Duplex Designs' Ghost In The Shell Section 9 / Batou's Shotgun

Introduction

At Duplex Designs we do love a great sci-fi weapon. Although our favourite has got to be Deckard's blaster from the movie Blade Runner the weapons seen in the live action movie Ghost in The Shell really stood out as well.

This weapon is featured in the live action 2017 Ghost In The Shell movie. Batou used his shotgun in several scenes, most notably when he engaged in a shootout within the Yakuza nightclub where he and the Major were lured into a trap.

This 6 round, 12 gauge, semi-automatic shotgun was based on the Crye Precision Six12.

Several of the prop weapons were sold by PropStore in 2018

OK, we are a little late to the party with this model as the movie came out in 2017, but we believe the weapon is interesting enough to warrant its creation here in 2026.

Why This Model Was Created

We have not seen another model of this weapon.

Based on actual Six-12 dimensions this model is pretty accurate to the available stunt prop photos.

We do like multi-part prints as this enables subtle painting finishes to be applied to each part which adds to the realism. Multiple parts were also necessary to allow larger parts to fit on a 256 x 256 x 256 mm volume printer. Splitting parts also allows for better quality on certain curved surfaces.

All STL parts are optimally orientated so can be placed directly onto the build plate with the only adjustment required being to rotate (XY axis) some larger parts to fit within the build plate.

Project Skill Level Required

You will need a medium level of skill in 3D printing and modelling to do justice to this model.

Part tolerances are quite tight so depending on what you create the parts with you may need to do some sanding and finishing to get parts to fit.

For example, FDM printing at 0.12mm or even down to 0.08mm layer height using a 0.4mm nozzle is good enough for a great fit for the assembly but as soon as you start to use resin parts the differences in resin shrinkage and tolerance will start to show.

NOTE: Although the model contains lots of detailed parts it should not be expected that final build will perform all the mechanical actions expected of the real weapon.

Please consider this a static model. Yes, you can move the trigger and the magazine is removable but other than that this is really a display piece.

The model also requires some hardware bolts and springs.

Build Material Choices

FDM Printer

We have had excellent results with at 0.08mm layer height for smaller parts and 0.12mm for larger parts using a 0.4mm nozzle using PLA and the parts fit is excellent.

It is also noted that larger parts may well exhibit VFA or ghosting which will require extra sanding and polishing.

Resin Printer

Not really suitable for the larger parts but smaller parts would benefit from the higher resolution.

Resin is quite unpredictable when it comes to shrinkage or indeed expansion and is very dependent on the resin used, cure times and how well the model has been sliced and supported so when it comes to larger items you may find a lot of sanding and finishing is required for a good fit of parts.

Hardware Required

To complete the model to be as close as possible to the prop you will need some hardware.
M4 bolts will need cutting down as the lengths are non-standard.

Magazine / Cylinder Springs	8mm diameter, 10mm length **X 2**
Trigger Spring	6mm diameter, 20mm length **X 1**
Receiver and Grip Bolts	Allen Countersunk Head M4 x 30mm **X 4**
Rail Clamp Bolts	Allen Dome Head M4 x 25mm **X 2**
Rail Clamp Nuts	M4 Thin Nuts **X 2**

Parts List

Following is a list of STL model parts along with notes.

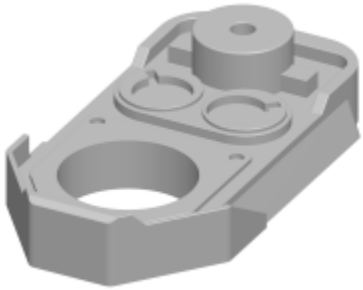
All STL parts are already orientated for placing onto build plate. Longer parts may need to be rotated (XY) to fit build plate.
256mm X 256mm X 256mm build volume required.

Barrel Nut

Print X **1**

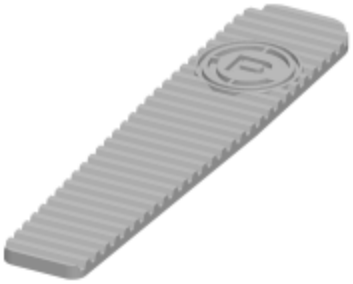
Barrel

Print X **1**



Base

Print X **1**



Butt Grip

Print X **1**

Butt Pin

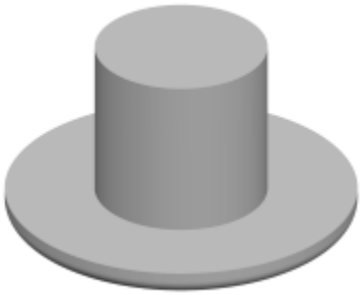
Print X **1**

Foregrip

Print X **1**

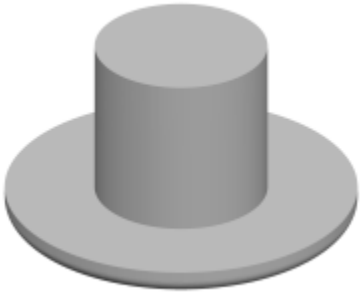
Front Heatshield L

Print X **1**



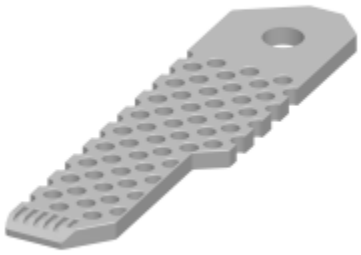
Front Heatshield Nut L

Print X **1**



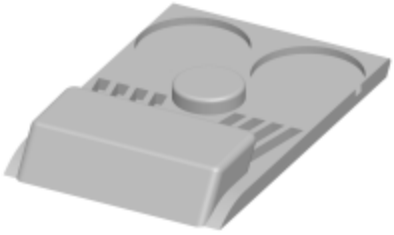
Front Heatshield Nut R

Print X **1**



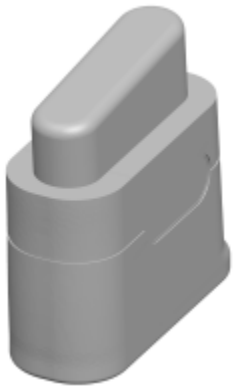
Front Heatshield R

Print X **1**



Front Upper Detail Panel

Print X **1**

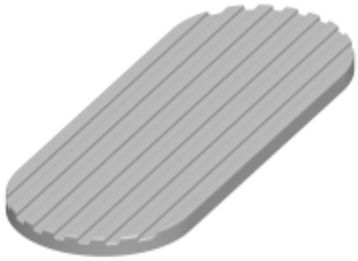


Grip Extension
Optional part fits to bottom of grip. As seen on some prop photos.

Print X **1**

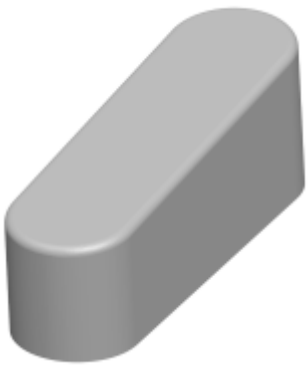
Grip

Print X **1**



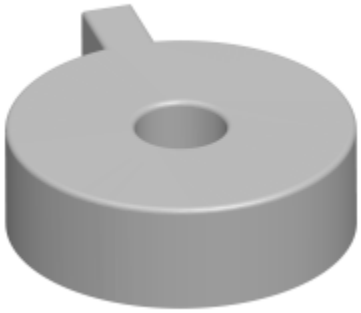
Grip Insert

Print X **2** (**X 4** if using extended grip**)**



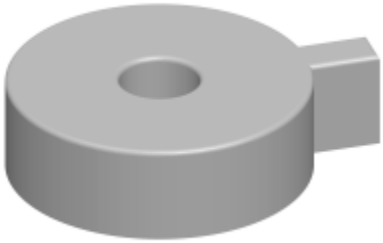
Grip Plug
If not using Grip Extension use this plug to fit Grip.

Print X **1**



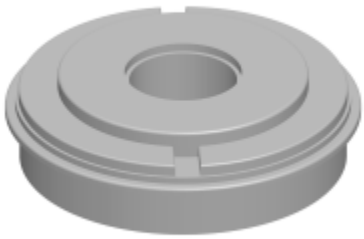
Knob Left

Print X **1**



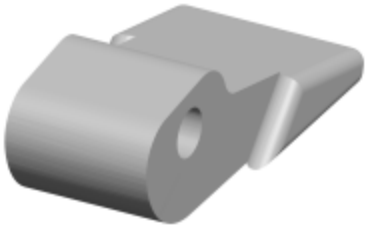
Knob Right

Print X **1**



Mag Bearing

Print X **1**



Mag Release

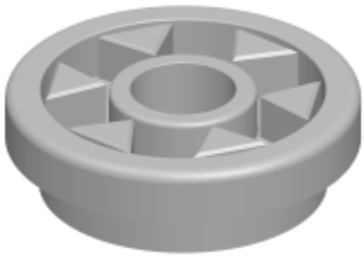
Print X **1**

Mag Spindle

Print X **2**

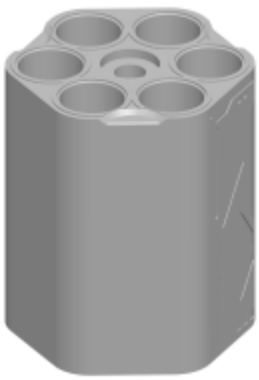
Mag Gas Seals

Print X **1**



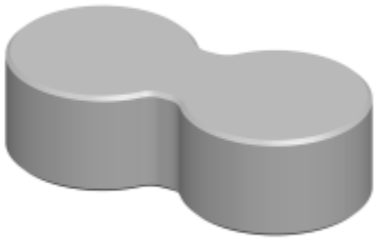
Mag Ratchet

Print X **1**



Magazine / Cylinder

Print X **1**



Peg

Print X **22**

Rail Clamp

Print X **1**

Rear Frame L

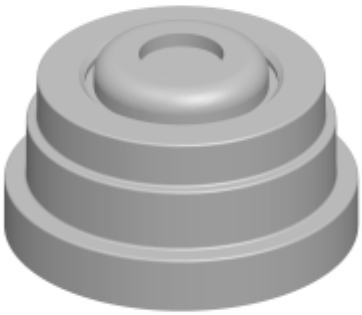
Print X 2

Rear Frame R

Print X 1

Receiver

Print X 1

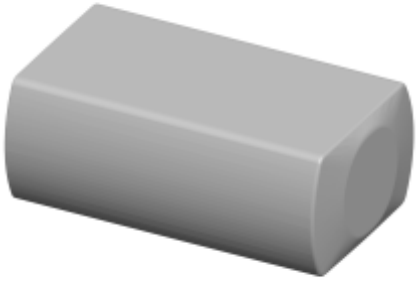


Round Feature Left

Print X 1

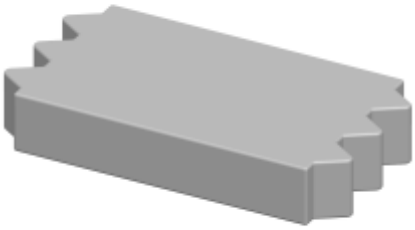
Round Feature Right

Print X 1



Safety

Print X 1



Takedown Lever

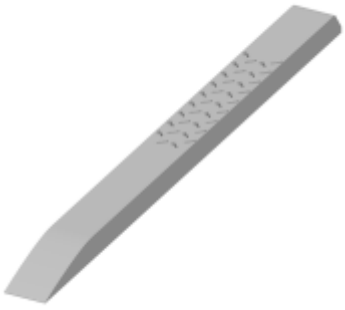
Print X 1

Top Cover Plate Front

Print X 1

Top Cover Plate Rear
Print at 100% infill.

Print X 1



Top Face

Print X 1

Top L

Print X 1

Top R

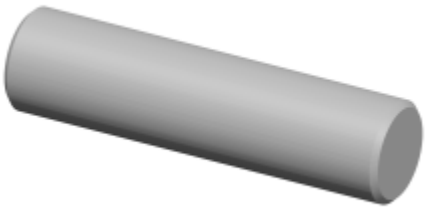
Print X 1

Top Rear L

Print X 1

Top Rear R

Print X 1

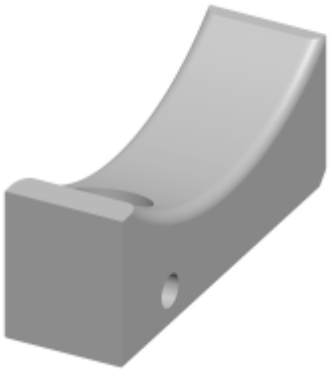


Trigger Pin
Print horizontally for strength and use 100% infill.

Print X 1

Trigger Plunger
Print horizontally for strength and use 100% infill.

Print X 1



Trigger
Print horizontally for strength at 100% infill.

Print X 1

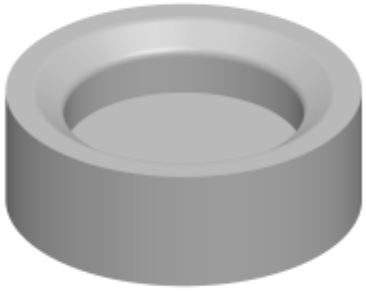
Parts For Optional 12 Gauge Cartridges

12g Base

Print X 6

12g Case

Print X 6



12g Primer Housing

Print X 6

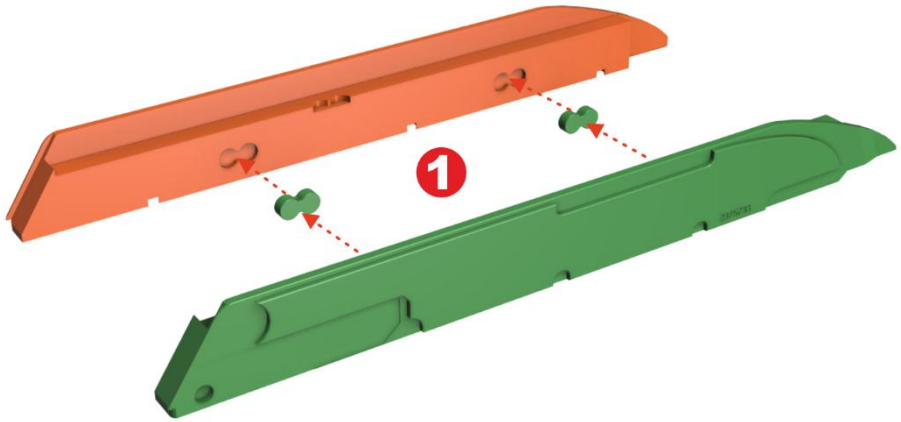
12g Primer

Print X 6

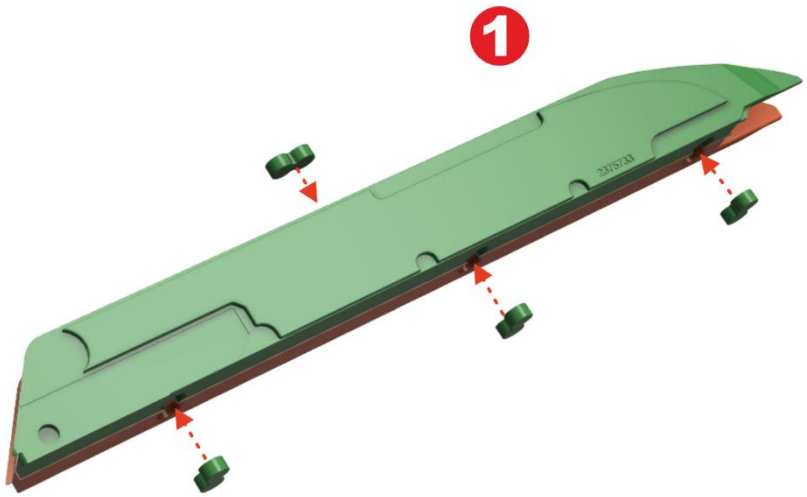
12g Cartridge Complete

Print X 6

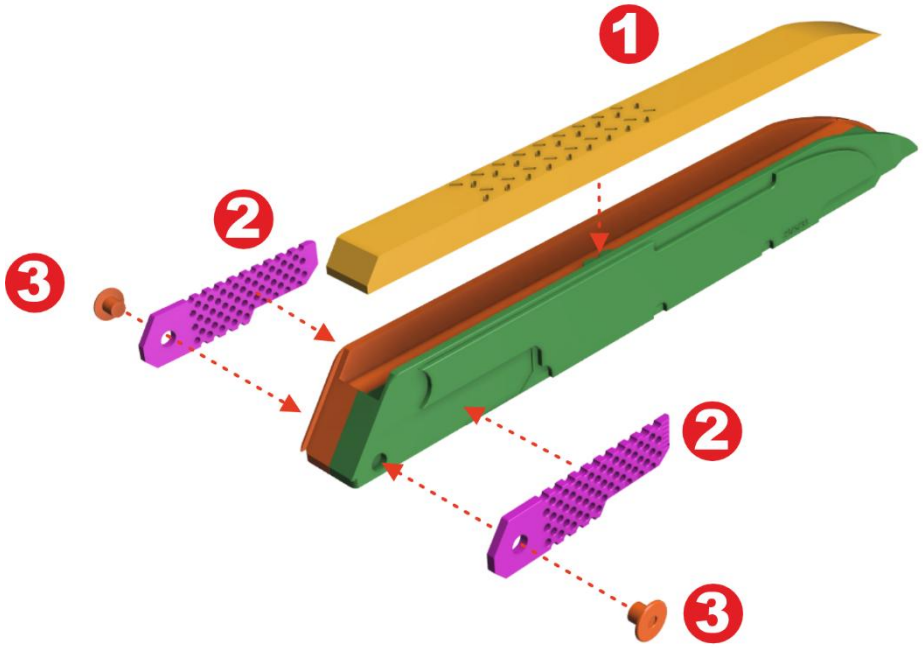
Assembly Sequence



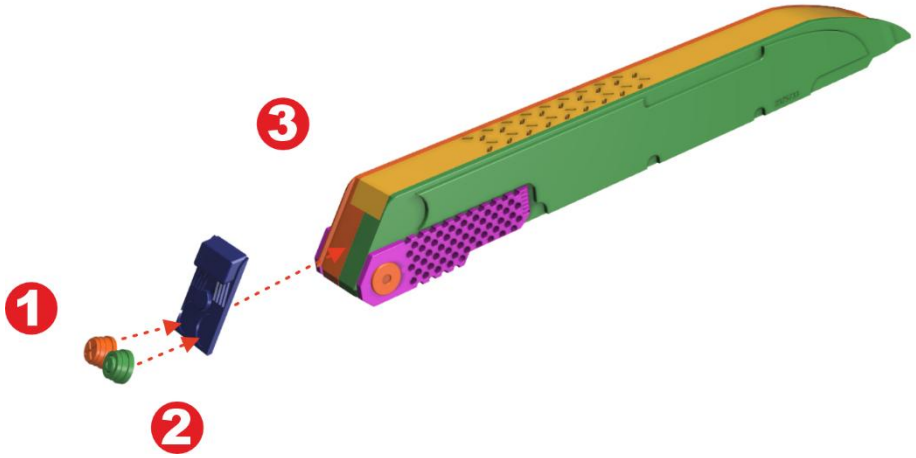
1. Glue Top L and Top R together using 2 X Pegs.



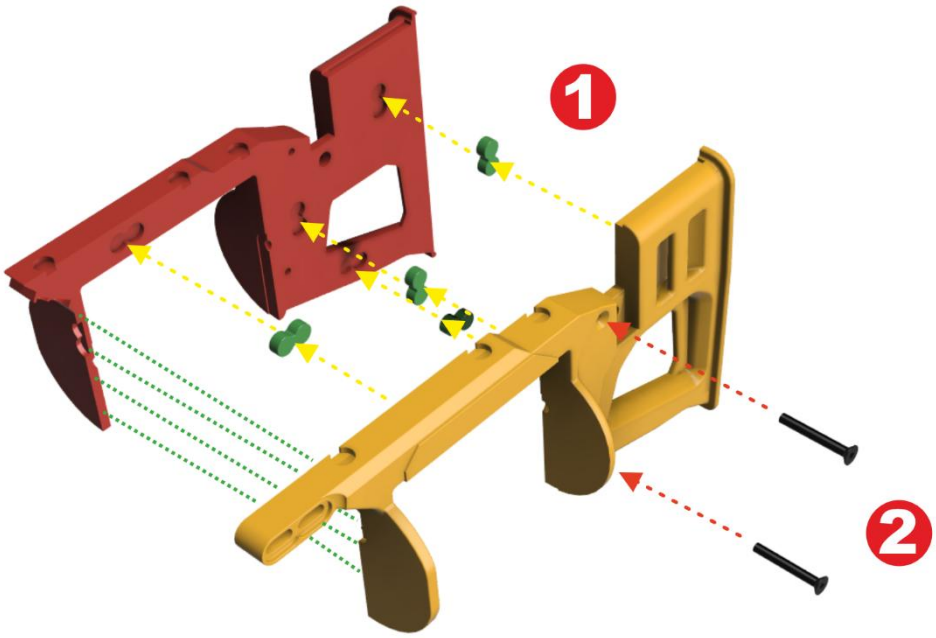
1. Glue 4 more pegs into the assembled Top L and Top R parts.



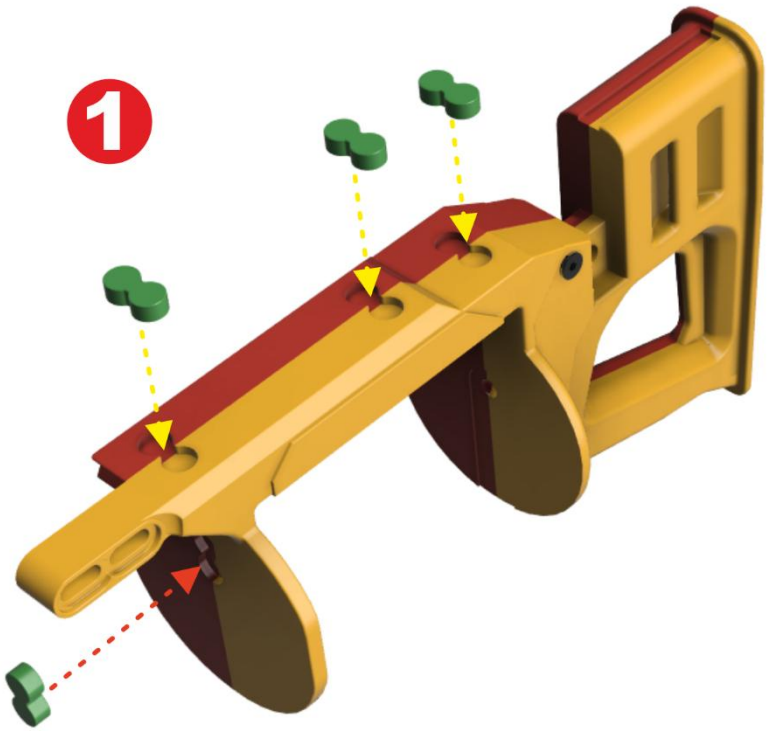
1. Glue Top Face to the assembled Top L and Top R parts.
2. Glue Front Heatshield L and Front Heatshield R to the assembly. Ensure that the holes are aligned for the next step.
3. Glue or push-fit Front Heatshield Nut L and Front Heatshield Nut R to assembly securing heatshields.



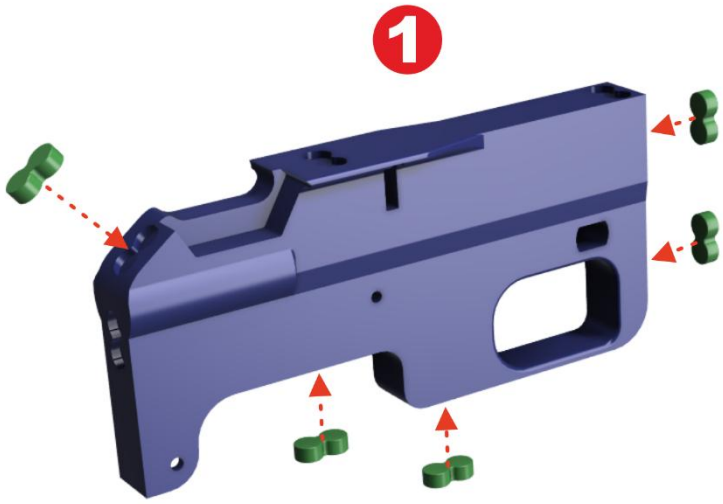
1. Glue Round Feature Right to Front Upper Detail Panel.
2. Glue Round Feature Left to Front Upper Detail Panel.
3. Glue Front Upper Detail Panel to the front of the assembly.



1. Glue Rear Frame L and Rear Frame R together using 4 X Pegs. Be careful to align the disc shaped areas indicated with green dotted lines as there no pegs to aid alignment.
2. Secure frame halves together using 2 X M4 countersunk 30mm hex bolts.



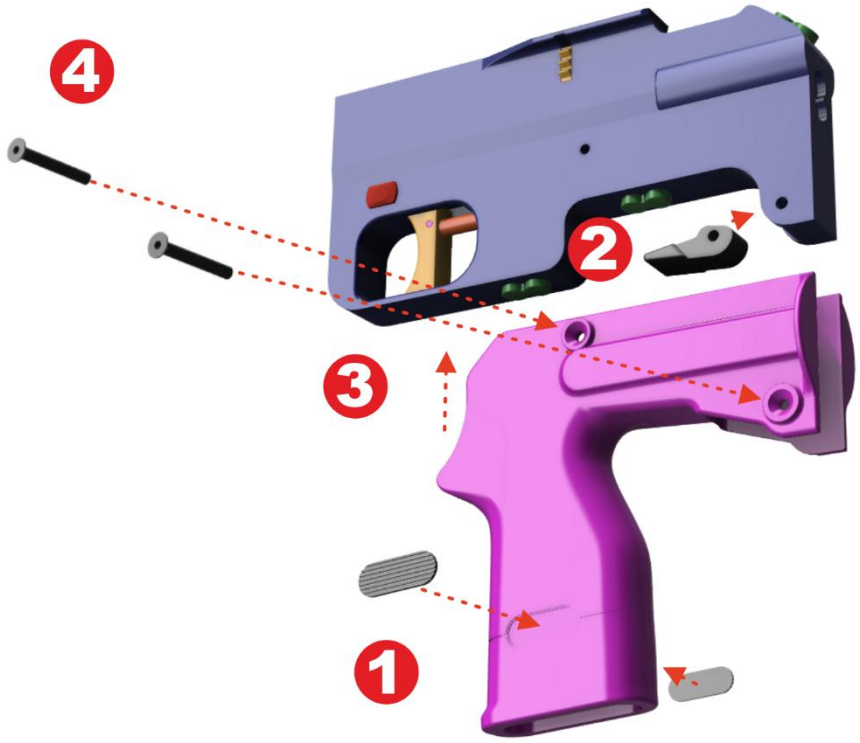
1. Glue 4 X Pegs to the assembly.



1. Glue 5 X Pegs to Receiver.

1. Glue or friction fit Takedown Lever into slot in Receiver. This should sit on the bottom of the slot.
2. Glue or friction fit the Safety into the oval hole in the Receiver.
3. Place the 6 X 20mm spring into the hole in the trigger section of the Receiver followed by the Trigger Plunger.
4. Whilst holding the Trigger Plunger in against the spring, slide in the Trigger into trigger guard of the Receiver. Slide the Trigger in as shown below:

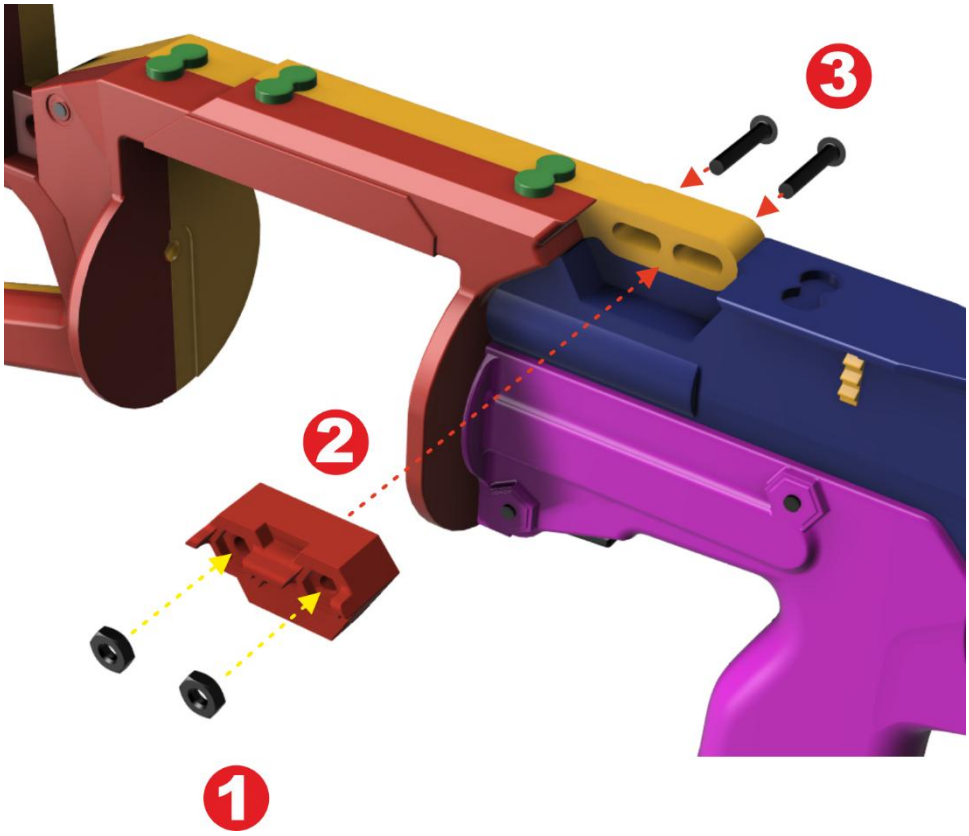
Then rotate upright, slide out the Trigger Plunger so it passes into the hole in the Trigger then secure with the Trigger Pin.



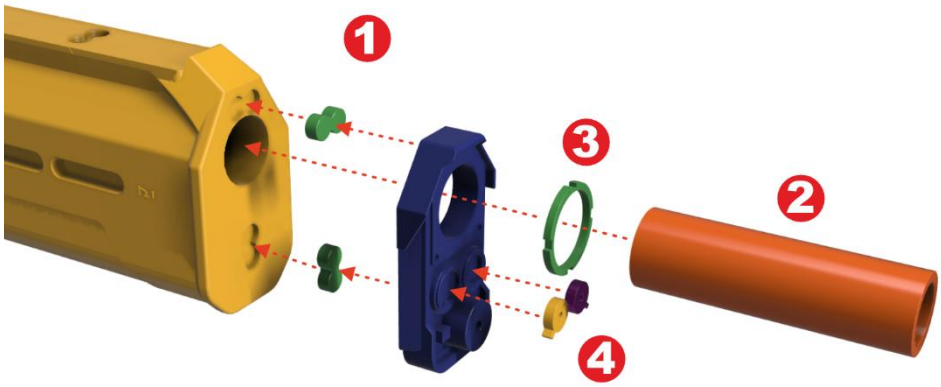
1. Glue 2 X Grip Insert parts into Grip.
2. Locate the Magazine Release into the Receiver. This is secured in step 4.
3. Slide the Grip up onto the Receiver. Glue is optional here.
4. Secure Grip using 2 X M4 countersunk 30mm hex bolts. Note that the one to the rear of the Grip also secures the Magazine Release into place. (Magazine Release is non-functional)

1. Glue together the Rear Frame assembly and the Receiver assembly using the Pegs already fitted in previous stages.
   This is quite tricky but it will fit together.

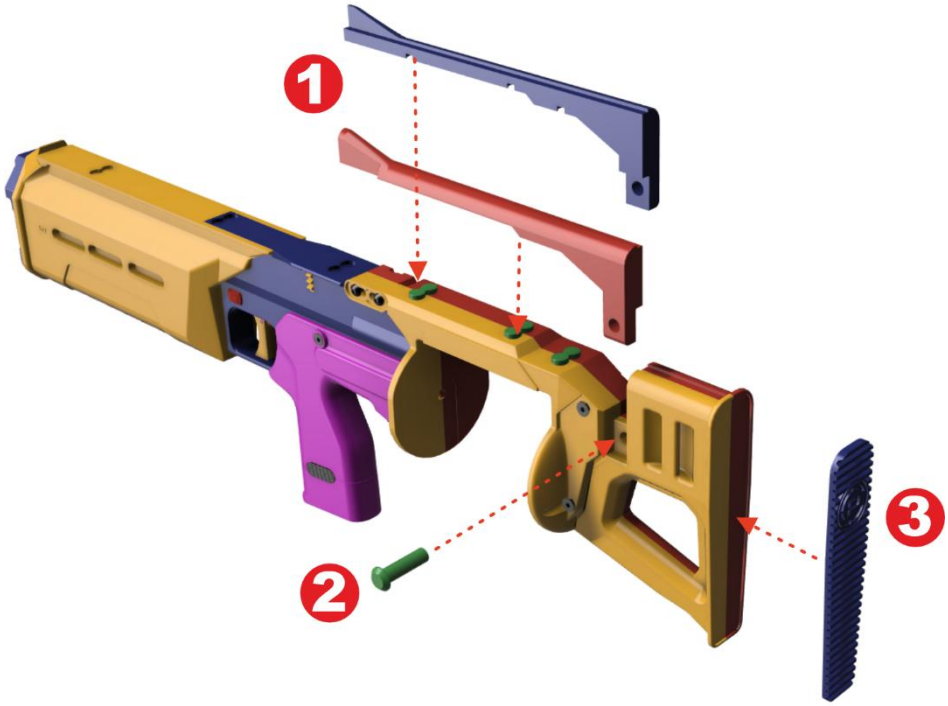
1. Glue the Foregrip to the rear weapon assembly utilizing Pegs already installed in previous stages.



1. Fit 2 X M4 Nuts to Rail Clamp. These may need to be held in place if not a friction fit.
2. Align Rail Clamp into the recess in the assembly.
3. Secure with 2 X M4 cap head 25mm bolts. The Rail Clamp should sit centrally in the cutout.

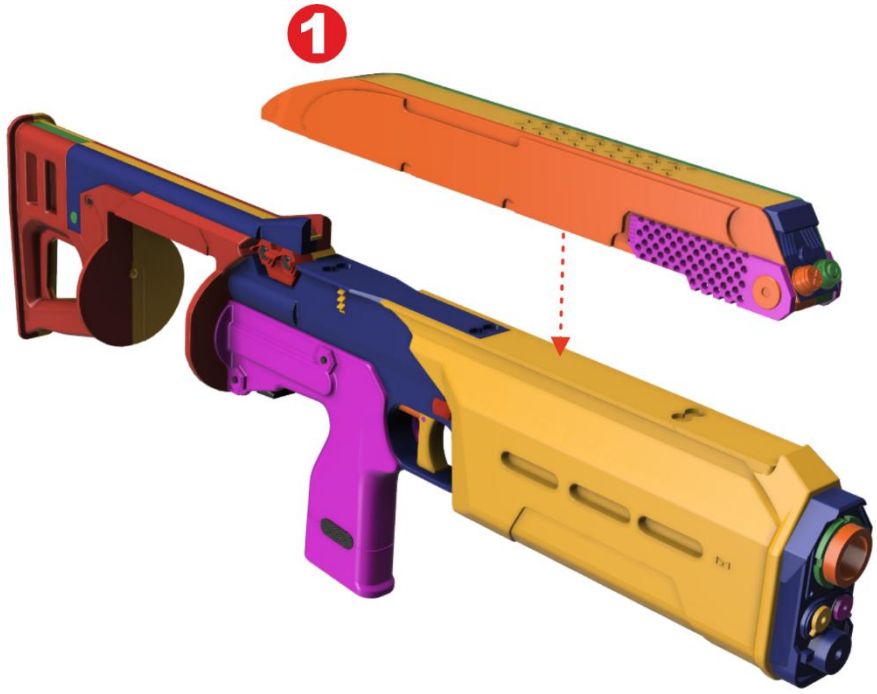


1. Glue Base to front of Foregrip using 2 X Pegs.
2. Slide Barrel through Base into Foregrip hole. This may not need glueing.
3. Slide Barrel Nut over Barrel and down to Base. Glue sparingly.
4. Glue Knob L and Knob R to Base.



1. Glue Top Rear L and Top Rear R onto assembly by dropping down from the top.
2. Secure with Butt Pin.
3. Glue Butt Grip to rear of butt.

1. Glue Top Cover Plate Front into recess on the top of the assembly.
2. Glue Top Cover Plate Rear into recess on the top of the assembly.

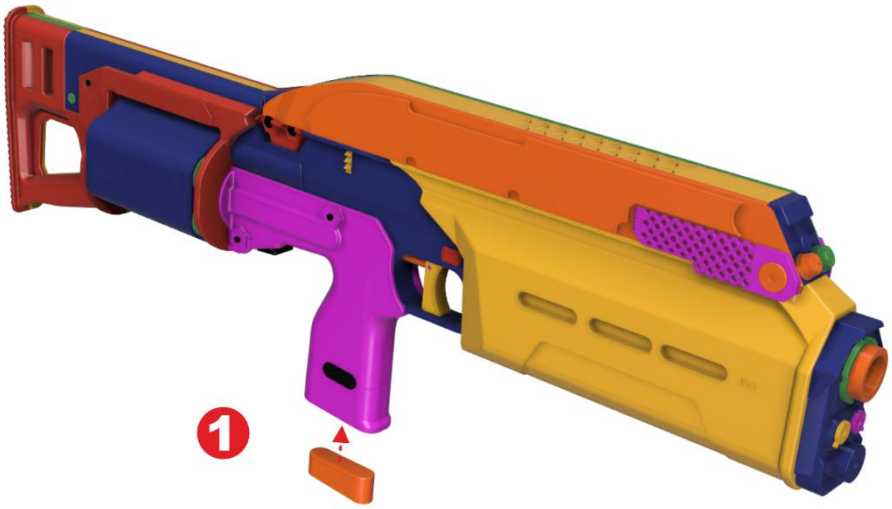


1. Glue previously assembled top onto main assembly.

Grip Options

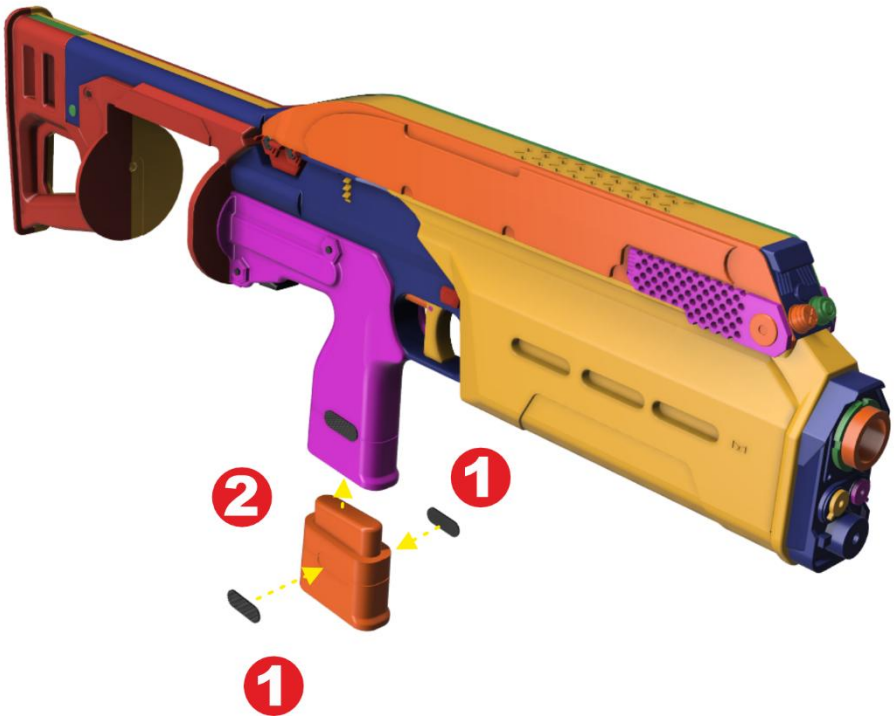
Some props are seen with grip extension and some without.

Use Standard Grip



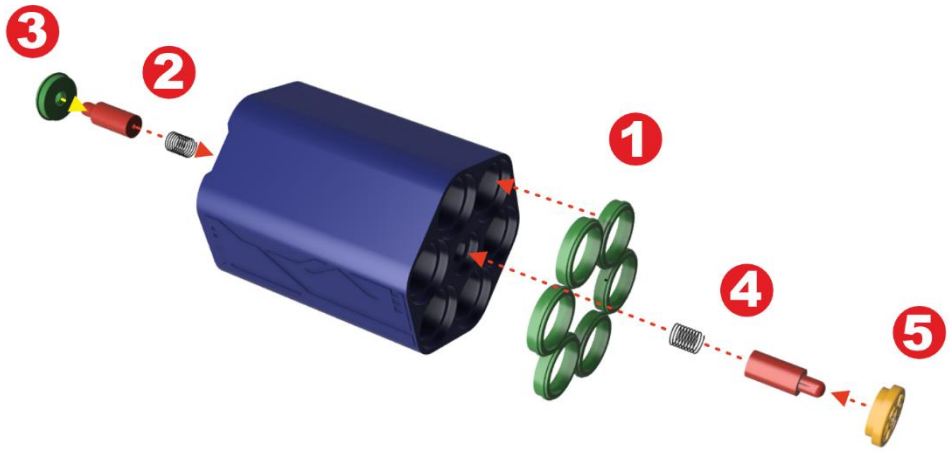
1. Glue Grip Plug into cavity at the bottom of the Grip.

Use Extended Grip



1. Glue 2 X Grip Insert parts into Grip Extension.
2. Glue Grip Extension into bottom of Grip.

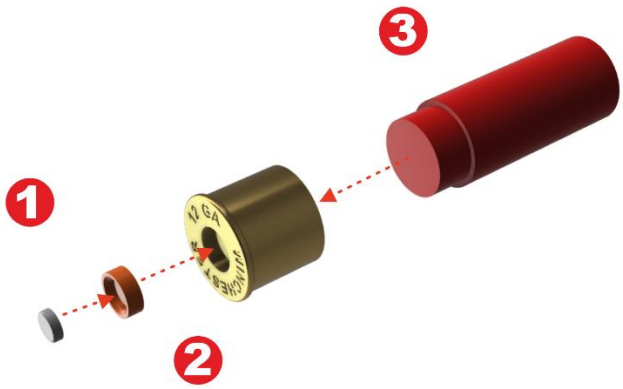
Magazine / Cylinder Assembly



1. Glue Magazine Gas Seals onto front of Magazine.
2. Insert 8 X 10mm Spring and Mag Spindle into rear central hole in Magazine.
3. Glue Mag Bearing into Magazine to hold Mag Spindle and Spring in place. Ensure glue only touches edge of Mag Bearing and does not glue the Mag Spindle.
   Note: Test that the Mag Spindle can move in and out easily before glueing.
   This should be clamped until glue dries.
4. Insert 8 X 10mm Spring and Mag Spindle into front central hole in Magazine.
5. Glue Mag Ratchet into Magazine to hold Mag Spindle and Spring in place. Ensure glue only touches edge of Mag Ratchet and does not glue the Mag Spindle.
   Note: Test that the Mag Spindle can move in and out easily before glueing.
   This should be clamped until glue dries.

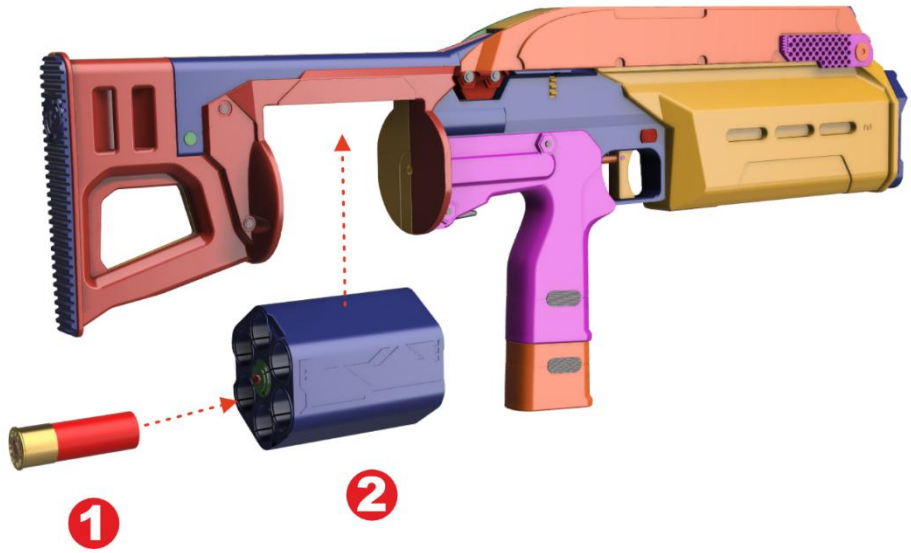
Building Dummy 12 Gauge Cartridges

Build 6 cartridges to fill the magazine or use 12g Complete Cartridge STL for a simpler build.



1. Glue 12g Primer into 12g Primer Housing.
2. Glue 12g Primer Housing into 12g Base.
3. Glue 12g Case into 12g Base

Inserting Magazine



1. Insert Magazine assembly into weapon body. This is held in place by friction.

Designing a working magazine / cylinder release mechanism was not practical for a 3D printed model so the weapons Mag Release is purely cosmetic and has no function.

To fit the magazine / cylinder simply slide it up (keeping it horizontal) into the recess in the weapon and the spindles in the magazine will locate in dimples in the main body.

To remove the magazine / cylinder simply easy it downwards from the weapon keeping it as horizontal as possible. The spindles should move into the magazine and it should slide free.

You may want to print a second magazine and 12 gauge cartridges to sit with the weapon for display purposes.

Gallery

Ghost In The Shell Movie and Prop Images

Prop Photo Left

Prop Photo Right

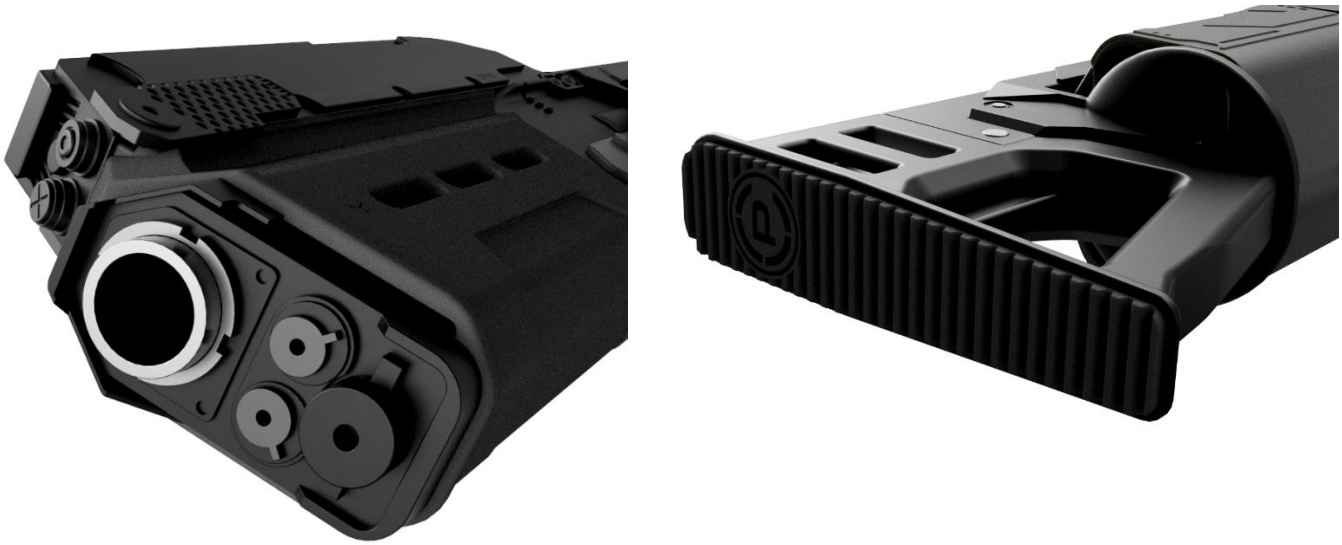
Museum Photo

Movie Still 1

Movie Still 2

Duplex Designs Model Renders

3D Model Renders Right and Left



3D Model Renders Details

Duplex Designs FDM 3D Printed Model

Duplex Designs

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