



Dynamite Plunger (Display/Gameplay Prop)



Manta Design

[VIEW IN BROWSER](#)

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Summary

Guaranteed to clear any clog (not really)

[Costumes & Accessories](#) > [Props](#)

Tags: [toy](#) [cosplay](#) [props](#) [prop](#) [game](#) [toys](#) [funny](#)
[gift](#) [nerf](#) [accessory](#) [accessories](#) [cosplayprop](#) [airsoft](#)
[threaded](#) [plunger](#) [plumber](#) [noams](#)

Prop use only. Model does not function in any way

This unique prop makes a great display and doubles as a search and destroy (or other game type) prop for nerf/airsoft events.

Features

- 100% Printed
- Threaded Assembly
- Multi-Color Printing (No AMS Required)

Recommended Assembly Tools

- Rubber Mallet
- Screw Driver

- Super Glue (Optional for extra strength)

File Nomenclature

- **Support** - Models marked with a (S) in the file name require support. Ex. PlungerProp_(S)HandleMiddle
- **Quantity** - The quantity number for every piece can be found at the end of the file name. Ex. DynamiteProp_Body6. Files not marked with a number should only be printed once.

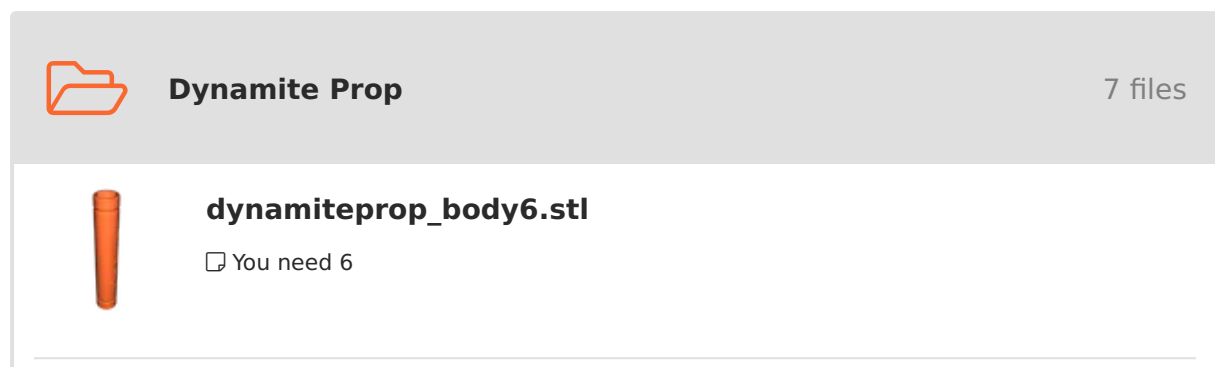
Filament

- **Elegoo PLA Plus** (Red, Grey, Black, Sky Blue, Neon Green and White)
- **Elegoo PLA Basic** (Apple Green)



If you have any questions or need a model adjusted, please feel free to private message me here on printables!

Model files





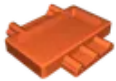
dynamiteprop_topcap6.stl

☐ You need 6



dynamiteprop_ring2.stl

☐ You need 2

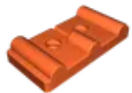


dynamiteprop_timerbase.stl



dynamiteprop_timerinsert.stl

☐ Swap filament when z-axis is at 4mm for multicolor



dynamiteprop_wirebase.stl



dynamiteprop_timerscrews4.stl

☐ Print 4 with 8+ walls. Adjust scale in your slicer if too tight or loose.



Plunger Prop

4 files



plungerprop_handletop.stl



plungerprop_shandlemiddle.stl

☐ Print with support



plungerprop_shandlebottom.stl

☐ Print with support



plungerprop_shead.stl

☐ Print with support

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