



Rocket Launcher Toy | Print-in-Place



Nakozen

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Summary

A zero supports, ready to go toy launcher!

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This is Version II of the Rocket Launcher, with a much more reliable trigger mechanism which should stop any lockup for most people, and general smoothness of the action. Massive thank you to **AKinferno** for helping me with all the test prints, and **Canadian Guy** for figuring out such an easy and effective fix!

While printing **Makkuro**'s cannon, the gears in my mind started grinding away on how to further this great little toy. Inspired by action figure guns from my childhood, I came up with this still fully print-in-place, yet **cockable** launcher complete with an array of projectiles, and it is very satisfying to play with!

I have been working on this model on and off for some months now, testing it to death, making sure it functions juuust right, with a minimal failure rate! Now even more juuuust right!

Over time the spring will settle and power will gradually decrease, but should still fire true for a good long time. I have only tested this in PLA, so other materials like PETG may have better longevity or increased power.

Printing and Operation Video!

Print Suggestions!

- I suggest a **minimum of 3 walls** to ensure spring is printed solid.
 - Tolerances are extremely forgiving as long as your printer can handle **overhangs up to 70 degrees**, which most printers can handle with a little prayer!
 - For the sake of the **spring**, print a little slower to mitigate the wobble. I print with Inner Walls at **40mm/s**, and Outer Walls at **25mm/s. I'm lookin' at you, Bambu bois!**
 - A layer height of **0.16mm or finer** may help with spring quality.
 - For best results keep **Z Seam** away from trigger, it's easier hidden around back with the fake handle anyway!
- If at first the launcher jams up, this is normal. Simply pump the piston a few times to loosen things up until it fires true!
-

Files!

There is a weaker variant of the Rocket Launcher alongside the standard model, along with variants with an easy-to-remove attached brim for easy adhesion, now larger due to request! The weaker version may also help out for those still having cocking issues (hey quit smirking)!

Try out the included **Spring_Test** file to see how well your printer can handle it, you may be surprised. A little sagging is acceptable.

All Version I files are still included for anybody still interested.

\$ Optional Extras! \$

Exotic Ammunition Types

Accessories Pack containing a collection of 24 extra projectiles and targets, available to all you generous supporters of my Ko-Fi page.



Want to show me you love me? Help me to my next spool by buying me a "coffee"...! <3

<https://ko-fi.com/nakozen>

This remix is based on



Working Cannon (Print-In-Place)

by Makkuro

Model files

 **V2 Rocket Launcher** 5 files

 **v2_rocket-launcher.stl**
☐ New and improved with updated trigger mechanism.



v2_rocket-launcher_weaker.stl

☐ Weaker Spring for kids, or those not wanting to bring chaos to the world.



v2_rocket-launcher_brim.stl

☐ Brimming with ease!



v2_rocket-launcher_weaker_brim.stl

☐ Having problems? No problem!



v2_brim_only.stl

☐ Wear it like a hat.



Projectiles

5 files



pew_rocket.stl

☐ Standard Projectile, print many!



pew_nozzle.stl

☐ Exotic pointy ammo



pew_ball_low.stl



pew_ball_high.stl



launcher_spring_test.stl

☐ If you can print this, you should have zero problems! Also, bonus projectile!



Ye_Olde_V1_Launcher

5 files



pip_rocket-launcher.stl

☐ Standard model



pip_rocket-launcher_weaker.stl

☐ Just slightly less powerful.



pip_rocketlauncher_with_brim.stl

☐ Same launcher model but with small easy-to-remove brim that won't fuse plunger.



pip_rocket-launcher_weaker__with_brim.stl

☐ And well, yeah, this too.



pip_helper-brim.stl

☐ Brim on its own too I guess!

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