



## Dummy 13 Breacher Armor



Grimbach

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### Summary

Heavy armor plates for Dummy 13 arms and shins

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Tags: [armor](#) [shield](#) [smg](#) [dummy13](#)

My original goal was to simply improve the printability of the shins and forearms by removing the small cutouts, but without them they felt much more... Protective. Adding additional plating to the upper arms was just the next logical step. As a side benefit, the plates are also designed to improve printability by increasing the contact area with the bed. A modern shield and SMG are also included with the armor set, as they're thematically appropriate and I also felt there could be just a little more variety in the accessories department.

As for why I stopped there and didn't continue to uparmor the torso or thighs, my reasons are threefold;

- I didn't want to touch the parts that people seem to focus on customizing or gendering their figures (feet, thighs, waist, and torso) because I didn't want to deny them any options. Thus I created the shield to “protect” those areas without forcing people to choose.
- I'm already somewhat compromising flexibility with the bulkier arms, and I didn't want to exacerbate that by making a bulky chest, too.

- I frankly just am not a very good artist and couldn't figure out how to make it look good with the single-curve plates aesthetic I had going.

I hope to circle back once I feel a bit more inspired, but for now I'm sharing what I have.

Note that both the shoulder plates and upper arms have the following style options;

- Blank
- 13
- Square
- Diamond
- Triangle
- Inverted Triangle

Don't hesitate to suggest more if you have ideas.

## This remix is based on



### **DUMMY 13 Printable Jointed Figure (BETA FILES)**

by soozafone

## Model files



**breacher\_bicep\_armor\_diamond.stl**



**breacher\_bicep\_armor.stl**



**breacher\_bicep\_armor\_triangle.stl**



**breacher\_bicep\_armor\_square.stl**

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**breacher\_bicep\_armor\_13.stl**

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**breacher\_forearm\_armor\_left.stl**

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**breacher\_shield\_handle.stl**

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**breacher\_bicep\_armor\_triangle\_inverted.stl**

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**breacher\_shield.stl**

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**breacher\_smg\_upper\_suppressed.stl**

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**breacher\_forearm\_armor\_right.stl**

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**breacher\_shoulder\_armor\_13.stl**

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**breacher\_shoulder\_armor.stl**

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**breacher\_smg\_upper.stl**



**breacher\_shoulders\_armor\_square.stl**



**breacher\_shoulders\_armor\_triangle.stl**



**breacher\_shoulders\_armor\_diamond.stl**



**breacher\_smg\_lower.stl**



**breacher\_shoulders\_armor\_triangle\_inverted.stl**



**breacher\_shin\_armor.stl**

☐ Manually remeshed a problematic area that was causing slicing issues at certain scalings.

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