

## Sneaking Suits in Necromunda

Suit	Enhanced Chameleon Powers*	Rerol Injury Roll once	S +1	T +1	Skill: Swim	WS +1	Respirator	Skill: Sneak Up	Cost
Sneaking	x			x			x	x	75
CQC	x	x		x		x	x	x	160
Skull	x	x		x	x	x	x	x	190
Muscle	x	x	x	x	x	x	x	x	245
	10	40	35	45	20	55	10	30	

\* Page 211 (hardcover rulebook)

### Suit Types

Sneaking Suits are special military wear created with electronic weaving technology using optical fibers. By clinging tightly to the wearer's body, the suit **provides protection and boosts strength**. Recent models also come with a variety of sensors, **shield the body from toxins**, and interface with nanomachines, among many other features.

The suit incorporated material similar to that used by Crisis Suits, providing **limited protection from chemical weapons**.

Sneaking Suits utilized a state-of-the-art camouflage system that was nicknamed the Chameleon Suit, due to the properties being very similar to how a chameleon blends itself into its environment. It utilized various internal temperature and optical sensors to allow itself to accurately blend in with the environment. It also contained a specialized polyester shield called a "camouflage screen" that possessed low radar detection capabilities to ensure the operative didn't get caught.

The suit is made of a special bulletproof fiber and provided effective heat and moisture insulation, **reducing both injury and stamina loss** for the wearer. Its **camouflage** also functioned well within a variety of different environments.

CQC Suits are a variant to the Sneaking Suit also known as Close Quarters Combat Enhancer Suits. Along with its protective features it was also designed to improve the wearer's **performance in hand-to-hand combat**. Bearing a strong resemblance to the Skull Suit, it provided enhanced **camouflage and sound reducing properties**, the suit's fabric also exerted pressure on the wearer's body to **help stop bleeding from any injuries**. Along with its protective features it was also designed to improve the wearer's performance in hand-to-hand combat.

Some suits are specifically designed to withstand harsh winter environments and prevent hypothermia, representing the latest advances in poly-thermal technology.

The Skull Suit, as mentioned above, receives its name due to its appearance. The suit was made of a rubber-like material, but could protect against a wide range of toxic substances. The design consisted of water-repelling scales that allowed the wearer to **swim easily**, and had a pebbled texture to reduce drag (much like a golf ball). Electrofiber technology provided the suit with a wide range of built-in sensors. Referred to as "Smart Skin" in military R&D, data regarding damage to different regions of the body, including blood loss, could be exchanged between the suit and the user's intravenous nanomachines to create a feedback system. While it **wasn't bullet-proof, it did provide some ballistic protection** to the wearer's body. The suit could also apply varying pressure to major internal organs to maximize performance and safeguard their functions.

A "muscle suit" **enhances the user's strength**. This suit was equipped with similar insulating properties to the previous suits, allowing to **survive harsh climates**. The suit is fitted with a data storage terminal known as "CHAIN," which includes the advanced capability of **providing remote medicine**.