

# Krigslive - Code of Conduct

Krigslive is a LARP that brings together many different players from all parts of the country, and even the far abroad. All these players have their own cultures and norms of behavior. When we meet so many different people, disagreements can arise about which behavior is (un)acceptable. In order to lay a common basis for how we play together, we have therefore created this *code of conduct*. The document contains both strict rules and a number of guiding principles for good conduct – which players are expected to abide by.

Feel free to contact the organizers if you have questions or need specification – or if there is a need to resolve a specific conflict during the game.

## General principles

- ☠ **Say no:** Unfortunately, we can't always read each other correctly. If someone knows or has exceeded your limits, speak up!
- ☠ **Respect others when they speak up:** If someone asks you to stop or change your behavior, it should be respected.
- ☠ **Assume the best:** Often conflicts are rooted in bad luck and misunderstandings. Keep this in mind when dealing with conflicts, even if it can be difficult.
- ☠ **Go for the role, not the player:** If you want to be a bastard to someone as part of the game remember to do it towards their role, not the player behind. Don't use their appearance, gender, sexuality, etc. as epithets – instead, use terms related to their role, such as their rank, unit, in-game origins, or their actions in the game.
- ☠ **Yes means yes:** Before initiating intimate contact with another person for Krigslive, it is your responsibility to obtain their explicit consent.
- ☠ **Try to resolve the conflict yourself:** If a conflict arises, try to resolve it yourself before involving the organizers. Involve the organizers or general staff only when a conflict cannot be resolved one-to-one.



## Unacceptable behavior

In addition to the above calls, there are some behaviors that are not acceptable for Krigslive.

### Racism, sexism and homophobia

War life is a hub of diversity, and that must be safeguarded. Therefore, it is unacceptable to ridicule or disparage other participants on the basis of their gender, gender identity, sexuality, ethnicity or cultural roots. This applies both in- and offgame. War life takes place in the organizers' interpretation of the Warhammer universe. In our fiction, the world is gender-neutral, just as homophobia and transphobia do not take place. Racism is an inevitable part of the universe, but remember to follow the aforementioned points (especially when it comes to going after the role and not the person).

### Sexual violence

Play and conduct involving or treating rape, sexual violence, coercion or threats thereof are not part of Krigslive either before, during or after the game.

## Conflict management during and after combat

At Krigslive, there are hundreds of people on the battlefield, and a large part of the battle is about momentum, pressure and outmaneuvering the enemy. Even the most experienced unit can make a situation uncomfortable, and even the most skilled fighter can hit someone in the face. It's hard to control how the battle unfolds: Situations will arise that create conflicts or bad experiences. We, on the other hand, can control how we then handle those conflicts!

- **Intensity of combat:** The premise of conflict management is that if your opponent thought the fight was too tough, it was too hard. We can't always agree on the level, and therefore we have to adjust the intensity down to those we battle. This must be done through respectful dialogue, with mutual understanding of how to make the fight both safe and secure - but still provide the opportunity to live by the ideas behind Krigslives combat rules.
- **Self-regulation:** If you find that your own unit went too hard for the fight, failed to count hits, was out of formation, or otherwise contributed to a bad experience - then it's better that you take the conflict with your friends than that others have to do it for you. Call out your friends so your enemies don't have to do it for you.
- **Pre-empt the conflict:** Say thank you for the fight. If you fear that the battle was too fierce, ask your enemies if they are okay. It's easier to talk when someone asks.



- **Recognize bad blows:** If you hit someone in the head or hit too hard, look the enemy in the eye and ask if they're okay. If you make a blow that inflicts enough damage for the enemy to leave the fight (e.g. powerful headshot), then you also leave the fight and ensure that they have the necessary assistance. Don't run back into the line.
- **Take the conflict after the match:** Nothing escalates a conflict like two people shouting over the lines and berating each other. It's okay to ask nicely, in a respectful tone, "Hey, can you please hit a little softer" - but avoid blaming them. If the slightest need arises to discuss, then take the conflict after the battle.
- **Use the unit manager:** If a conflict has arisen, you must pass on the complaint, after which the unit leaders must talk about the problem together and agree on a solution. If the unit leader himself is angry and hot headed, another person should be in charge of the talk.
- **Talk about the complaints together - and accept them:** When you receive a complaint or a desire for a change in behavior, make sure your people are informed. After the battle, the unit gathers and the complaint is passed on. There is no need to discuss whether the complaint is valid - it is always valid. However, it may be that the enemy has contributed to the conflict (e.g. both sides have hit too hard). In those cases, both sides must regulate their behavior and fight nicer at the next skirmish.