



# STARGATE:

## AN OFF-WORLD SKIRMISH

AIRSOFT ACTION GOES INTERSTELLAR AS IGGY ROBERTS INVESTIGATES REPORTS OF A STARGATE APPEARING JUST OUTSIDE WARMINSTER...

LAST YEAR I HEARD RUMOURS of something out of this world; an interstellar teleportation device had appeared in the woods at Warminster Airsoft. I had to investigate and discovered that yes, they had installed a Stargate, which was quickly followed by Dial Home Device (DHD) – and they are not just dormant props! Ok, so it falls short of actual interstellar travel but it can be activated and lights up along with an alarm sound to signal when the gate is “open”.

It all started around Spring 2015 with a regular player who owns a specialist prop company, Podpad Studios. They built a Stargate for a customer and came to an agreement to build one for Warminster Airsoft using the same mold. The Stargate was a huge success and with growing popularity, the site commissioned Podpad to build a DHD to go along with the gate. Now a year on, the Stargate and DHD have survived the elements through all seasons, as well as the weekly barrage of airsofters.

The gate and DHD is built from marine ply and sealed with a tough, waterproof specialist paint and the power is supplied by a bike battery located in the DHD (of course, all the cables are also sealed and

weatherproofed). The ramp was built by the site and is designed (and has been tested) to carry over 50 players fully geared up. It also has an anti-slip surface (which is a must-have due to the terrain) but does not have any railings. This was done to prevent anyone from trying to climb up the sides, potentially resulting in player injury and damage to the prop.

The standard way to operate the gate is to install the three missing crystals in the drawer of the power unit to the DHD. Once all three crystals are in place, shut the drawer then activate the gate by hitting the clear dome in the centre of the DHD console. Shortly after the installation of the DHD, the clear dome was smashed by a player in the heat of the battle when they struck it with the butt of their rifle. Now they have replaced the clear dome with a customised heavy duty replacement that has survived the months since. This was the only issue that they've had with the Stargate since its arrival. With the dome hit, the DHD and gate itself light up, accompanied with an alarm to represent an opened gateway, while a marshal pops a blue smoke to represent the event horizon.

The Stargate offers a range of game plans, some simple and others more complex and designed to last longer. The simpler game plan just uses the gate as an entry and exit point into the game, meaning the game itself can therefore be anything. The more complex game designs tend to have a far greater depth of background story, along with missions based on the Stargate





film and series.

There are three main complex games. The first starts as if the Star Gate (SG) team had completed a mission on another world and were heading home. However, in order to do this the SG team has to find all three crystals to operate the gate and the three crystals are located at various enemy strongholds, or buildings throughout the site. Once the SG team has captured the three crystals, they then have to fight their way to the gate, insert the crystals and operate the gate – all without being taken out.

Another game plan involves the SG team securing the gate and receiving up to three “Naquadah” bombs at various times during the mission. These bombs are to be used to destroy set targets in the site.

The third game plan is based on a VIP escort. The VIP arrives through the gate (off world) and is taken to a meeting. Along the way they are hunted by tribal groups and after the meeting the escorting SG team literally have to fight their way to the gate. The objective is to get the VIP safely through the gate.

These three are just the beginning and could lead to endless game designs based on off-world missions, however, Warminster Airsoft don't intend to stop there, as there are plans to commission another Stargate and DHD to be built and added to the site. The idea is accompanied with the intention to move the Stargate to a location on the site which has mains power. This will allow the use of a smoke machine to create an event horizon, by pumping blue smoke into the eye of the gate from different points within the gate's circumference when it has been opened.

Warminster airsoft regularly holds Stargate game days, however, if you are traveling from afar, then it is worth checking before you travel. You can do this by visiting [www.warminstersirsoft.co.uk](http://www.warminstersirsoft.co.uk), where you can check the site's events diary and even contact the site manager. Warminster Airsoft also has a couple of Facebook pages which can be accessed by searching for “Warminster Airsoft”.

So if you like your airsoft with a touch of off-world adventure and peril thrown in, forget “Stargate: Atlantis”, head for “Stargate: Warminster”!



**“WITH THE DOME HIT, THE DHD AND GATE ITSELF LIGHT UP, ACCOMPANIED WITH AN ALARM TO REPRESENT AN OPENED GATEWAY, WHILE A MARSHAL POPS A BLUE SMOKE TO REPRESENT THE EVENT HORIZON.”**