
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?
