

## **With the war upon us**

So the war came. All hopes of a last chance diplomatic miracle have been brushed aside and replaced by live television feeds. Our screens are filled with explosions in downtown Baghdad; with tanks and other mechanized vehicles rumbling through the desert; with wounded or dead civilians and combatants; with aircraft taking off or landing day or night and of cruise missiles being fired from surface ships and submarines.

Once more the entire planet watches with a mixture of feelings at what is happening, or to be more precise, what we know is happening in Iraq. How one views this war is dependent on one's personal standpoint on a broad series of political & diplomatic issues, so it is quite pointless to try and rationalize the conflict unless one is willing to make a political statement; and we are not.

The statement we would like to make is that regardless of how you feel about the war and the things you see on your television, that you remember that it has nothing to do with your fellow Harpooners. We are an international crowd, and our mutual interest and friendships have kept these games alive. They have nothing to do with the decisions, positions and actions of our respective governments. So in that spirit, let's depart from the current political nature of the various group/forum discussions, there will already be enough casualties in this war.

*By the Player for the Players*  
HarpoonHQ

---

*This article first appeared on the 4<sup>th</sup> issue of the Waypoint magazine, March 2003. All original author rights reserved. No replication of any part of this article is allowed without the author's explicit consent.*