

## Deus Ex: Revision - Suggestions #776

### MJ12 trooper redesigns

2016-10-03 21:37 - Sam Keightley

|   |           |                        |            |
|---|-----------|------------------------|------------|
| <b>Status:</b>  | New       | <b>Start date:</b>     | 2016-10-03 |
| <b>Priority:</b>  | Undecided | <b>Due date:</b>       |            |
| <b>Assignee:</b>  |           | <b>% Done:</b>         | 0%         |
| <b>Category:</b>  |           | <b>Estimated time:</b> | 0.00 hour  |
| <b>Target version:</b>  |           |                        |            |
| <b>Description</b>  |           |                        |            |
| <p>Since the player spends most of the time fighting MJ12 infantry, it would be a great benefit to redesign these so that there is variations between each of the types of infantry as well as variations in the types as the player progresses through the story. They could start of being security guard like and work their way up to highly skilled, equipped and intimidating commandos. I believe that this would have immense benefits to the mod as a whole.</p> |           |                        |            |

### History

#### #1 - 2016-10-03 21:38 - Sam Keightley

With regard to the inspirations, the colorations are not accurate and the final result should share the current MJ12 aesthetic. The forms of the designs though are highly appropriate.

### Files

|                                  |        |            |               |
|----------------------------------|--------|------------|---------------|
| bc87c818845041.562d04d3ddaca.jpg | 125 KB | 2016-10-03 | Sam Keightley |
| salvador-trakal-grunt.jpg        | 562 KB | 2016-10-03 | Sam Keightley |
| salvador-trakal-grunt-ii.jpg     | 448 KB | 2016-10-03 | Sam Keightley |
| NPCs.jpg                         | 968 KB | 2016-10-03 | Sam Keightley |