right away
- just damages you
- misses you completely

what factors affect his decisions?

Subject: Converting units, and snipers (singleplayer)
Posted by [YSLMuffins](#) on Sat, 31 Jul 2004 01:42:45 GMT
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You get a priest or monk and some cannon fodder to occupy his weapon.

Where exactly do you see this?

Subject: Converting units, and snipers (singleplayer)
Posted by [terminator 101](#) on Sat, 31 Jul 2004 01:46:45 GMT
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Quote:In the loading screen of some singleplayer missions

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.

Subject: Converting units, and snipers (singleplayer)
Posted by [terminator 101](#) on Sat, 31 Jul 2004 01:55:00 GMT

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Quote: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.

Is that a joke or are you actually explaining it?

Subject: Converting units, and snipers (singleplayer)
Posted by [flyingfox](#) on Sat, 31 Jul 2004 02:06:43 GMT

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f'real. Locke thought it would be smart to weigh havoc down with magnetic materials. In fact, havoc's name was originally going to be "The Magnetic Man", but they scrapped it because it sounded completely stupid and unoriginal. The guy who thought of the name was fired from the team.

Subject: Converting units, and snipers (singleplayer)
Posted by [sniper12345](#) on Sat, 31 Jul 2004 04:40:47 GMT

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I suppose he thought of the name "locke" too then.

Subject: Converting units, and snipers (singleplayer)
Posted by [kopaka649](#) on Sat, 31 Jul 2004 17:14:14 GMT

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doesnt that just mean you can take empty nod tanks?

Subject: Converting units, and snipers (singleplayer)
Posted by [NHJ BV](#) on Sun, 01 Aug 2004 07:48:04 GMT

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Yes, and occupy empty Gun Turrets.

Subject: Converting units, and snipers (singleplayer)
Posted by [AlostSOul](#) on Sun, 01 Aug 2004 12:01:02 GMT

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flyingfoxf'real. Locke thought it would be smart to weigh havoc down with magnetic materials. In fact, havoc's name was originally going to be "The Magnetic Man", but they scrapped it because it sounded completely stupid and unoriginal. The guy who thought of the name was fired from the

team.

I can see why , and does that mean that the AI doesn't really aim, they just have the gun lock onto him? And why did Locke weigh him down with electro-magnetic clothing? And shouldn't that work to his advantage, bouncing bullets off of him?

Alotta questions, so little time to ask.

Subject: Converting units, and snipers (singleplayer)
Posted by [TheMouse](#) on Mon, 02 Aug 2004 04:45:42 GMT
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kopaka649doesnt that just mean you can take empty nod tanks?

actually, it is referring to the mission after the mansion when you and the dead6 have to escape from the village. at one point, hotwire turns two sam launchers to GDI with her magic blue beam. I wondered about that myself until I figured it out.

Subject: Converting units, and snipers (singleplayer)
Posted by [terminator 101](#) on Tue, 03 Aug 2004 23:05:20 GMT
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O.K mouse, but there is one more mission (I forgot which one, and I am too lazy to look) that has same tip as I said in my first post, and in that mission, there is no hotwire. So either there has to be another way, or I don't know.

One more thing, will someone normally and straight forward explain to me answers to my questions? From what I heard so far is that AI soldiers just lock onto you and shoot. O.K, But with snipers it has to be different, because as I said, they sometimes don't hit you, sometimes hit you, and sometimes kill you in one shot, so I guess it is just random, right?

Subject: Converting units, and snipers (singleplayer)
Posted by [rm5248](#) on Wed, 04 Aug 2004 00:55:06 GMT
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Human error? People can't always be perfect.
