FUNERAL BOMBERS: PVP FREEDOM FIGHTERS OR ONLINE TERRORISTS?

We received an avalanche of replies to last month's article, "Massacre In Winterspring," about the coordinated attack on an in-game funeral held for a World of Warcraft player who had passed away in real life. Most readers are howling for the blood of the guild responsible, but a few spoke up to support them. Here are just a few—and then you can turn to page 64 for our own Dossett's take on the incident.

It was an utterly disrespectful thing to do. This raid group planned their attack on the ceremony days before it was held. Serenity Now has now been blacklisted from almost everything. My guild does multi-guild world dragon quests from time to time and we have had SM members try to join us. We now turn them down just because of that incident.

—WILLIAM ELLIS

As much fun as watching utter pwnage is, the video was nothing short of a massacre; a grieving of dying people for the benefit of toons. As for Serenity Now's goal of encouraging PvP outside of battlegrounds, they may just have succeeded, as the author suggests, in getting on the Horde kill-on-sight list. If Serenity Now wanted open PvP, they just might get it—even if it is the gaming of their entire guild.

—CHRISTIAN HERMAN

My first reaction was, "How typical." Having seen numerous ethically questionable actions while playing WOW, nothing really surprises me anymore. However, the guild Serenity Now was within its rights to do whatever it wanted as long as it follows the basic rules Blizzard has set up—nobody else can create or maintain any ethics or rules of gameplay. Personally, I think it was sad thing they did. And although they say they are sorry to hear about the girl's death, they were not sorry enough to respect people who wanted to honor her death.

—SPENCER TSENG

Beautiful! Absolutely beautiful. I must say, the very notion of killing attendees at an in-game funeral

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