



Experience Level required:



Duplex Designs
REALITY DUPLICATED

Duplex Designs' Ghost In The Shell Hanka Mercenaries' SMG

Introduction

This weapon is featured in the live action 2017 Ghost In The Shell movie and is when Hanka mercenaries (Send by Cutter) were armed with submachine guns when they attempted to kill Aramaki.

Quite a few of these prop weapons were sold by PropStore in 2018 and listed as Section 6 Sub Machine Guns. However, Section 6 did not appear in the 2017 live action movie so were actually wielded by mercenaries / assassins sent by Hanka / Cutter.

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. Apparently, this was not based on a real weapon and is totally fictional.

Some models sold by PropStore had fixed folded stocks but this model uses magnets to allow for a fully functioning folding stock which is also extendable.

We do like multi-part prints as this enables subtle painting finishes to be applied to each part which adds to the realism.

Project Skill Level Required

You will need a low to 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 0.08mm 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: Please consider this a static model. The model is fixed with no moving parts although the folding and extending stock is fully operational.

Build Material Choices

FDM Printer

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

It is also noted that larger parts such as the frame, slide and grip, 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.

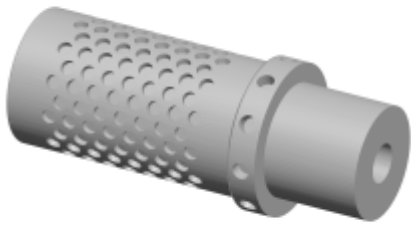
Hardware Required

To complete the model to be as close as possible to the prop you will need some hardware.

Stock Catch Spring 	6mm diameter, 15mm length X 1
Stock Cup Bolt 	Allen Dome Head M5 x 10mm X 1
Receiver Front Bolt 	Allen Dome Head M3 x 15mm X 6
Receiver Left Side Bolts 	Allen Machine Head M4 x 25mm X 5

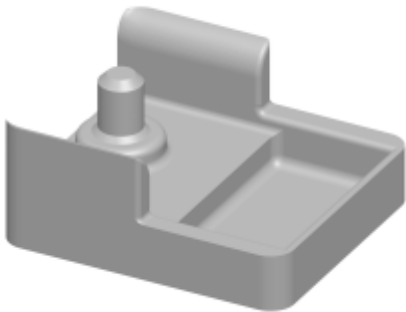
Parts List

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



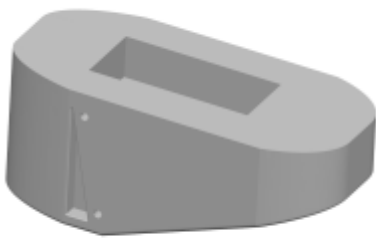
Barrel

Print X 1



Front Sight

Print X 1



Grip Butt

Print X 1



Grip Frame

Print X 1



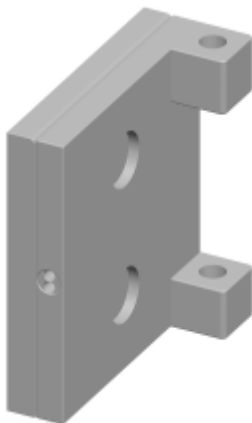
Grip Left

Print X 1



Grip Right

Print X 1



Hinge Block

Print 100% infill for strength.

Print X 1



Hinge Bolt

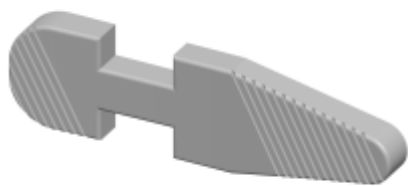
Print horizontally for strength and use 100% infill.

Print X 7



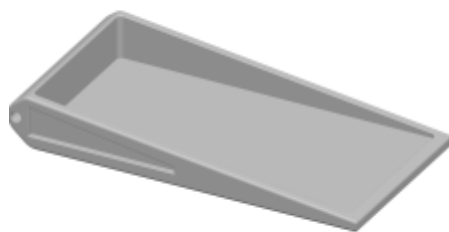
Lever 1

Print X 1



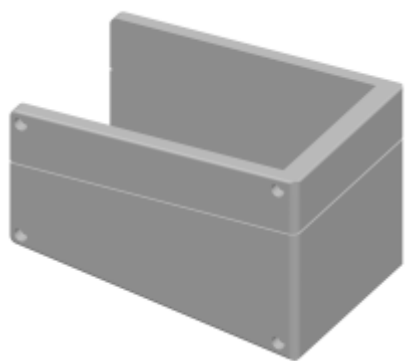
Lever 2

Print X 1



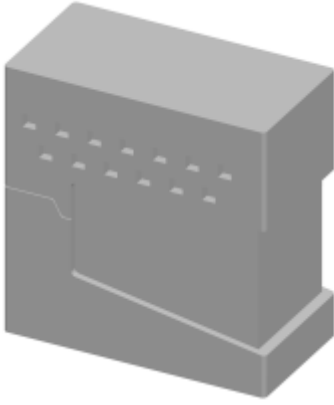
Mag Base

Print X 1



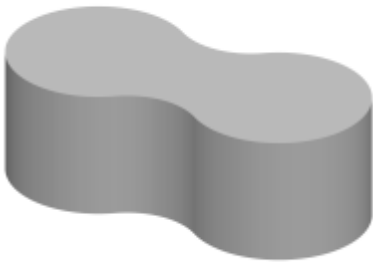
Mag Feature

Print X 1



Magazine

Print X 1



Peg

Print X 7



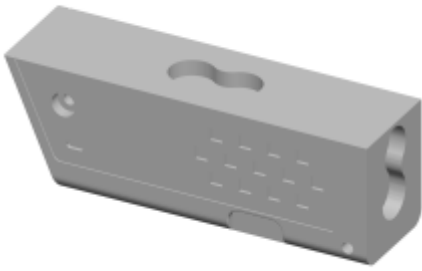
Peg Thin

Print X 4



Rear Sight

Print X 1



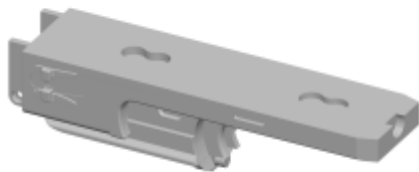
Receiver Lower Fore

Print X 1



Receiver Lower Front

Print X 1



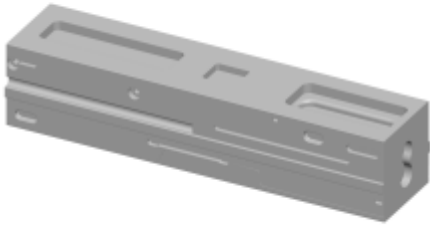
Receiver Lower

Print X 1



Receiver Upper Front Detail

Print X 1



Receiver Upper Front

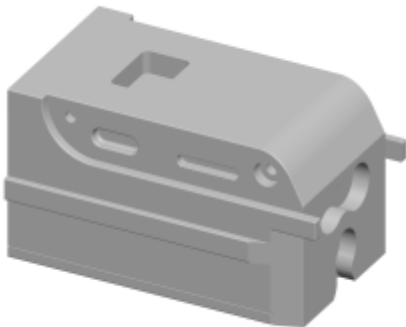
Use this part if you cannot fit the entire Receiver Upper on your build plate.

Print X 1



Receiver Upper Front Detail

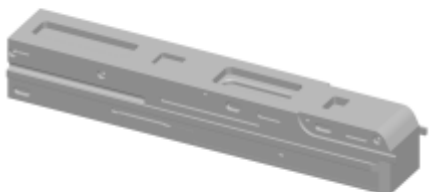
Print X 1



Receiver Upper Rear

Use this part if you cannot fit the entire Receiver Upper on your build plate.

Print X 1



Receiver Upper Complete

Use this part instead of the split Receiver Upper if it will fit your print bed.

Print X 1



Sling Mount

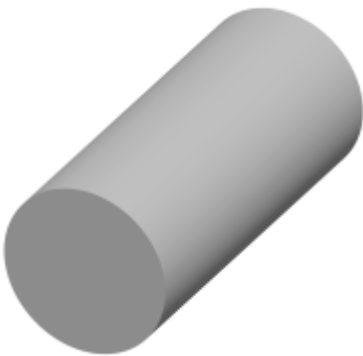
Print flat to bed for strength and use 100% infill.

Print X 1



Stock Bar

Print X 1



Stock Catch Pin

Print horizontally at 100% infill for strength.

Print X 1



Stock Catch

Print horizontally at 100% infill for strength.

Print X 1

**Stock Cup**

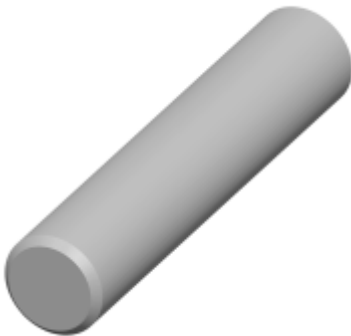
Print at 100% infill for strength.

Print X 1

**Stock Detent**

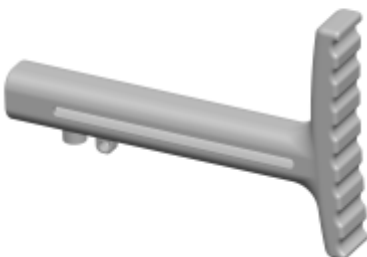
Print horizontally at 100% infill for strength.

Print X 1

**Stock Pin**

Print horizontally at 100% infill for strength.

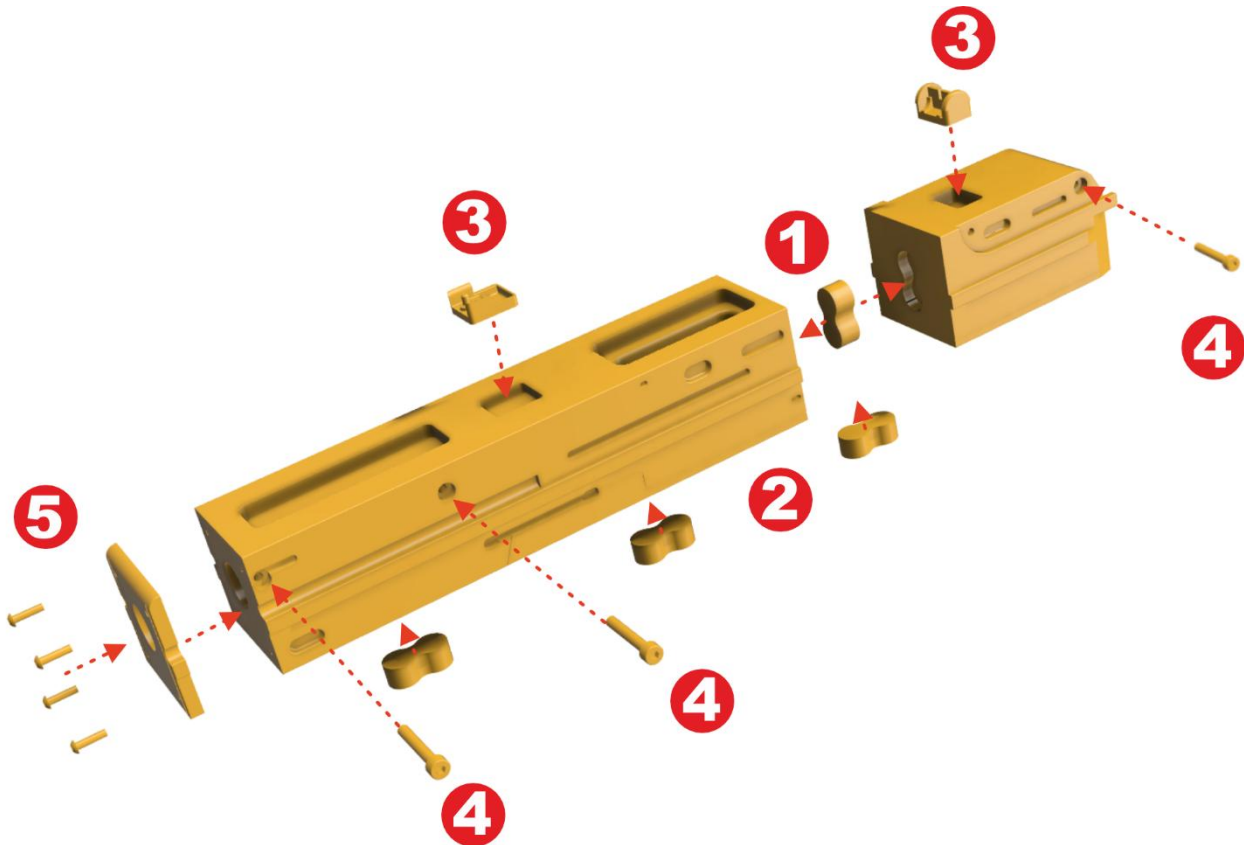
Print X 1

**Stock Main**

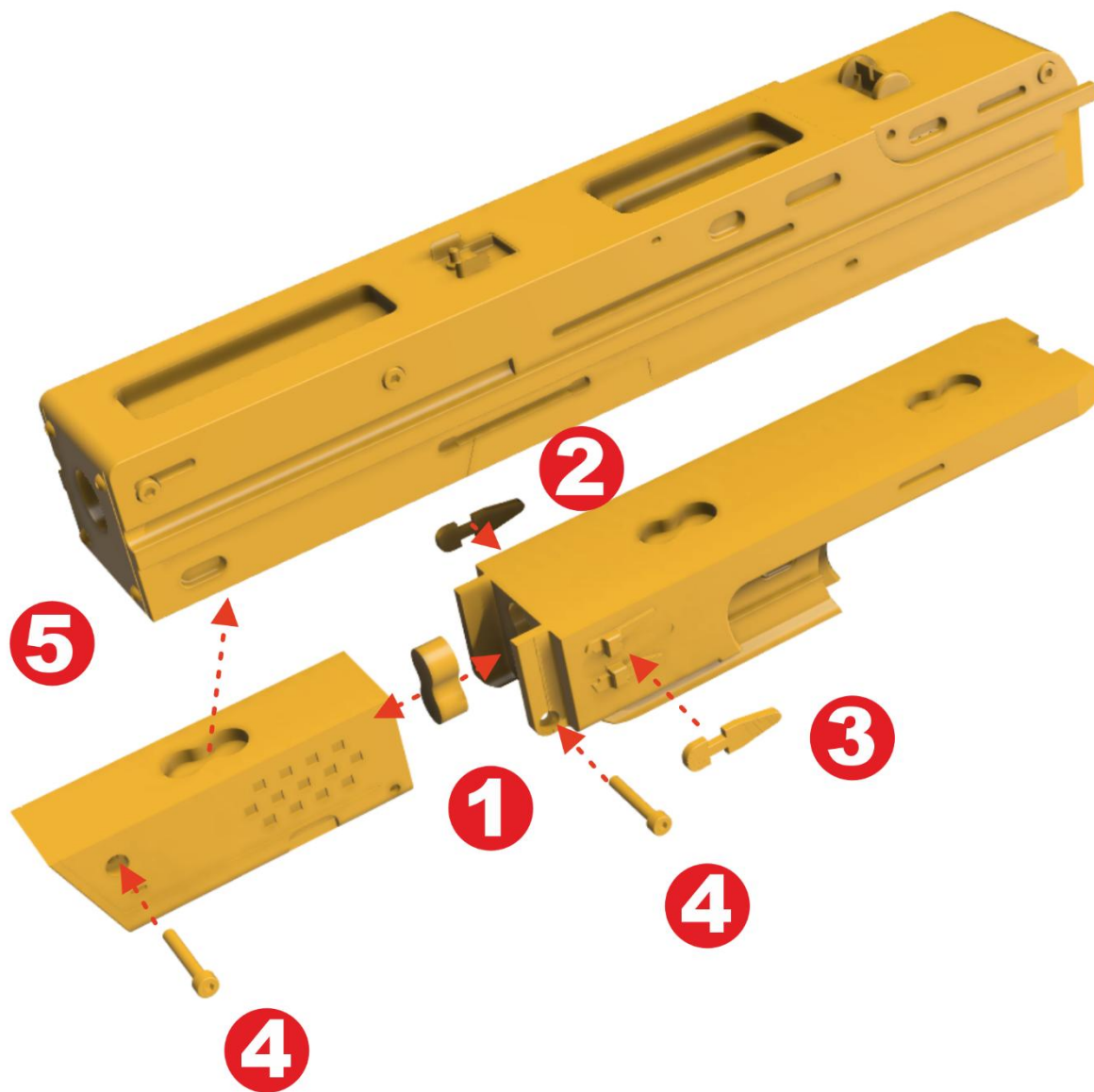
This part is used if you want to print in one piece.
See the following three parts if you wish to split the object.

Print X 1

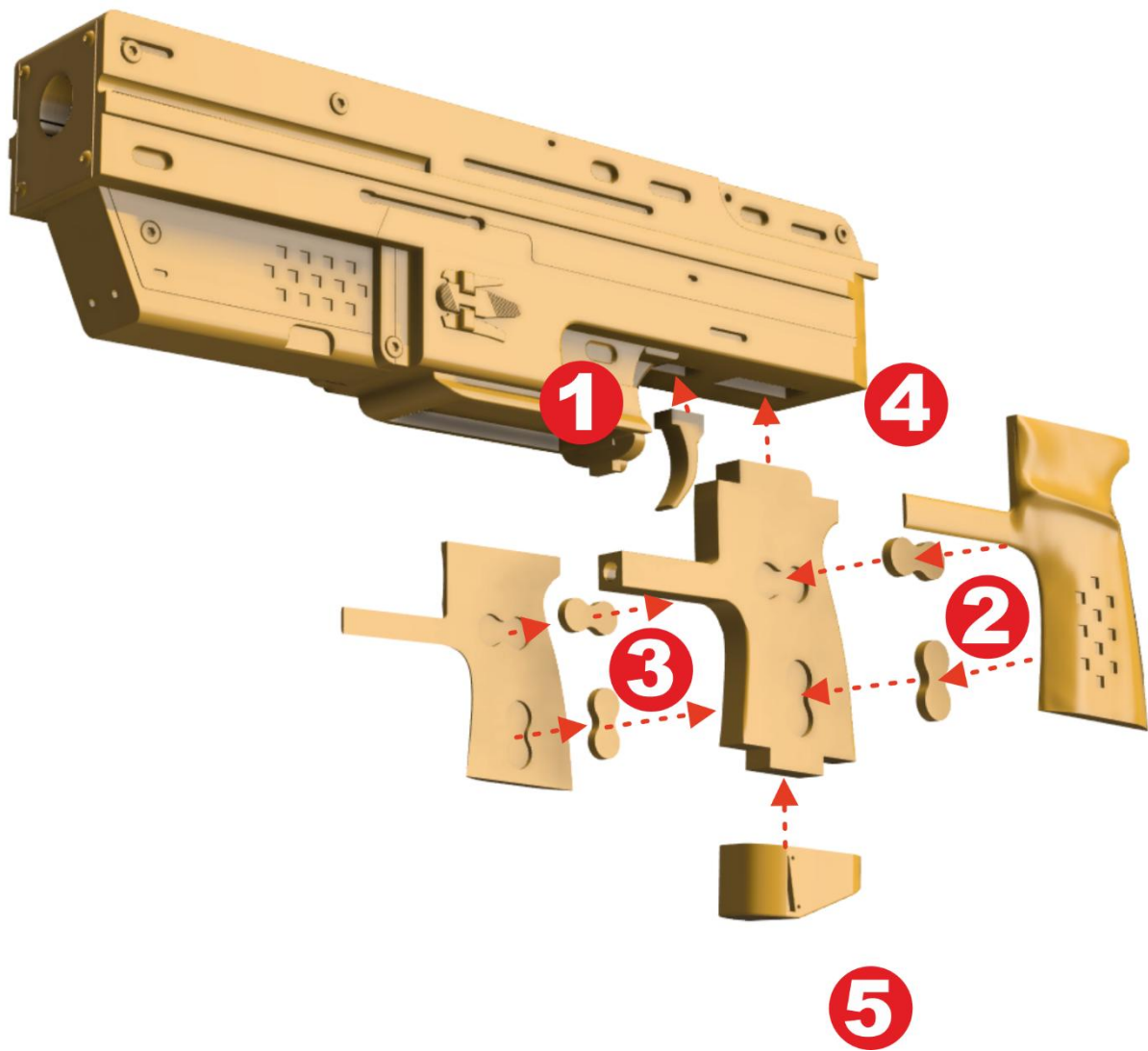
Assembly Sequence



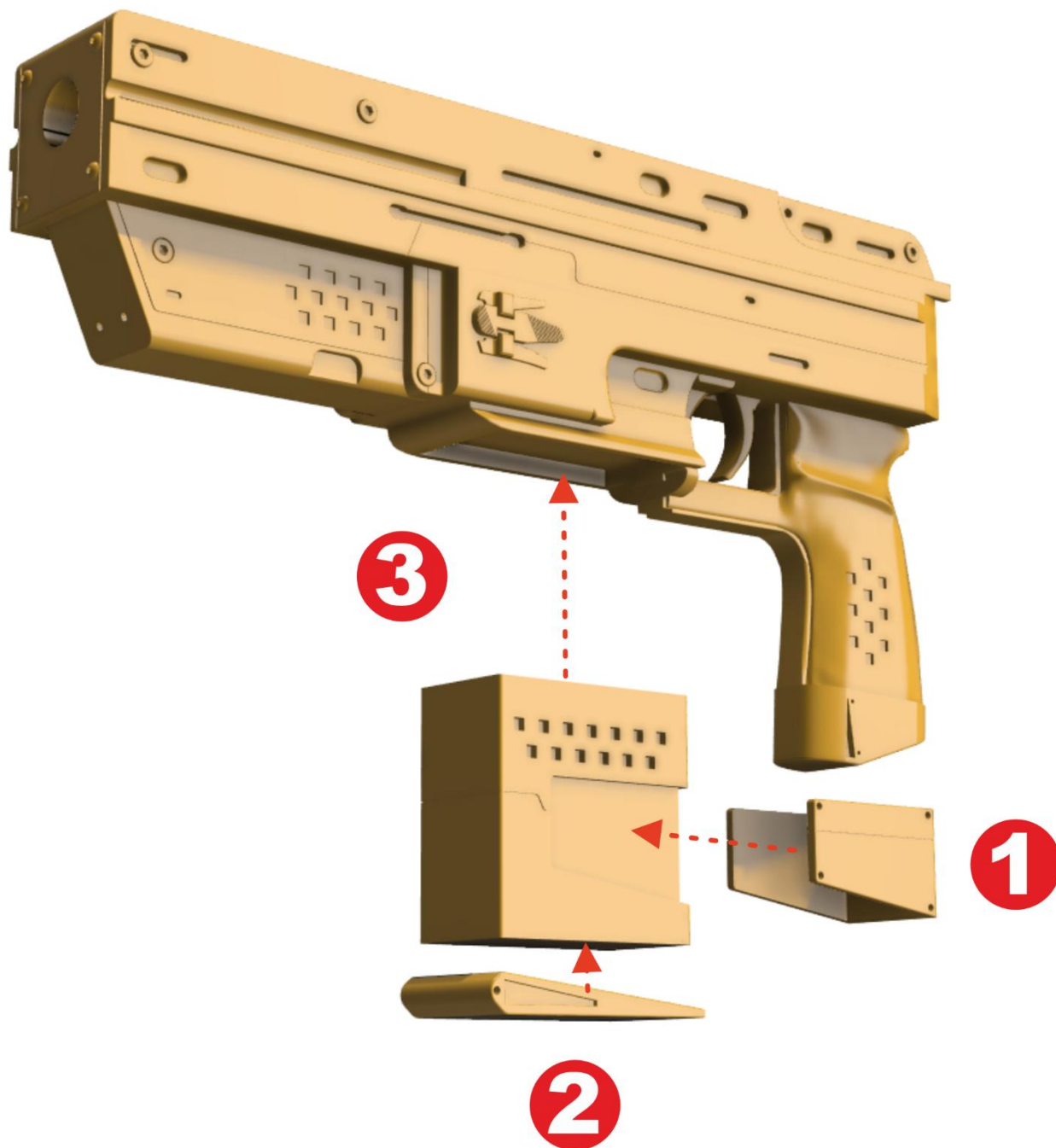
1. Glue Receiver Upper Front Part to receiver Upper Rear Part using a Peg. (You may have printed a complete Upper Receiver so no need to join parts.)
2. Glue 3 X Pegs to the recesses on the underside of the Receiver Upper.
3. Glue Front Sight and Rear Sight to the top of Receiver Upper.
4. Screw in 3 x M4 X 25mm machine head screws. (These are not functional)
5. Secure Receiver Upper Front to Receiver Upper using 4 x M3 X 12mm cap head screws.



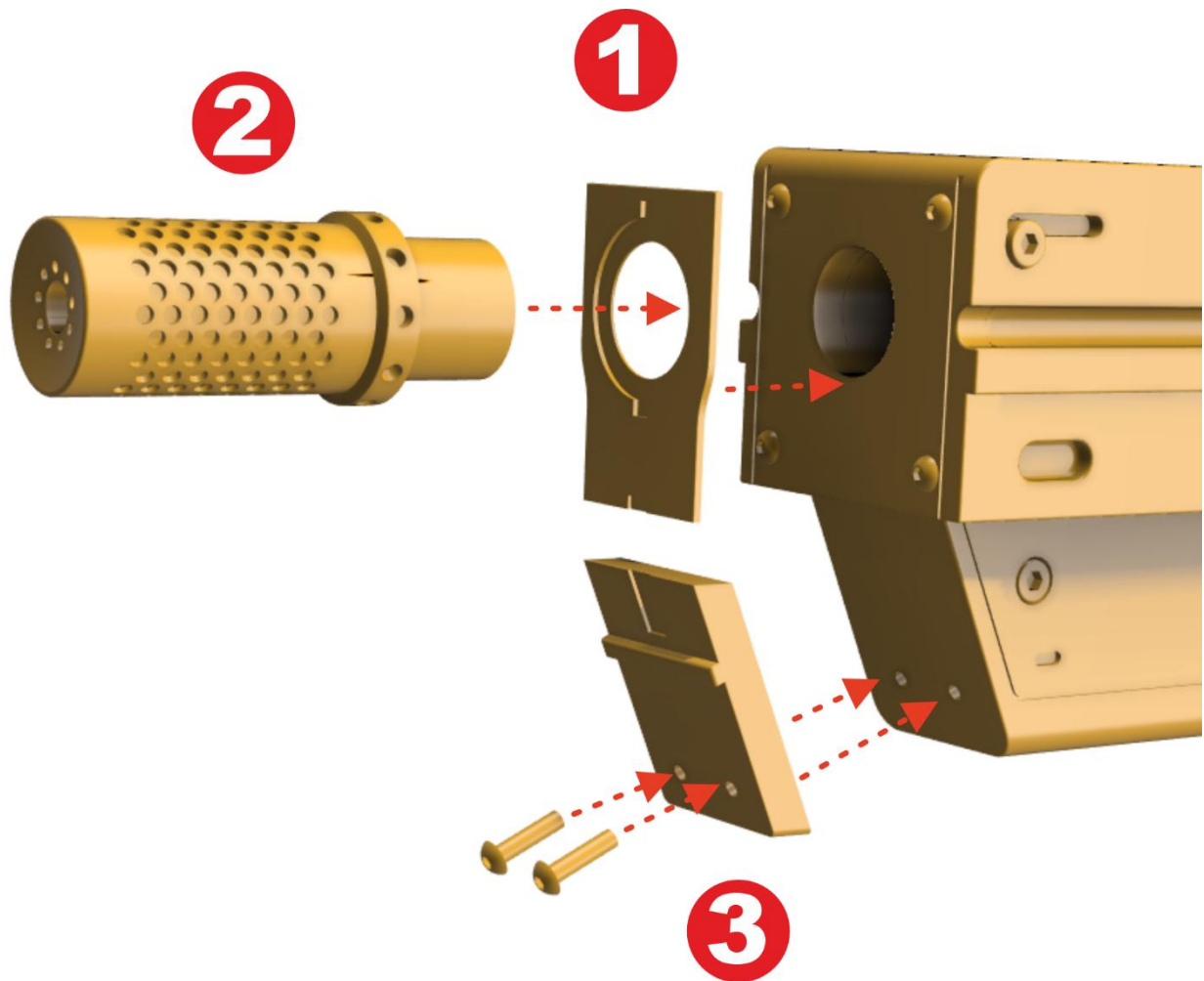
1. Glue receiver Lower Fore to Receiver Lower using a Peg.
2. Glue Lever 1 to the right side of Receiver Lower.
3. Glue Lever 2 to the left side of Receiver Lower.
4. Fit 2 x M4 X 25mm machine head bolts.
5. Glue this assembly underneath the Receiver Upper assembly using existing Pegs to locate.



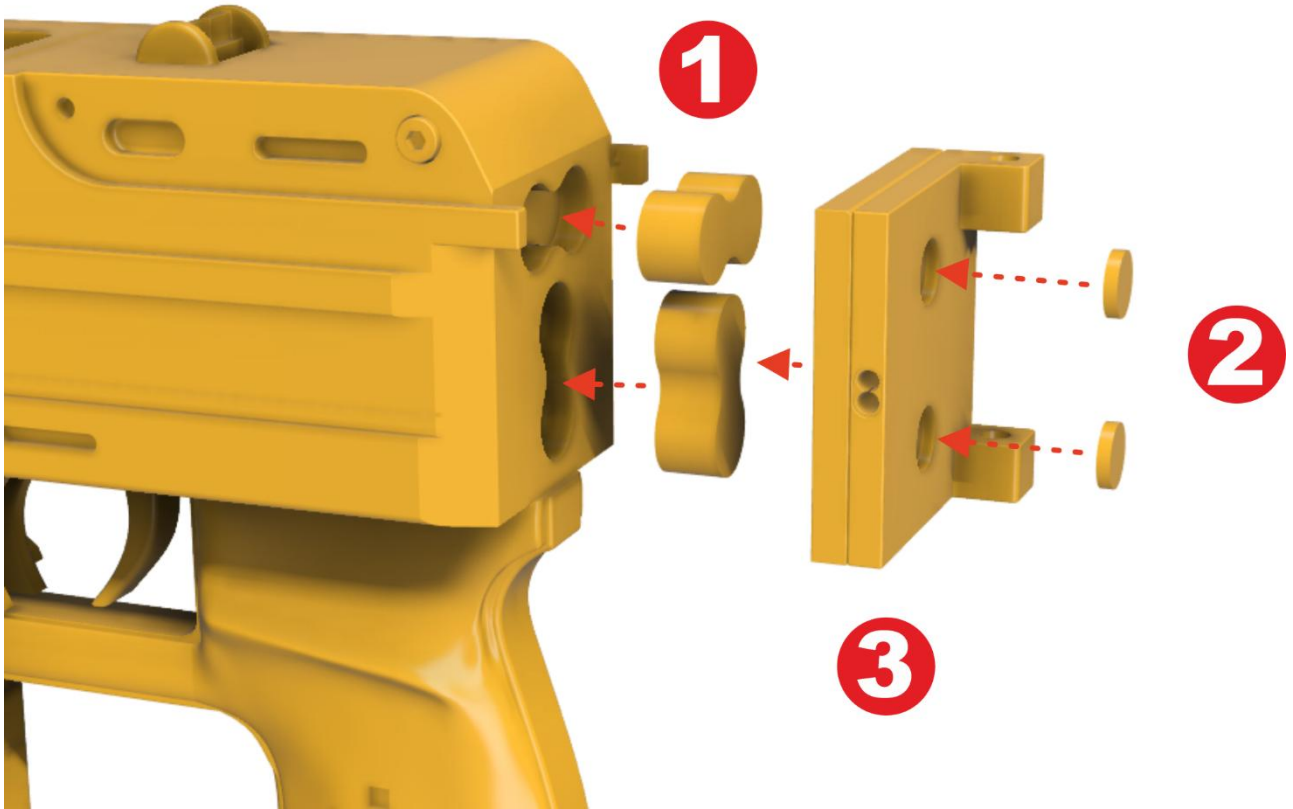
1. Glue Trigger to Receiver Lower.
2. Glue Grip Left to Grip Frame using 2 x Peg Thin.
3. Glue Grip Right to Grip Frame using 2 x Peg Thin.
4. Glue the grip assembly onto the underside of Receiver Lower. Partly locate the hole onto the round peg near the trigger first then lift up so the tab on the top of Grip Frame slides into the recess in Receiver Lower. You will need to align and match both these fixing points at the same time.
5. Glue Grip Butt to Grip Frame.



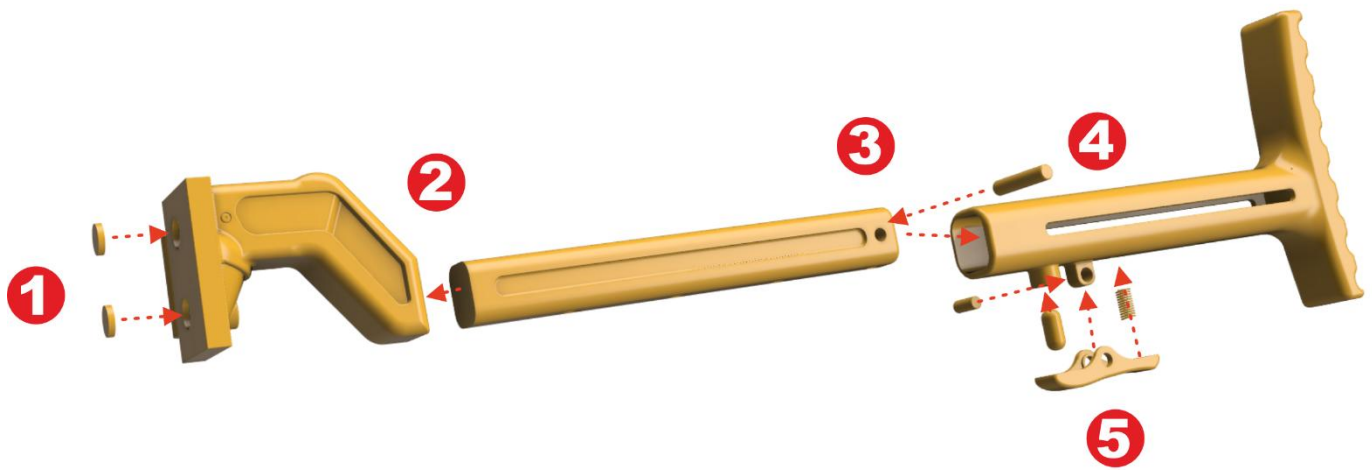
1. Glue Mag Feature onto Magazine.
2. Glue Mag Base onto Magazine.
3. Glue Magazine into recess on the bottom of receiver Lower.



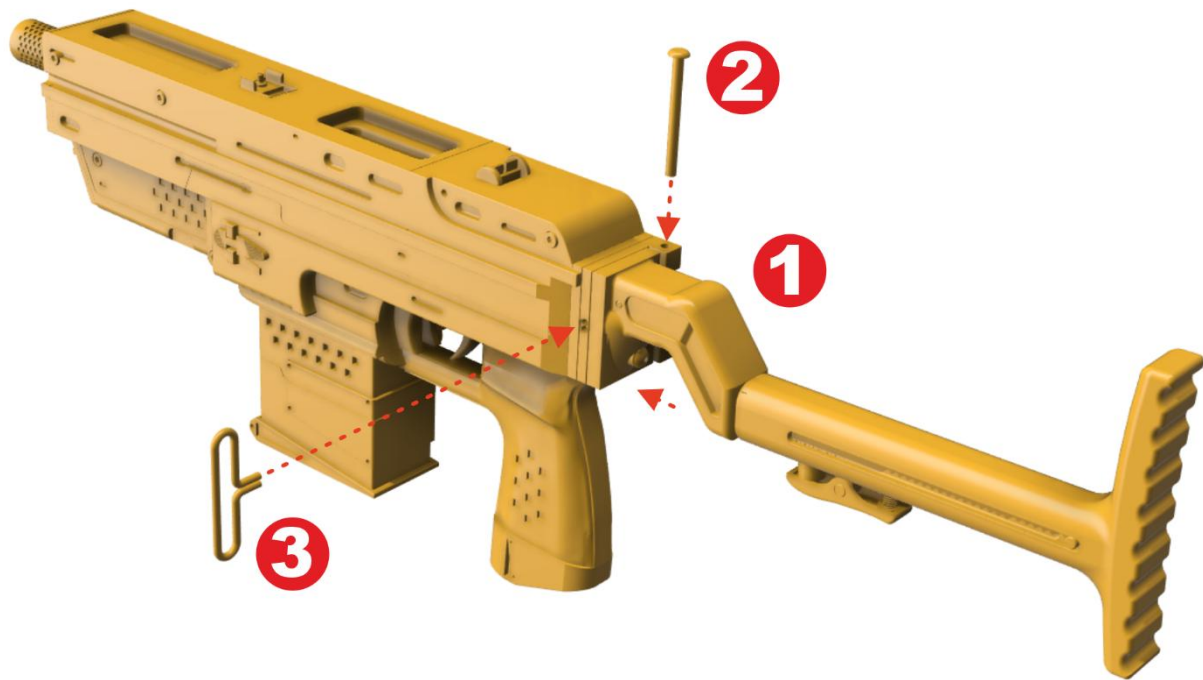
1. Glue Receiver Upper Front Detail onto Receiver Upper Front.
2. Glue Barrel into Receiver assembly.
3. Use 2 x M3 X 12mm cap head screws to fix Receiver Lower Front to the receiver Lower Fore. You may want to also glue this.



1. Glue 2 x Pegs to the rear of the SMG assembly.
2. Glue 2 x magnets to Hinge Block.
3. Glue Hinge Block to the rear of the SMG assembly using the 2 Pegs to locate.



1. Glue magnets to Stock Cup. **Ensure correct polarity to attract to those fitted in the Hinge Block in the above section.**
2. Glue Stock Cup to Stock Bar.
3. Slide Stock Bar into Stock Main.
4. Insert Stock Pin into Stock bar to secure it into Stock Main.
5. Insert Stock Detent into hole in Stock Main and position the spring before lowering Stock Catch. Secure Stock Catch using Stock Catch Pin.



1. Attach the Stock assembly to the rear of the SMG assembly. The magnets should hold it in the correct position.
2. Secure Stock assembly using Hinge Bolt.
3. Glue Sling Mount into Hinge Block holes.

Gallery

Ghost In The Shell Movie and Prop Images



Prop Photo Left



Prop Photo Right



Prop Photo With Stock



Movie Stills

Duplex Designs Model Renders



Render Left Stock Folded



Render Right Stock Folded



Render With Stock Open

Duplex Designs FDM 3D Printed Model (**Coming Soon**)



Left



Right



With Stock



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