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Subject: Secondary Costumes

Posted by [Chimp](#) on Tue, 04 Mar 2008 14:09:34 GMT

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Okay, so heres thing thing. . . .

I understand that for characters like Havoc, having other costumes are an advantage because, with his wide variety of suits, he has a basic camouflage. HOWEVER! That being said, I do not understand stuff like Mobius's metal costume, or the second raveslaw. It makes no sense to me. Not only are they both taller and more bulky, but it makes them way easier to see and hit because of it.

My question is, is there any advantage to the other costumes? For example, for mobius, would the metal costume perhaps, take less damage from fire? or tiberium? maybe less damage from mines? Does it offer ANY advantage whatsoever?

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Subject: Re: Secondary Costumes

Posted by [Herr Surth](#) on Tue, 04 Mar 2008 14:19:22 GMT

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Uhm... because some people think they look better?

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Subject: Re: Secondary Costumes

Posted by [Chimp](#) on Tue, 04 Mar 2008 17:08:59 GMT

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Surth wrote on Tue, 04 March 2008 08:19Uhm... because some people think they look better?

I'm talking about physical ADVANTAGES, not two gay guys discussing "which mobius do you think goes better with my APC?".

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Subject: Re: Secondary Costumes

Posted by [Herr Surth](#) on Tue, 04 Mar 2008 17:10:13 GMT

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there are none.

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Subject: Re: Secondary Costumes

Posted by [nikki6ixx](#) on Tue, 04 Mar 2008 17:19:02 GMT

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they don't ask dumb questions I'm not saying this is one of them though) and I guess WestWood thought that some people might want to play as them.

Edit: Answering the question: No there is no big advantages.

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Subject: Re: Secondary Costumes  
Posted by [Herr Surth](#) on Tue, 04 Mar 2008 21:33:53 GMT  
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There is NO advantage.

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Subject: Re: Secondary Costumes  
Posted by [trooprm02](#) on Wed, 05 Mar 2008 03:18:25 GMT  
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sadukar09 wrote on Tue, 04 March 2008 14:23  
Quit spamming, Calx gave better strategy than you.

ultimo burn LOL

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Subject: Re: Secondary Costumes  
Posted by [GEORGE ZIMMER](#) on Wed, 05 Mar 2008 03:26:13 GMT  
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No HUGE advantages, although normal Raveshaw DOES seem a bit shorter than the mutated version, so it'd be a tad harder to get a headshot, I guess.

And the powersuit versions of both the PIC Sydney and Mobius are a tad bit bigger and stick out like a sore thumb.

Seeing as how everyone seems to have skins these days, the rest of the alternate skins don't really matter, I'd say. Without them though, I suppose yeah, it COULD prove somewhat advantageous, I guess.

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Subject: Re: Secondary Costumes  
Posted by [Goztow](#) on Wed, 05 Mar 2008 07:31:12 GMT  
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On snowy maps it can be good to take the some white camouflage havoc, for exemple. It could help you a bit, unless ofcourse you got Scrin in the enemy team. His bright yellow advantage skins will own your camouflage.

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Subject: Re: Secondary Costumes  
Posted by [Herr Surth](#) on Wed, 05 Mar 2008 13:29:38 GMT  
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Goztow wrote on Wed, 05 March 2008 01:31 On snowy maps it can be good to take the some white camouflage havoc, for exemple. It could help you a bit, unless ofcourse you got Scrin in the enemy team. His bright yellow advantage skins will own your camouflage. I doubt such a thing has or will EVER determine the outcome of a cw.

---

Subject: Re: Secondary Costumes  
Posted by [CarrierII](#) on Wed, 05 Mar 2008 13:33:13 GMT  
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In a public server, using the appropriate camo can be an advantage, you're right, however, I doubt clanwars will see a difference for using it.

Also agreed, not the outcome, but perhaps the outcome of any one moment (sniping from distance, perhaps)

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Subject: Re: Secondary Costumes  
Posted by [Herr Surth](#) on Wed, 05 Mar 2008 13:35:39 GMT  
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I also doubt such a thing will ever determine the outcome of a public game...

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Subject: Re: Secondary Costumes  
Posted by [Starbuzz](#) on Wed, 05 Mar 2008 13:42:06 GMT  
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Surth wrote on Wed, 05 March 2008 07:35 I also doubt such a thing will ever determine the outcome of a public game...

Yep...as I said on the other thread, Renegade's reticle targeting system renders all skins useless.

---

Subject: Re: Secondary Costumes  
Posted by [Goztow](#) on Wed, 05 Mar 2008 14:31:19 GMT  
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TS question wasn't about "does it determine the outcome" it was about "can it be an advantage in any way".

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Subject: Re: Secondary Costumes  
Posted by [Herr Surth](#) on Wed, 05 Mar 2008 14:38:36 GMT  
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Advantages are things that determine the outcome in a positive way for yourself, disadvantages being the opposite. If it doesnt, it isnt an advantage?

---

Subject: Re: Secondary Costumes  
Posted by [CarrierII](#) on Wed, 05 Mar 2008 16:05:15 GMT  
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Like I said, the outcome of any one fight, or any one sniper shot (If I see the sniper, I'm more likely to dance around, making it harder for them to hit me)

---

Subject: Re: Secondary Costumes  
Posted by [Dover](#) on Thu, 06 Mar 2008 03:39:31 GMT  
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PIC Sydney's alt skin makes her a smaller target. That's about as far as any advantages go.

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Subject: Re: Secondary Costumes  
Posted by [RMCool13](#) on Thu, 06 Mar 2008 04:25:09 GMT  
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It does provide some camo to use other skins, for instance, snow Havoc will blend in mesa better then Nighttop havoc unless of course you have created your own skins.

---

Subject: Re: Secondary Costumes  
Posted by [nikki6ixx](#) on Thu, 06 Mar 2008 04:31:12 GMT  
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Holy Shit, RMCool, you're from Nunavut?! That's awesome.

---

Subject: Re: Secondary Costumes  
Posted by [troopr02](#) on Thu, 06 Mar 2008 14:32:03 GMT  
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I was just gonna say the same thing, you guys have enet up there? lol?

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Subject: Re: Secondary Costumes  
Posted by [Jamie or NuneGa](#) on Fri, 07 Mar 2008 00:20:54 GMT  
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When i was newer i use to mistake the alternative pic suit for a tiberium sydney therefore ignored more...

there isn't any advantage to be gained from different atires against half decent players though.

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Subject: Re: Secondary Costumes  
Posted by [nikki6ixx](#) on Fri, 07 Mar 2008 01:05:52 GMT  
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The secondary Sydney skin shows off cleavage, which is well worth the extra click.

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Subject: Re: Secondary Costumes  
Posted by [TD](#) on Thu, 27 Mar 2008 23:58:40 GMT  
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The alternative PIC Sydney might make it a somewhat smaller and sexier target, but makes me easily beat the meat in the battle heat.

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Subject: Re: Secondary Costumes  
Posted by [Herr Surth](#) on Fri, 28 Mar 2008 00:54:52 GMT  
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TD wrote on Thu, 27 March 2008 17:58 but makes me easily beat the meat in the battle heat.Whata crazy weather

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Subject: Re: Secondary Costumes  
Posted by [TD](#) on Fri, 28 Mar 2008 13:40:09 GMT  
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Surth wrote on Fri, 28 March 2008 01:54TD wrote on Thu, 27 March 2008 17:58 but makes me easily beat the meat in the battle heat.Whata crazy weather

Well, in the field are all.

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Subject: Re: Secondary Costumes

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Posted by [Herr Surth](#) on Fri, 28 Mar 2008 13:41:45 GMT

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Is your clanwars.cc site loading slow too?  
greetings from slovenia.

---

Subject: Re: Secondary Costumes

Posted by [TD](#) on Fri, 28 Mar 2008 14:04:28 GMT

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I DDoS it when I don't need to visit it for a while, so I don't have a lot of catching up to do when I am back.

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Subject: Re: Secondary Costumes

Posted by [Herr Surth](#) on Fri, 28 Mar 2008 15:14:06 GMT

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ah, that sounds logical.

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Subject: Re: Secondary Costumes

Posted by [InternetThug](#) on Sun, 30 Mar 2008 17:49:31 GMT

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hi stfu

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Subject: Re: Secondary Costumes

Posted by [TD](#) on Sun, 30 Mar 2008 18:30:16 GMT

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Surth, who the yuck are you

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Subject: Re: Secondary Costumes

Posted by [sadukar09](#) on Sun, 30 Mar 2008 22:25:44 GMT

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Subject: Re: Secondary Costumes

Posted by [nikki6ixx](#) on Mon, 31 Mar 2008 22:20:58 GMT

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Way 2 page claim, boys.

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Subject: Re: Secondary Costumes  
Posted by [Starbuzz](#) on Mon, 31 Mar 2008 22:41:13 GMT

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So let's talk about secondary costumes.

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Subject: Re: Secondary Costumes  
Posted by [nikki6ixx](#) on Mon, 31 Mar 2008 22:43:25 GMT

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Starbuzz wrote on Mon, 31 March 2008 16:41 So let's talk about secondary costumes.

That's actually a very good page claim.

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