

Dune Awakening: Should I Choose Stillsuit or Armor?

This article will analyze the pros and cons of Stillsuit vs Armor in Dune Awakening to help you find the best clothes in Arrakis.

Dune Awakening has a variety of clothing styles, each with their own unique advantages in the harsh environment of Arrakis. However, there are two main types of clothing: Armor and Stillsuit. Both have their own distinct functions and uses. But carrying two different sets of clothing can be a hassle, so which one should you choose? This article will **analyze the pros and cons of Stillsuit vs Armor in Dune Awakening to help you find the best clothes in Arrakis** .



Stillsuit in Dune Awakening: Pros and Cons

Advantage:

1. Recover water from the body
2. Better thermal protection
3. Light

Disadvantages:

1. Provides very little protection
2. No additional defense stats



The Stillsuit is best used for exploring in Dune Awakening. It has minimal armor protection but great heat protection. This allows you to explore more outdoors without getting sunstroke. Additionally, the Stillsuit also restores water to your body, giving you an extra water tank while exploring. So you don't have to carry a ton of water with the Stillsuit equipped. This frees up your inventory.

However, wearing a Stillsuit in combat is asking for trouble. A Stillsuit can handle small camp fights, but attacking a large fortress while wearing a Stillsuit would be foolish. While you can still clear large camps while wearing a Stillsuit, you need to be extremely careful.

Armor in Dune Awakening: Pros and Cons

Advantage:

1. Provides good protection
2. Provides additional defense stats
3. Both Light and Heavy options available

Disadvantages:

1. No thermal protection
2. No water recovery



There are two types of armor in Dune Awakening — Light and Heavy. Light armor reduces stamina costs while providing less armor, while heavy armor provides a lot of armor and reduces damage from guns, but takes more damage from blades. Both types of armor provide better protection than Stillsuits, while also providing additional defense stats.

However, the armor has no thermal protection and does not restore any water, making it useless for non-combat exploration, unless it is light armor that reduces the cost of stamina.

From the pros and cons mentioned above, you already know that Stillsuit is better for exploring, while armor is better for fighting enemy camps. But you can't carry two sets of clothes every time you leave your base. Most players will have multiple goals when they go out, including farming and fighting. So, which is the better choice in this case?

Overall, light armor seems to be the best of the two, reducing stamina usage and providing good armor. If you have any other opinions, please feel free to discuss!

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