



X-Shot Spinshot Silly Shell Frontend



Projec_

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Summary

A frontend that allows the Spinshot to take Silly Shells

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Introduction:

I wanted to have the Spinshot become a backup shotgun of sorts, so I decided to make this.

I would NOT recommend yanking the front up, as the shell would just eject itself.

You will need to remove the rotating block that cycles the cylinder.

Gemeneye's X-Shot Stock Point is needed for the hammer. Print everything as normal except for the hammer.

Updates:

10/11: Updated 3MF to include everything needed to print. Updated the hammer so that the front end will not fall down if you try to quickly draw it. I have also found that the front end will sometimes drop after firing. It doesn't affect performance, but it can be an issue.

This remix is based on



X-Shot Break Barrel/Spinshot Picatinny Stock Point

by Gemeneye



STEPS ONLY - X-Shot Spinshot/Break Barrel Front End

by Kats_Creatives

Model files



x-shot-buckshot-front-end.3mf

☐ Print as orientated



spinshot-silly-shell-frontend.stl



hammer-v11.stl



auto-drop-hammer.stl

☐ Frontend will drop after firing. Doesn't allow for fast draws.

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