

Kill Team Code of Conduct

Purpose:

The **Squad Games & Frontline Gaming (FLG) Code of Conduct** provides players, judges, and event staff with clear expectations for appropriate behavior, as well as guidance for addressing player disputes and handling infractions during tournament play.

This document serves two primary purposes:

1. To **uphold the integrity and fairness** of all events.
2. To **protect all participants from harassment, abuse, or misconduct**.

Squad Games and FLG are committed to creating **inclusive, welcoming environments** where players of all backgrounds, identities, and experience levels feel respected and safe. Judges are expected to act with **professionalism and impartiality** at all times.

This Code of Conduct exists not to police the community, but to **protect, uplift, and celebrate** the spirit of sportsmanship and shared passion that makes our events special.

This is a **living document** and may be updated as needed to reflect changes in community standards, game rules, and event policies.

Player Support Is the Priority

Judges are there to protect the game and the player experience. Every ruling, check-in, or decision should help maintain a fair, respectful, and enjoyable event for all participants.

Squad-Games Judging Philosophy:

- **Set the Tone:** Judges lead by example. They are expected to be professional, impartial, and respectful at all times, helping foster a safe, welcoming, and competitive atmosphere.
- **Judges Stay Engaged:** Judges are expected to be present throughout the round—circulating tables, watching body language, and checking in with players. Like a good server in a restaurant, a judge should always be available, aware, and ready to help without disrupting the game.
- **Active Oversight Prevents Problems:** We do not wait for disputes to escalate. Judges are empowered to step in early if they observe confusion, repeated mistakes, slow play, or poor sportsmanship. Preventing issues is as important as resolving them.
- **Consistency and Clarity Matter:** Rulings must be applied evenly across all games. Judges are expected to communicate decisions clearly and respectfully, with minimal disruption to the match.

- **Professionalism Sets the Tone:** Judges must remain calm, neutral, and respectful, even in challenging situations. They represent the event and help shape the culture of the room through their conduct.
- **Community Comes First:** Judges help maintain a welcoming and inclusive event environment. This includes addressing inappropriate behavior, ensuring less experienced players are treated fairly, and enforcing standards that reflect the expectations of the broader community.

Squad Games events are built on trust, presence, and proactive leadership. Our judges embody those values at every table, in every round.

Squad Games fully supports the FLG Judging Philosophy and expands on it by emphasizing active, ongoing engagement with players—ensuring judges are present, approachable, and proactive in maintaining a fair and enjoyable event environment.

FLG Judging Philosophy:

- **Natural justice:** it's important not to penalize players unfairly by applying the letter of a rule when that would contravene the spirit or the intention of the rule.
- Players attempting to abuse the Code of Conduct to their advantage will be considered to have committed a foul and will have a card and accompanying punishment applied at the Judge's discretion.
- **The flow of the game and Player accountability:** a Judge should let the players play with the minimum number of interruptions but without losing control of the event. Letting the players determine the outcome of the game is of utmost importance as long as they play within the confines of the rules and player code of conduct.
- **Active judging:** Judges can actively officiate the core rules of Kill Team when they are present, e.g. by intervening in measurements, die rolls, deployment etc. when a player is not performing these actions correctly.
- **Time management:** Judges enforce and control the event clock.
- **Player Conduct:** Judges police players' sportsmanship and their adherence to the social contract.
- The social contract is the agreement between players to follow basic decency and adhere to agreements made between them as part of the game.
- **Presumptive authority:** Judges are given full authority to make binding rules calls to arbitrate a dispute between players during a game, even if these rules calls are later found to be inaccurate. The judge exists to provide a neutral resolution when players arrive at a deadlock on a rules interpretation, with the first priority being a swift resolution of the issue, and the second priority being accuracy; obviously striving for accuracy but accepting that within the confines of a timed event that it is not always an achievable goal. This includes, but is not limited to adjusting/re-adjusting model position to an agreed-upon game state.
- **Enforcement:** Judges are given full authority to issue penalties to a player when they violate the letter or spirit of the event's rules, or rules of the game.
- **Judges Conduct:** Judges are expected to perform their duties in a professional manner. Players may reach out to the FLG/Squad Games administration when they find a judge to be conducting themselves in a manner that is not in compliance with these guidelines.

- Judges have a responsibility to act when called upon by players and to act in a fair manner toward all parties.

The Spirit of the Game:

- The following guidelines and codes of conduct exist to ensure that the intended spirit and intent of the Warhammer hobby is maintained at all times.
- The Warhammer hobby is primarily a means for individuals to enjoy themselves. Interpersonal actions intended to lessen this enjoyment are not within the spirit of the game. For the FLG/Squad Games, the game of Warhammer 40K is about sporting competition between two individuals. Any actions that are unsportsmanlike are not within the spirit of the game.

Game State:

- Players must announce their intent when rolling a die/dice and apply the outcome. Their opponent is responsible for listening. Any dice rolled without announced intent may be ruled as void by a present judge and the player must re-roll it.
- A player must announce their intent to move a model/operative and for what purpose. Any model/operative moved without announced intent will be considered to be activated for that turning point and the player cannot choose to activate another unit instead or rewind their decision. A player who purposefully moves a model/operative without announced intent and outside of normal protocol for activating a model/operative has committed a foul. Players are accountable for their mistakes, and penalizing or reporting an opponent who doesn't give you a mulligan, or take back, is grounds for a foul.
- A player may not manipulate, touch, or otherwise interact with any models currently active in the game unless they announce their intent to interact with the game state (such as moving, charging, removing casualties, etc). When a model is placed in a precarious position, a player may adjust a model's position slightly to avoid falling, but this must be declared first and with the opponent's verbal authorization of acceptance. Any player interacting with models without announcing intent and in a legal manner has committed a foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion.
- Dice that do not land on the playing surface, such as dice that land on the floor, do not count for game purposes and must be rolled again. Players must roll dice in view of their opponent. Consistently rolling dice in a manipulating manner, or out of sight of the opponent have committed a foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion.
- Verbal agreements between players that alter the rules, interpretation of rules, or the adjudication of disputes are binding and enforceable during the course of the game in which the agreement was struck. Both players must clearly announce their intent to enter into such agreements, and the players must also have a third party witness to such agreements.
- Any agreements that do not meet the above qualifying requirements are void and not binding for the game. A judge may issue Yellow Cards and appropriate penalties at their discretion for this.
- This includes agreements by players to "play by intent". Players should consider entering into agreements like these carefully prior to doing so.
- Any measurement must be acknowledged by the opponent as accurate and accepted. Once accepted, this measurement is considered to be the distance measured, regardless of what another measurement might yield. No player may move a unit without the benefit of a special rule back to its

initial or an alternative position after it has been placed without the permission of that player's opponent. A player that does so has committed a foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion.

- Each player must endeavor to complete his/her turn in a timely and efficient manner. Any player found using a disproportionate amount of time, particularly if it provides a tactical advantage, will have committed a Foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion..
- Other than a judge, at no time may any 3rd party physically interact with models or dice during the course of a game. A player who knowingly allows or invites a 3rd party to do such has committed a foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion.
- An opponent may never without expressed permission, move or manipulate their opponent's models. A player moving their opponent's models without their expressed permission has committed a foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion.
- A player may never move models, or in any way advance or change the game state while a judge is present making a ruling, or while their opponent is away from the table. Doing so is a Foul and the offending player will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion.
- Persistent buffs/debuffs, from Ploys or psychic powers, should be clearly marked with a token when being applied to a particular Operative. Failure to do so can result in a Foul and a Yellow or Red Card and an appropriate penalty can be issued at the judge's discretion.

Chess Clock Rules:

Review the current [Squad-Games Chess Clock Rules](#) for a full detailed overview.

Lists:

All Rosters and lists must be submitted before the event starts or when deemed appropriate by the staff of the event. Failure to do so will result in a Foul.

Ploys/Abilities:

Whenever a player uses a Ploy, rule or ability in the course of play, they must, if asked, present the written rule in its entirety to their opponent the first time asked.

Decorum:

- A player may never take an action that would put the hobby of Warhammer in disrepute.
- A player may never use mocking, abusive, vulgar, or derogatory language toward another player or staff at an event. Any player who uses such language has committed a foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion.
- A player may never physically threaten, or use physical violence towards, another player or staff at an event. Any player who threatens or performs physical violence has committed a Red Card foul will be removed from the event and will be denied earning tournament circuit points at future FLG/Squad

Games events for a period of time determined at the sole discretion of the FLG/Squad Games administrative staff.

- A player may never purposefully destroy property, theirs or others, at an event. Any player who purposely destroys property has committed a Red Card foul.
- A player may never purposefully deceive another player, whether by malicious misinformation, incomplete information, or vaguely stated information. A player who purposefully deceives or attempts to deceive another player will have committed a Yellow Card foul. Any pattern of “accidental” deception or misinformation can be considered a Yellow or Red Card foul based on the judge’s discretion.
- Players may not Model for Advantage. Modeling for Advantage, where a model has been altered from the standard composition in a way that gives the controlling player in-game advantages, is not allowed.
 - Modeling for Advantage is a Yellow Card penalty and, if discovered after it has resulted in the owning player gaining an advantage, can be a point penalty, at the judge’s discretion. It may result in an automatic Red Card if the advantage has been taken multiple times over the course of several games.
 - In the spirit of the hobby, players can alter their models to be different from the standard to make them look better, more unique, fit their army theme etc. In these circumstances players should have a standard model available as a stand-in during the game where necessary for things like measurements, line of sight checking, checking for cover, etc.
- A player may never engage in Angle Shooting. Angle shooting, which is defined as: “The act of using various underhanded, unfair methods to take advantage of inexperienced opponents.” What an angle shooter does may be marginally or technically legal, but it’s neither ethical nor sportsmanlike. Angle Shooting is strictly against the Spirit of the Game and constitutes Unsportsmanlike Conduct.
 - Angle Shooting is a serious break of decorum and will result in a Yellow Card plus a points penalty at the judge’s discretion.
 - Angle Shooting, depending upon the egregiousness of the incident, can be grounds for an automatic Red Card with either a Round DQ or an Event DQ at the judges/TOs discretion.
- A player who is 15 minutes late or tardy to the beginning of a round is considered to be severely tardy. A player who is severely tardy to a game has committed a Yellow Card foul. A judge can levy a penalty for this at their discretion.
 - The lost time to the round will be taken off the offending player’s clock.
- A spectator may never give help in a game in which they are not an active participant, and a player may never solicit or accept such help. If they do so, they have committed a foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge’s discretion.
- Consistent slow play evidenced through chess clocks, player reporting, or judges’ discretion, represents a severe break in decorum. A player found to be doing so has committed a foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge’s discretion.
- By virtue of playing in a sanctioned FLG event, all players accept that the judge has final authority over all rulings. A player has the right to respectfully communicate and defend his/her position, but a judge’s ruling is binding. Any player purposefully disregarding a judge’s ruling or debating with the judge in a verbally abusive or disrespectful manner has committed a foul and will be issued a Yellow/Red Card.
- In the event of unsportsmanlike behavior or another break of decorum, being suspected or accused; the judges may consult with players from neighboring tables to ascertain the truth of the situation.

Tools:

- Dice used in the event must be whole, unaltered, and with all correct facings representing each number and easily distinguishable by both players. They must have six sides and be a standard “box” shape. Any player found to be using dice inconsistent with these guidelines have committed a foul.

- If you are using non-standard dice your opponent has a right to examine them, you may not refuse.
- Players coming to the table do so with a reasonable expectation to be able to clearly read and understand their opponent's dice. A player with non-standard dice (wherein each facing is not either a number or a number of pips corresponding to the numbers 1 through 6, or otherwise non-standard d6) may be required by their opponent to use standard dice for that game. This requirement can only be enforced before the game begins. To this end, both players must make their opponent aware of any non-standard dice they are using prior to the game beginning. If they fail to do so, they have committed a foul.
- Dice apps must be approved by the event organizer before being used.
- Measuring instruments must be accurate to the distance that they purport to represent. Any player found to be using measuring instruments that are not consistent with this have committed a foul. At a judge's discretion, the offending player may be given a Yellow or Red Card.
- Any clocks or timekeeping instruments or applications must be accurate and equally accessible to both players. Any player found to be using timekeeping instruments that are not consistent with this have committed a foul and will be issued a Yellow or Red Card, at a judge's discretion.

Calling Judges:

- Each player is entitled to call for a judge.
 - Players should bring issues to the judge's attention in a timely manner during the round in which issues are taking place and avoid attempting to have matters adjudicated after the game is finished and scores have been turned in.
- Both players should be present when a ruling by the attending judge(s) is made
- A judge should be called to provide a neutral measurement or adjudication of a rule's question. A judge should also be called if a player believes that their opponent has committed a foul or otherwise acted in an unsporting manner.
- Players may not abuse the judge call. If the judge decides a player is calling for a judge to delay the game (slow play) or is abusing the right to call a judge in any other way, a foul has been committed and a Yellow Card will be issued.
 - No player is entitled to more of a judge's time than is reasonable to resolve an immediate dispute. A player that requires a disproportionate amount of a judge's time is committing a foul and may be issued a yellow card with an appropriate penalty.
- A judge has two rulings available to him/her: A "snap ruling" and a "comprehensive ruling". The player calling the judge may ask for one or the other but the decision is binding regardless of the outcome. In the instance that a chess clock is in play, the time comes off of the player's clock who called the judge unless the judge, at their sole discretion, decides to pause the clock.
 - A snap ruling is a judge making an assessment and decision based on initial information gathering at the table. A judge's snap ruling is binding for that game and subject to human error. A judge's snap ruling may contradict a previous ruling or an established tournament ruling, and if so, must be played as the judge determined.
 - A comprehensive ruling is a thorough review and investigation of the question in consultation with other judges, if present, and a thorough review of all official material. A judge will leave the table and determine the result. Unless the judge chooses, time does not stop for the players while the question is investigated. Any rulings made after a thorough review are binding for that

event in totality and should be noted by the judge and shared with all other present judges for consistency.

- Time should be deducted from both players' clocks equally once the issue has been resolved.
- A judge should not be called to settle interpersonal disputes outside the scope of the Code of Conduct. A judge should only adjudicate such if it is impossible for the players to amicably resolve this dispute or one of the players has broken decorum; for example, they've become verbally or physically aggressive towards their opponent.
- In the cases of recorded or streamed games, a judge may use recorded media to determine if a player committed a foul or otherwise engaged in unsportsmanlike behavior and apply penalties retroactively.

Penalties:

- A foul is defined as an action taken by a player that violates the spirit of the game, the rules of the game, and/or the rules and guidelines set forth in this document. Fouls can range in severity and generally fall within two categories: Yellow Card and Red Card. If a player commits a Foul, the card will be accompanied by an appropriate penalty. A judge is free to apply whatever penalties they feel are necessary.
 - Yellow Cards are given for non-disqualifying offenses.
 - Yellow Cards are an indication a foul has taken place, a Yellow Card is accompanied by an appropriate penalty, such as the removal of Victory Points for the offending player.
 - A player may only accrue 1 Yellow Card during an event. If they receive a second yellow during the event it then becomes a Red Card and an appropriate penalty for receiving a Red Card is applied
 - A player who receives an additional Yellow, or Red Card, after a first Red Card is automatically Disqualified from the event.
 - Red Cards are given for a disqualifying offense, or in the case of multiple Yellow Cards.
 - If a player receives one or more Red Cards in an event they will be ejected from that event and can be removed from future events at the Organizer's sole discretion.
- Yellow Card:
 - When a judge has decided a foul has occurred a yellow card is issued to the offending player. Along with the yellow card a point penalty may be assessed to the player, at the judge's discretion.
 - The Judge will remove points from the offending player's score depending on the infraction and any other circumstances. This is up to the judge's discretion but examples of a yellow card foul are listed below.
 - Incorrectly submitting a list, submitting an incorrect list, or failing to meet the submission deadline
 - Unsportsmanlike conduct
 - Intentional or repeated dice infraction
 - Intentional or repeated mismeasurement issues
 - Intentionally or repeatedly illegally moving/placing models
 - Intentionally or repeatedly misplaying a rule
 - Intentionally or repeatedly misrepresenting a rule to your opponent
 - Slow play or clock related infraction
 - Angle Shooting

- Red Card:
 - Game Disqualification- A judge may disqualify a player from his/her current game. That player receives 0 points for that game, a loss. The opponent of the disqualified player receives a Bye score unless the opponent's current score would be higher.
 - Event Disqualification - A judge may disqualify a player from his/her event. That player is immediately removed from the roster of active players, removed from the event venue, his/her current game is scored a 0, his/her current opponent is scored as a Tabling (defined below) unless the opponent's current score would be higher. No points are awarded for the event, if the event is part of any tournament circuit.
- Ban (3/6/8/12 month) - For especially egregious or repeated Fouls and/or behaviors, a judge may request a ban for a player from the FLG/Squad Games for the specified time. While a player is banned, they may not attend Frontline Gaming sponsored events.

Cheating:

- Any form of cheating can immediately disqualify you from future tournaments for up to one year. Cheating can include, but is not limited to, incorrectly using rules for an advantage, obscuring or manipulating die rolls, or incorrectly measuring for an advantage.
- Cheating at an event will incur a Red Card, this may occur after an event if it is found that a player was cheating during the event.

Teams and Clubs:

- The terms “team” and “club” are used interchangeably for the purposes of the FLG Code of Conduct.
- In the course of playing events, it may come to pass that a specific team/club has members on it that have repeatedly caused issues at events individually, or as a group. When the FLG administrators have determined a team/club or any number of its members has been consistently behaving contrary to the FLG Code of Conduct the FLG administrators will inform the club that the club has been given one of the following labels.
 - Warning: A team that has been given the “warning” label has been found to behave against the Code of Conduct on more than 1 occasion either as a whole or in large part. The FLG suggests players on teams with a Warning proceed with caution at events.
This label lasts 6 months from the date it is issued.
 - On Watch: The members of a team that's been labeled “On Watch” should be closely observed during events by the TO and Judges.
This label lasts 12 months from the date it is issued.
 - Yellow Status: A team/club that has reached Yellow Status has repeatedly shown behavior that goes against the FLG Code of Conduct. All members of a team on Yellow Status, or who were members of the said team in the 12 months prior to the date the label was applied, start events with a Yellow Card and a verbal warning from the TO/Judges.

This label lasts 12 months from the date it is issued at a minimum and can be increased to up to 36 months at the discretion of the FLG.

- Banned: This team/club is banned from FLG events. It may never reform under the same name or with a composition of more than 25% of its former members. Furthermore, all members of this team will be stripped of any points earned at an FLG event for the current season and are banned from competition in FLG events for the next season in its entirety.

Index of terms:

- **The Spirit of the Game:**
 - The Warhammer hobby is primarily a means for individuals to enjoy their time. Interpersonal actions designed to lessen this enjoyment are not within the spirit of the game.
 - For the FLG/Squad Games, these games are about sporting competition between two individuals. Any actions that are unsportsmanlike are not within the spirit of the game.
- **Slow Play:** when a player takes actions to intentionally slow the pace of a game for advantage.
- **Standard Game:** A game played between two players using the guidelines of the tournament without any additional stipulations from the Judges or TO.
- **Timed Game:** A game that is “on the clock”, generally using a chess clock. This can be because it’s a late-round game, both players have requested a clock, or the clock could be Judge imposed.
- **Championship Rounds:** Generally the top 8 of a large event. These games are all Timed Games.
- **Championship Game:** These are timed games with a dedicated active judge.
- **Angle Shooting:** "The act of using various underhanded, unfair methods to take advantage of inexperienced opponents. The difference between an "angle shooter" and a "cheater" is only a matter of degree. What a cheat or thief does is patently against the rules; what an angle shooter does may be marginally legal, but it's neither ethical nor sporting. Nor is it in the spirit of the game."
- **Modeling for Advantage:** is when a model has been altered from the standard composition in a way that gives the controlling player in-game advantages
- **Tabled:** or “tabling” is when a player has had all the models in their Kill Team destroyed or otherwise removed from play and is left with nothing on the board, or in reserves, to make actions with.

Contributors:

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