



Breacher - Shell Ejecting Nerf Shotgun (Tube Magazine!) (3D Printed Nerf Blaster)



Sillybutts

[VIEW IN BROWSER](#)

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Summary

Breacher is a tube-mag 3d printed Nerf shotgun blaster that fires and ejects Silly Shells! Pump action & spring powered.

[Toys & Games](#) > [Outdoor Toys](#)

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[magazine](#) [nerfdart](#) [nerfblaster](#) [nerfhomemade](#)
[shotgunshell](#) [nerfshell](#) [sillybutts](#) [homemadenerf](#)
[nerfshotgun](#) [nerftoy](#) [sillyshell](#) [sillynerf](#) [nerfsilly](#)
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[nerfshotgunshell](#) [tubemag](#) [sillybuttsnerf](#) [tubemagazine](#)

The Breacher is a 3d printed Nerf tube-magazine shotgun blaster that fires and ejects Silly Shells! It's spring powered, with a pump action prime. Yes, it actually fires multiple darts at once! READ THE "Print Info" SECTION of this description page before printing the blaster!

Changelog is at the bottom of the description text.

Most recent update: 10-25-2025.

Note: Breacher is currently released as an OPEN BETA project. Simply due to the complexity of the blaster, there will inevitably be tweaks and improvements to the design over the coming months.

Note (8-30-2025 11:12PM EST): Hello everyone! I've got pretty much everything up on this Printables page before I head to bed the day before the official launch. Printables is acting up rn and not letting me save some edits to the page (like a better organized layout for the files on Printables), but it's not critical for release. So, the files are out now! Enjoy!

Blaster Overview and Firing Demo:

Please refer to the [file listing for Silly Shells](#) to download them all and get more information. Please check the [shell compatibility spreadsheet](#) to see which Silly Shells work in this blaster. READ THE "Print Info" SECTION of this description page before printing the blaster! There is a full written and illustrated assembly guide for the Breacher, available as a PDF download in this Printables file repository :)

Read the Assembly Guide!



**Download the PDF file
in the "other files"
Printables section!**

Picatinny mounted Silly Shell carrier/holder files here: [https://
www.printables.com/model/1016480](https://www.printables.com/model/1016480)

"What is a Breacher?"

The Breacher is a 3d printed DIY Nerf-style foam dart blaster, which uses a 3d printable shell (**Silly Shells**) to hold several darts at once, to fire multiple darts each time you pull the trigger.

Breacher is modeled after pump action shotguns, with a tube magazine that holds 4 to 6 shells (depending on which muzzle tips you have installed). Breacher is able to fire many different types of foam projectile, including Nerf Elite darts, Nerf N1 darts, half darts, Rival balls, Mega, MegaXL, and more.

That all adds up to make Breacher a very fun, and very **satisfying** shotgun-style blaster!



Sellers

A full list of non-US sellers can be found here: <https://www.stuffbysilly.com/wheretobuy>

Hardware kits are available from these sellers:

- OutOfDarts: <https://outofdarts.com/products/sillybutts-breacher-hardware-kit>
- SilverFoxIndustries: <https://silverfoxindustries.shop/products/breacher-by-sillybutts-hardware-kit>
- BearsWares: <https://bearswares.shop/products/breacher-by-sillybutts?variant=42277558780017>

Fully printed blasters are available from these sellers:

- OutOfDarts:
 - Printed parts and fully assembled blasters: <https://outofdarts.com/products/sillybutts-breachers-3d-parts-hardware-kit>
- SilverFoxIndustries:
 - Printed parts and fully assembled blasters: <https://silverfoxindustries.shop/products/breachers-by-sillybutts>
- BearsWares:
 - Printed parts and fully assembled blasters: <https://bearswares.shop/products/breachers-by-sillybutts?variant=42277558812785>

Additionally, Canadians can get kits here without getting thrashed too much by tariffs: <https://1000screws.square.site/product/breachers-hardware-kit-canada-version-/CLBWCGXCTSZHRLV4A7QU3PE5>

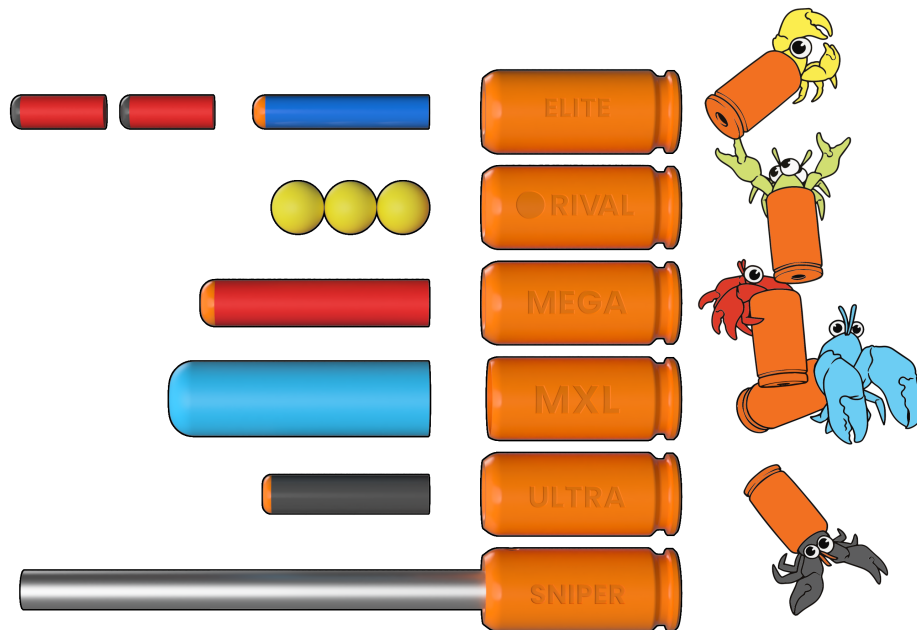
“What are Silly Shells?”

Silly Shells are an ecosystem of 3D printed shotgun shells for homemade Nerf-style blasters! There are many, many different shells to use in each blaster, allowing one blaster to fire a wide variety of ammo types without reconfiguration or modding.

For example, you can fire 3 Elite darts out of one shell, eject it, and then load a MegaXL shell to fire a huge dart at your enemies! Then you can follow that up with a “buckshot” round of Rival balls. Then you can load a Bottlenose shell to hit a person across the field from you.

Silly Shells allow you to use multiple different types of foam ammo in one blaster, and they allow you to fire multiple darts with just one shot of the blaster!





SILLY SHELLS

Shell Fed Blaster Ecosystem

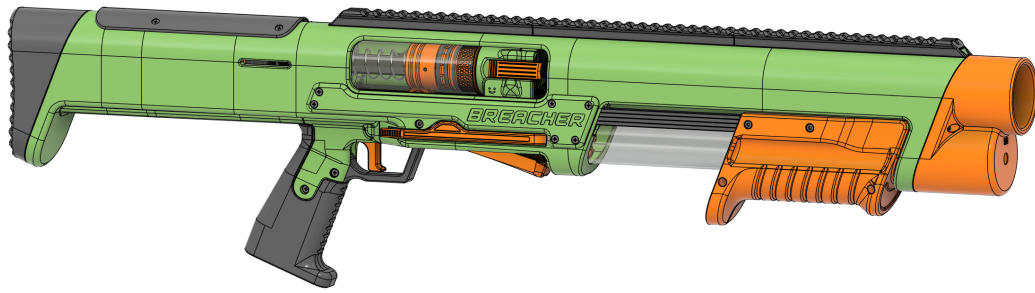


Please refer to the **file listing for Silly Shells** to download them all and get more information. Please check the **shell compatibility spreadsheet** to see which Silly Shells work in this blaster.

Note: Breacher's magazine and feed system does not fit any shells that have ammo sticking out past the tip (full length Mega or MegaXL), however, you CAN still breach load them one at a time into the blaster for single shots.

Performance

Breacher should have the same FPS performance as Battle Axe: https://docs.google.com/spreadsheets/d/1Pixa7pvZfWJ54Cy2VnBE_0UdA56MWYw5ja8P_bj5XCy/



Part Options

Breacher can be customized by mixing and matching the available alternate files:

- 4 different priming handle options
 - Default, Slim, SlimGrippy, and Picatinny.
- 2 sizes of magazine capacity extension tubes, which are super easy to swap!
- Alternate files with various sling attachment points on them
- Alternate files for printing the longest parts (the priming bars) on a 180x180mm build plate printer. Everything else will fit already!
- 2 types of magazine follower, for compatibility with several types of drum spring hardware.

Also, there are STEP and F3D source files available for you to customize the blaster even further yourself!



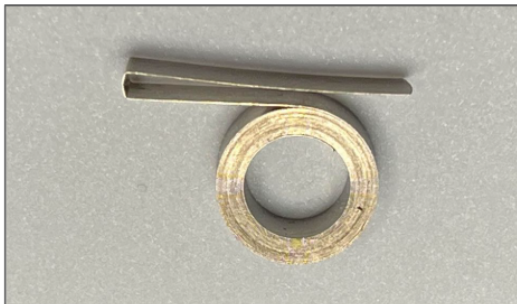
Print Info

The correct 3d print files for the follower and follower rollers are determined by which spring you have.

If you have **FoamBlast Style** drum springs, use the **FBdrumSprings** files.

If you have **generic** drum springs, use the **GenericDrumSprings** files.

IMPORTANT:

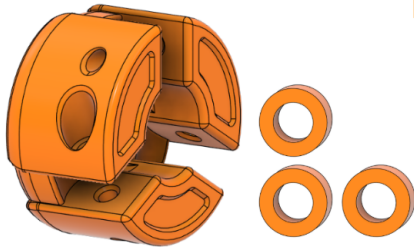


“FoamBlast Style” Drum Spring

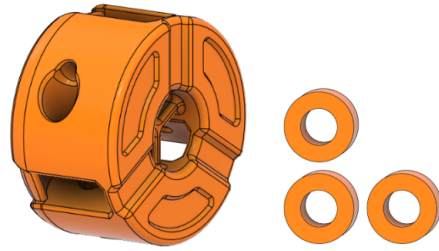


Generic Drum Spring

IMPORTANT:

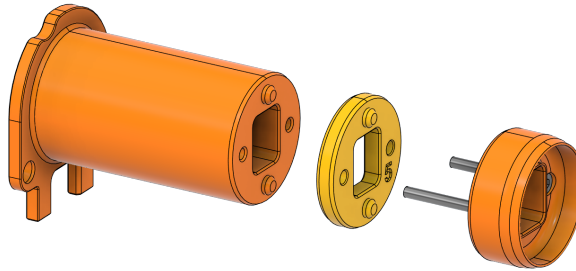


FBdrumSprings



GenericDrumSprings

NOTE: If your hardware kit is using a k25 5.5" long spring, you will need the optional spacer print for the PTguide to prevent the spring from rattling (if spring rattle annoys you)!



Filament usage and print time estimates (PLA filament) (Includes supports and brims for recommended parts):

- **All parts together: 1962 grams of filament**
- Green: 1003 grams (be very careful with the green folder prints, or make sure to have 2 spools of the filament on hand in case one runs out!)
- Orange: 630 grams
- Black: 329 grams

Filament	Model	Support	Total
■ 1	332.34 m 991.23 g	4.08 m 12.18 g	336.43 m 1003.41 g
■ 2	209.22 m 624.01 g	1.95 m 5.81 g	211.17 m 629.82 g
■ 3	110.25 m 328.84 g	0.06 m 0.17 g	110.31 m 329.01 g
Total	651.82 m 1944.08 g	6.09 m 18.16 g	657.91 m 1962.24 g

Estimated on a Bambu Lab P1P
Time Estimation 0.4mm nozzle, 0.22mm layer height

Plate 1	1h53m
Plate 2	56m21s
Plate 3	2h23m
Plate 4	5h44m
Plate 5	3h32m
Plate 6	2h7m
Plate 7	40m48s
Plate 8	52m46s
Plate 9	46m39s
Plate 10	6h37m
Plate 11	7h34m
Plate 12	6h32m
Plate 13	3h30m
Plate 14	3h5m
Plate 15	2h54m
Plate 16	2h41m
Plate 17	2h15m
Plate 18	4h1m
Plate 19	44m10s
Plate 20	1h37m
Plate 21	1h2m
Plate 22	3h1m
Plate 23	1h30m
Plate 24	2h15m
Plate 25	1h7m
Plate 26	3h8m
Plate 27	2h14m
Plate 28	2h22m
Total	3d5h3m

All **STLs** are exported in their **correct print orientations**.

There is a **.3MF** file for **Bambu Studio**, with all the parts in each folder laid out on plates, in their correct orientation, and with correct infill/wall/support settings.



For **brims**, make sure you set them to “**Outer brim only**”, so they only form on the outer edge of the parts. If you have it set to both sides, it will cover up screw holes with brims, which makes it harder to assemble.

180mm x 180mm minimum printer size/build plate size.

The “default” print settings for **Breacher** are 20% infill, 5 walls (I use Gyroid infill pattern).

Parts with different settings will have those settings **marked in bold text**.

Black

- 20% infill, 5 walls: TriggerGuard, GripBody.
- 20% infill, 5 walls, **BRIM**: CheekRest_Right, CheekRest_Left, PicatinnyRail_Front, PicatinnyRail_Middle, PicatinnyRail_Back.
- **10% infill**, 5 walls: StockButt.
- **100% (full) infill**, **8 walls**, **BRIM**: PlungerRod.

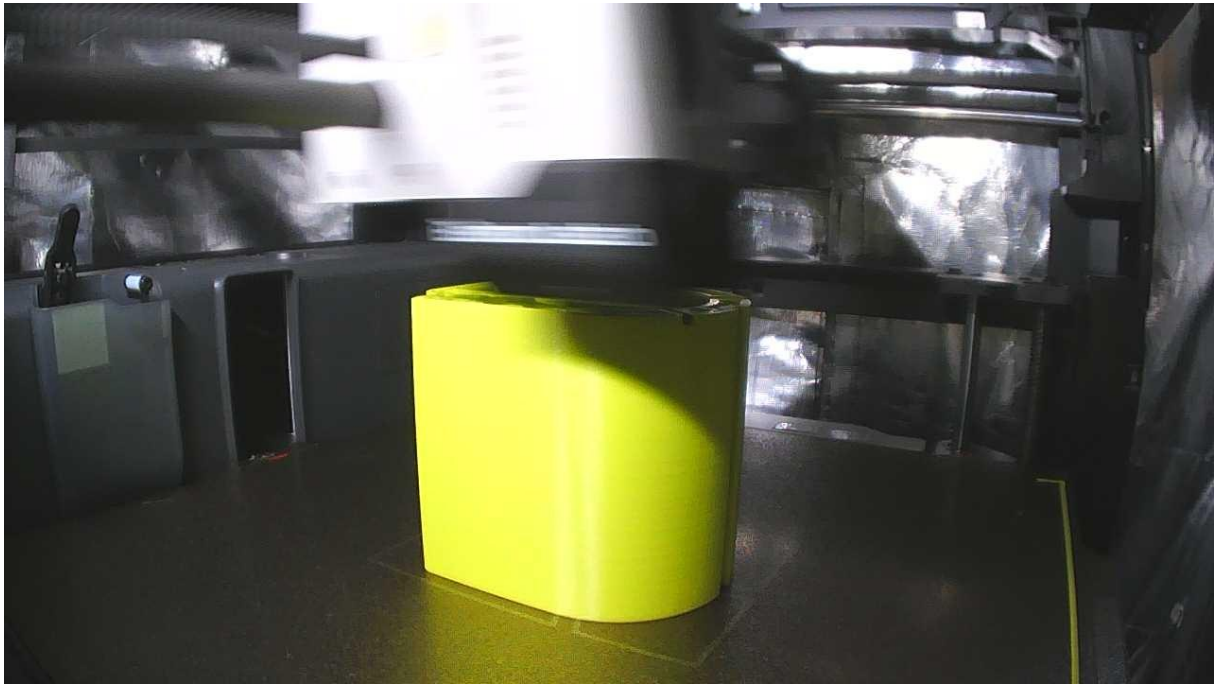
- **100% (full) infill, 8 walls, SUPPORTS:** PrimingBar_Right, PrimingBar_Left.

Green

- 20% infill, 5 walls: CatchHolder.
- 20% infill, 5 walls, **BRIM:** SideBracket.
- **10% infill**, 5 walls: BarrelFront, BackPTcover, FrontPTcover, StockCap, EjectionPort_Front.
- **10% infill**, 5 walls, **SUPPORTS:** BarrelBack.
- **15% infill**, 5 walls, **SUPPORTS:** EjectionPort_Back.
- 20% infill, **8 walls:** GripPanel_Right, GripPanel_Left.
- 20% infill, **8 walls, SUPPORTS:** BoltFace.
- Optional: You can also enable ironing on the CatchHolder. Top surfaces ironing.

Orange

- 20% infill, 5 walls: Trigger, InternalNutCover, LifterRoller, PlungerGuide_Tip, PlungerGuide_Spacer, MagFollower, FollowerRoller, SearArm.
- **10% infill**, 5 walls, **SUPPORTS:** Muzzle.
- **15% infill**, 5 walls: PrimingGrip.
- **15% infill, 8 walls:** PlungerGuide_Base.
- 20% infill, **8 walls:** Ejector, PlungerHeadB, Extractor, ShellStopLeft, ShellStopRight.
- 20% infill, **8 walls, SUPPORTS:** Catch, Lifter.
- **100% (full) infill, 8 walls:** PlungerHeadA, PlungerCap.
- Optional: You can also enable ironing on the Catch, to make it extra smooth. Top surfaces ironing.
- Optional parts:
 - **MatchSaver** parts all print at 20% infill, 5 walls with **SUPPORTS**.
 - The **mag tube extensions** all print at 20% infill, 5 walls.

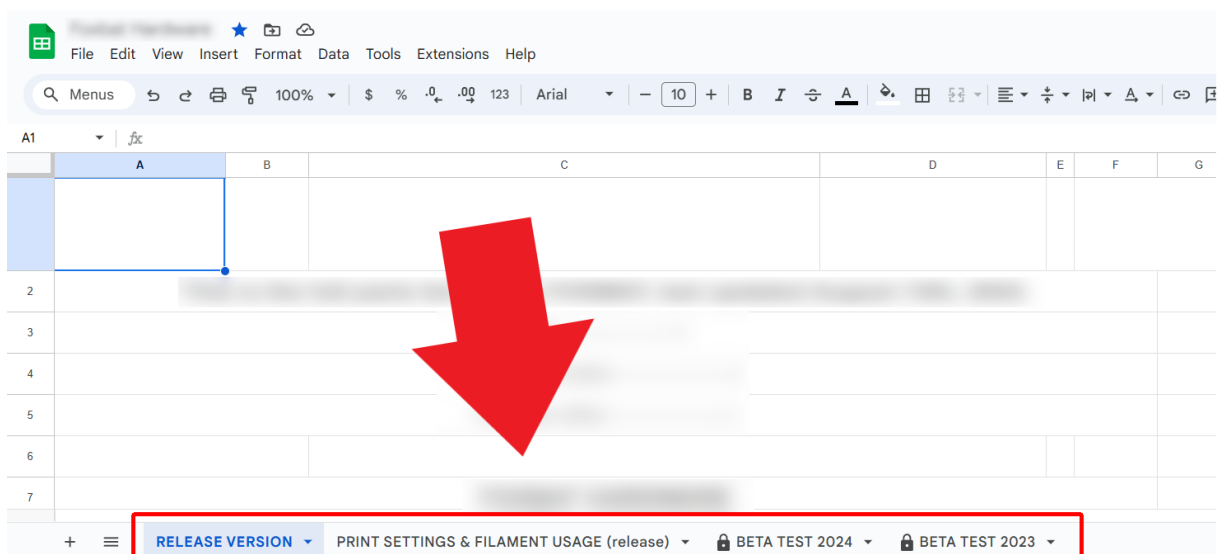


Hardware

Full hardware list (parts list, bill of materials, whatever you want to call it):

https://docs.google.com/spreadsheets/d/1NP8far9P1kM7TUwjEEXd2ue_4Z4ZWt-sdW7ixpMnTfU/

Make sure you have the correct tab of the Google Sheet selected.



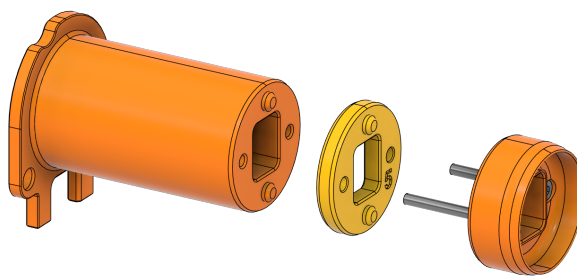
Hardware kits are available from these sellers:

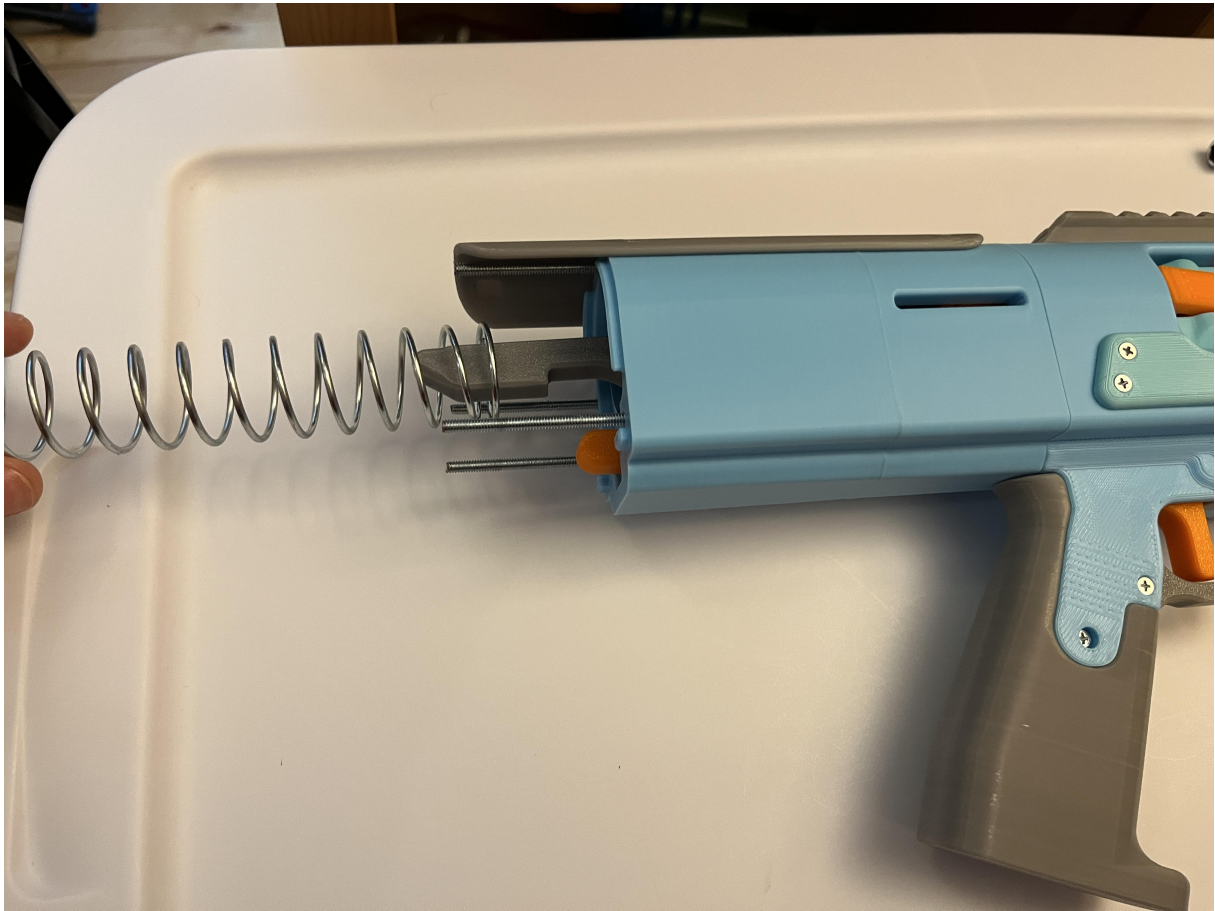
- OutOfDarts: <https://outofdarts.com/products/sillybutts-breachers-hardware-kit>
- SilverFoxIndustries: <https://silverfoxindustries.shop/products/breacher-by-sillybutts-hardware-kit>
- BearsWares: <https://bearswares.shop/products/breacher-by-sillybutts?variant=42277558780017>

A few notes regarding spring choice:

- **I recommend using k25 in Breacher**, its what I really designed the blaster around.
- Anything weaker than a 788 spring won't do very well with the larger capacity shells (3x elite, 3x rival, MXL, etc).
- Springs with strength between k25 and 788 are fine, if you want to use the blaster indoors with younger players for example.
- Any springs **stronger** than k25 don't really increase the performance of Breacher. Stronger springs just make the prime harder, and add more wear and tear to the blaster, without making it fire much harder. **K25 is the sweet spot** of spring strength.

NOTE: If your hardware kit is using a k25 5.5" long spring, you will need the optional spacer print for the PTguide to prevent the spring from rattling (if spring rattle annoys you)!





Assembly

There is a full written and illustrated assembly guide for the Breacher, available as a PDF download in this Printables file repository :)

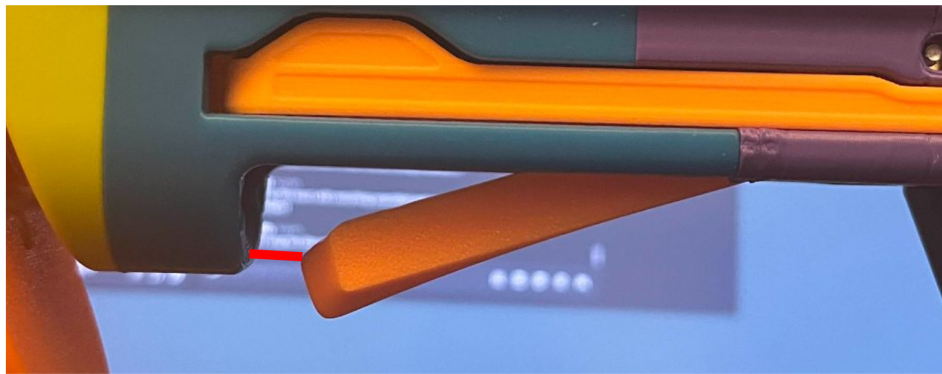
Its really good, go download it.

There's really good text and picture instructions for every aspect of assembling the Breacher!

Notes:

- Make sure ALL the supports are removed from any parts with supports.
- Remember to remove the built in supports from the picatinny rail dovetails.
- Put the rubber plunger padding on the plunger face after assembling the plunger rod and two plunger head parts.
- Lightly lube the Catch front face.

- DONT FORGET the o-rings when you assemble the boltface / plunger cap stuff together!!
 - 1 big o-ring on the plunger cap before you glue it to the plunger tube.
 - 1 o-ring between the PTcap and the boltface.
 - 1 o-ring glued to the front of the boltface.
- I recommend wearing gloves while gluing the plunger tube to the PTcap, and while gluing the -016 o-ring to the Boltface.
- Round the edges of the plunger tube on the back end so it slides smoothly inside the blaster. Chamfer the inside edge and the outside edge.
- The lifter position **WILL NEED ADJUSTMENT DURING ASSEMBLY, READ THE ASSEMBLY GUIDE!!!!**

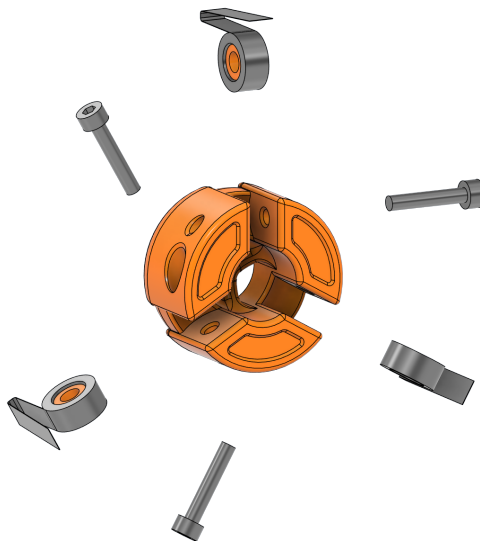


I find that the best way to figure out this alignment is to try to line up the top lip of the lifter tip with the spot just above the bottom edge of the EjectionPort_Front (the blue part in this picture).

Read the Assembly Guide!



**Download the PDF file
in the "other files"
Printables section!**



Misc.

If you print any of my designs, I'd love to see yours! Please consider leaving a Make on the Printables page, and leaving a review!

Thanks to Wonderboy, Frutiger, Albird, Nomiset, Sakurazaki, Bill, GreyTheColor, Jeef, Piggy, Hotkoin, MetalSuccAttack, and BoomstickMods for photos!

Thank you to all of the people who helped to beta test Breacher! I **could not** have done this without you, I appreciate it a ton.

Thank you to everyone who left helpful comments and suggested features and fixes for Breacher during it's almost 3 years of pre-release development!

The threads for the magazine tube extensions are Cruller Threads by DonutCat (<https://www.printables.com/model/931166-cruller-threads-a-custom-thread-profile>), which I adjusted print tolerances for. These threads are REALLY NICE, and I'd highly recommend them to other designers!

The font for the Breacher logo is Falcon Punch.

China: ! . ! , .

Disclaimer: This is not a toy. This blaster is meant for hobbyists, not children. Blaster must be operated correctly to avoid injury. I am not responsible for any injuries from this blaster. Please use a bright/blaze orange muzzle and barrel cap on this blaster. Consult local laws before building this high powered blaster.

Changelog:

- 8-31-2025: Release
- 10-25-2025: Added a small file "optional tube spacer" to be placed in front of the magazine tube (so, inside the muzzle) to hold it in place better if the tube is sliding around on your build. Thanks to ChaosBunny and a few others for letting me know this was an issue!

Donations & Merch

|● BECOME A PATRON

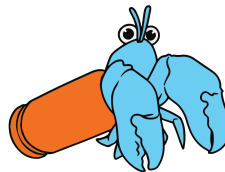


Buy me a coffee

If you like what I do, please consider supporting me!

I don't charge for my files, so any donations or merch purchases would be greatly appreciated!

- [Patreon](#) (Monthly donations)
- [Buy Me A Coffee](#) (One-time donations)
- [Fourthwall](#) (NEW!) My merch shop! Go get some cool stickers and fun shirts!
- [RedBubble](#) My old merch shop. It's still there, but Fourthwall makes better stuff IMO.



Model files



Orange - Required (if you want extendable magazine capacity)

7

files

muzzle_threadedtubeextensions.stl





threadedtubeextension_printedversion1shell.stl



threadedtubeextension_printedversion2shells.stl



threadedtubeextension_plug.stl



threadedtubeextension_plugflushversion.stl



threadedtubeextension-glued-to-extra-tube.stl



extensioncapglued-to-extra-tube.stl



Orange - Optional - Match Saver

4 files



matchsaver_sidea.stl



matchsaver_sideb-m3heatsets.stl



matchsaver_sideb-threadsintoplasticholes.stl



matchsaver_sideb-m3hexnuts.stl



Orange - CHOOSE THE CORRECT FOLLOWER FOR YOUR DRUM SPRINGS

4
files



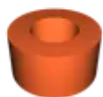
tubemagfollower_fbsprings.stl



followerroller-print-3-of-these_fbsprings.stl



generic_drum_spring_tubemagfollower.stl



generic_drum_spring_followerroller-print-3-of-these.stl



Orange - Required Parts

23 files



lifter.stl



lifterscrewadjustable-needs-two-m3x12-screws.stl



lifterroller.stl



plungercapnoheatsets.stl



plungercapwithm3heatsetinserts.stl



shellstop_left.stl



ejector.stl



muzzle.stl



plungerguide_tip-adjustable.stl



plungerguide_5mmspacer-adjustable.stl



shellstop_right.stl



seararm.stl



internalnutcover.stl



catch.stl



plungerguide_base-adjustable.stl



plungerhead_a.stl



plungerhead_b.stl



trigger.stl



extractor.stl



priminggrip.stl



priminggrip_picatinnyversion.stl



priminggrip_slimver.stl



priminggrip_slimgrippyver.stl



Green

19 files



catchholder_withqdslingpoints.stl



sidebracket-no-logo.stl



catchholderwithslingpoints.stl



barrelback.stl



boltface.stl



stockcap.stl



barrelfrontwithsidepicrailsandqd.stl



grippanel_left.stl



sidebracket-breacher-logo.stl



barrelfront_withqdslingpoints.stl



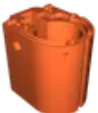
frontptcover.stl



ejectionport_front.stl



ejectionport_back.stl



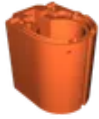
backptcover_withqdslingpoints.stl



grippanel_right.stl



catchholder.stl



backptcover.stl



barrellfront.stl



barrellfrontwithsidepicrails.stl



Black

18 files



plungerrod.stl



cheekrest_right.stl



gripbody_withshoe.stl

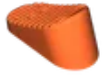


primingbar_left.stl



picatinnyrail_middle.stl

stockbutt.stl



triggerguard.stl



picatinnyrail_front.stl



cheekrest_left.stl



picatinnyrail_back.stl



primingbar_right.stl



picatinnyrail_back-useslicersupports.stl



picatinnyrail_middle-useslicersupports.stl



picatinnyrail_front-useslicersupports.stl



split-primingbar_left-back.stl





split-primingbar_left-front.stl



split-primingbar_right-front.stl



split-primingbar_right-back.stl



breacher-open-beta-8-30-2025-bambu-studio-project-f... .3mf



m3-screw-length-gauge.stl



f3d-breachertube-mag-shot-blaster-10-v14-8-30-2025.f3d

☐ F3D source file for editing the blaster in CAD (Autodesk Fusion 360).



step-breachertube-mag-shot-blaster-10-v14-8-30-2025 .step

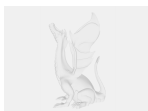
☐ STEP source file for editing the blaster in CAD.



optional-tube-spacer.stl

☐ Put this in front of the magazine tube (in the muzzle) if it is wobbling back and forth.

Other files



breacher-assembly-guide-8-31-2025.pdf

☐ ASSEMBLY INSTRUCTIONS FOR BREACHER!

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