

July 2020 Chapter/Section	Thrown Weapons Marshal's Handbook - July 2020 Old Text	2026 Thrown Weapons Wiki - Chapter/Section	Wording Same	Updated Wording (rule same)	Rule Change?	New Text	Functional Change / Notes	Reason
	Notes on Changes: Updated wording= most changes include "plain english" changes, reducing "legalese" type verbiage, changing "shall" to "must", and restructuring to reduce exceptions to rules. Removed footnotes and glossary items, and included information in their relevant section. BLUE text is used to denote a general description or comment, rather than copying all the text.		4	27	31			
I	Thrown-Weapons Marshals							
I.A	Requirements							
I.A.1	All Thrown-Weapons Marshals shall be knowledgeable about thrown weapons, range safety, and SCA and Kingdom thrown weapon rules.	18.1 Marshalate Responsibilities and chain of command > specific responsibilities		Y		Marshals shall be knowledgeable about thrown weapons, range safety, and SCA and kingdom thrown weapon rules.		
I.A.2	All Thrown-Weapons Marshals are officers of the SCA and shall maintain membership as required by the SCA Bylaws, and shall be warranted by their Kingdom as required by Corpora.	17 Marshalate - Overview		Y		17.1.4 Warranted marshals - Have been authorized as a marshal and warranted as an officer of the SCA. 17.2.1 A marshal that is warranted (or roster warranted) is an officer of the kingdom or Society. 17.2.3 To be a warranted marshal: You must be a current paid member of the SCA Inc, or its affiliates.		
I.B	Responsibilities							
I.B.1	The Kingdom Thrown-Weapons Marshal shall ensure that the Kingdom thrown-weapons rules include, at a minimum, basic range safety standards, equipment standards, warranting and reporting procedures for Thrown-Weapons Marshals and injury reporting procedures.				Y	n/a	New handbooks render this requirement moot.	New kingdom handbooks will include the Society handbook plus kingdom specifics. All those procedures are already included by default.
I.B.2	No thrown-weapons activities are to take place at an event unless a warranted Thrown-Weapons Marshal is present.	17.1 Marshalate - Overview > General		Y		1. For a martial discipline to be included at a Society event, there must be a warranted marshal for that discipline.		
I.B.3	In the event of any disagreement, the Marshal-in-Charge shall have complete say and control in resolving the dispute, subject to appeal to the Kingdom Earl Marshal or the Crown. Appeals may be made via the appropriate procedures as specified in Kingdom and SCA law and policy	18 - Marshalate - Responsibilities and Chain of Command			Y	<i>For complete context, see Marshalate - Chain of Command Managing Misconduct</i>	- Appeals are made through the Marshalate Chain of Command. Involvement is also based on expertise needed and responsibilities. - The Crown is not part of the Marshalate Appeals chain for weapons, armor, or equipment.	The chain of command, expertise required, roles and responsibilities are now detailed in the handbook.
I.B.4	The commands of the Marshal-in-Charge are to be followed explicitly by all throwers while on the thrown- weapons range. Failure to follow the Marshal-in Charge's instructions may result in removal from the range.	5.2.1 Expected Behaviour and responsibilities > Thrown weapons specific			Y	You must explicitly follow the instructions of the marshal while on the thrown weapons range. If you do not follow the marshal's instructions, you may be removed from the range.	Commands from any TW marshal must be followed, not just the Marshal in charge.	Clarification. While this was interpreted as the TW marshal running the range or activity, "Marshal in Charge" is a common SCA term that has a very specific meaning, role and responsibilities beyond what this was intended.
I.B.5	The Marshal in Charge may request the assistance of other Marshals in running the line and inspecting equipment. However, the responsibility for safely setting up and running the range remains with the Marshal-in-Charge.	18.1 Marshalate Responsibilities and chain of command > specific responsibilities		Y		The marshal-in-charge of the activity may request the assistance of other marshals in running the line and inspecting equipment. However, the responsibility for safely setting up and running the range remains with the marshal-in-charge of the activity.		
I.B.6	The Marshal-in-Charge or the assisting Marshals have the authority to see that all thrown weapons are inspected for damage and compliance with the rules of the line.	4.3.2 When are allowed to participate > Authorization and inspection requirements			Y	Before engaging in any thrown weapons activities, your weapons and equipment must be inspected and approved by a marshal warranted for this purpose and activity. Engaging includes receiving instruction.	Changed from marshals having the authority to inspect but not required, to requiring marshals inspect.	This is now consistent with other martial activities.
I.B.6.a	Equipment that does not meet the standards laid out in these rules shall not be used.	10.1.3 Equipment standards - General 4.3.2 When are allowed to participate > Authorization and inspection requirements			Y	Before taking part in any thrown weapons activities, your weapons and equipment must be inspected and approved by a marshal warranted for this purpose and activity. This includes lessons and practices. Even though a marshal inspected your weapons and equipment, you accept full responsibility for the condition of your own equipment. You have the obligation to yourself, the marshals, and all participants, to see that your equipment meets all Society and kingdom requirements.	Changes requirement to ensuring they both meet requirements and are inspected.	
I.B.6.b	Equipment deemed dangerous by the Marshal-in-Charge shall not be used.	10.1.6 Equipment Standards - All equipment > General standards and safety			Y	If a thrown weapons marshal has said that your equipment is not safe, you must not use it until it is made safe and re-inspected by a thrown weapons marshal.	replaced "dangerous" with "not safe"	Consistent with wording used throughout handbook.
I.B.7	While on duty, all Thrown-Weapons Marshals are responsible for the enforcement of the rules and safety standards for thrown-weapons activities or events.	17.3.2 Marshal - Overview			Y	The candidate must be willing to enforce the Rules of the Lists, range procedures, conventions of thrown weapons, and any additional kingdom rules or conventions. The candidate must demonstrate the ability to safely control thrown weapons activities and participants.		
I.B.8	As part of their duties, Thrown-Weapons Marshals are responsible for taking all reasonable steps for ensuring that all throwers are familiar with and comply with the SCA and Kingdom Thrown-Weapons Rules.	18.1.3 Marshalate - Responsibilities and Chain of Command		Y				
I.B.9	All Kingdom level Thrown-Weapons Marshals are required to report quarterly to the SCA Archery Marshal. This is in addition to any reports to their superior required by Kingdom law. 1st Quarter - March 10th 2nd Quarter - June 10th 3rd Quarter - September 10th 4th Quarter - December 10th	22.3.5 Reporting Requirements > Kingdom Deputy Earl Marshal for a discipline		Y				
I.B.10	The Marshal in Charge at an event shall report to the Kingdom Thrown Weapons Marshal and any others required by Kingdom law and policy, all injuries requiring professional medical treatment as a result of activity on or about the range.	22.1 Reporting Requirements > Injuries, incidents and adverse events			Y	22.1.1.2 Marshals involved in the response to one or more of these issues that occurred at an event or practice will need to assist with reporting. 22.1.1.3 Serious injuries:		
I.B.11	The Kingdom Thrown-Weapons Marshal shall report to the Society Archery Marshal any injuries related to thrown-weapons activities that required professional medical treatment as well as any potentially dangerous circumstances or incidents involving thrown-weapons activities in the Kingdom and their outcome.	22.1 Reporting Requirements > Injuries, incidents and adverse events			Y	- Includes all injuries which require hospitalization or similar care, may require future or complex medical care, or include a period of unconsciousness. - Must be reported immediately to the marshal-in-charge of the event. - Must be reported within 24 hours to the Kingdom Earl Marshal, and the Kingdom Deputy for the relevant discipline.		
II	Equipment Standards							
II.A	General Standards							
II.A.1	Each thrower has the final responsibility for the proper care and safe use of their weapons, and for knowing and following their Kingdom's thrown-weapon rules.	10.1.1 Equipment Standards - All equipment > General standards and safety		Y				
II.A.2	A thrower shall not knowingly use unsafe equipment	10.1.2 Equipment Standards - All equipment > General standards and safety		Y				

II.A.3	If a thrower is unsure of the safety of their equipment they shall request the assistance of a Thrown-Weapons Marshal in inspecting their equipment.	10.1.3 Equipment Standards - All equipment > General standards and safety			Y	Before engaging in any thrown weapons activities, your weapons and equipment must be inspected and approved by a marshal warranted for this purpose and activity. - At any time, if you are unsure of the safety of your equipment, request the assistance of a thrown weapons marshal in inspecting your equipment. - The thrown weapons marshal can re-inspect your equipment at any time.	Inspection by a marshal is now required.	
II.A.4	The Thrown-Weapons Marshal assisting in the inspection shall make a reasonable attempt to locate any unsafe conditions or violations of Kingdom rules and inform the thrower of what is found and how to correct it.	10.1.4 Equipment Standards - All equipment > General standards and safety			Y	The thrown weapons marshal inspecting your weapons or equipment will make a reasonable attempt to locate any unsafe conditions or violations of kingdom rules and inform you of what is found and how to correct it.	The marshal is inspecting, not assisting in inspecting.	
II.A.5	The inspection by the Thrown-Weapons Marshal may not find all equipment faults and is conducted as a service to all the throwers on the line. It does not remove the throwers' primary responsibility for the safe condition of their own equipment.	10.1.5 Equipment Standards - All equipment > General standards and safety		Y				
II.A.6	Any equipment observed by a Thrown-Weapons Marshal to be unsafe shall not be used until it is made safe and re-inspected by a Thrown-Weapons Marshal.	10.1.6 Equipment Standards - All equipment > General standards and safety		Y				
II.A.7	Equipment and safety standards vary greatly depending upon the type of thrown weapon and the techniques that are used to throw the weapon. All inspections and decisions should be made with the following considerations: a) How will the user be throwing the weapon? For example, will a knife be thrown by the handle or the blade? b) Is the weapon designed to be thrown? c) Is the weapon sturdy enough to be thrown? d) How sharp is the blade? e) How balanced is the weapon? If the weapon is so unbalanced that it would be awkward to swing, the thrower should demonstrate that it can be thrown safely. f) Is the weapon either excessively light or heavy in weight? g) Is the weapon either excessively short or long? h) Is the handle taped? If a weapons handle has been taped or reinforced, it must have been done for a reason. Ask the owner about it. Give it extra attention; make sure that it is structurally sound and safe. Duct tape is not an acceptable fix for a handle with a major crack. If it cannot be inspected due to coverings, it should be failed.	20 Inspecting Equipment			Y	The equipment and safety standards vary greatly depending upon the type of thrown weapon and the techniques that are used to throw the weapon. All inspections and decisions should be made with the following considerations: 1. How will the user be throwing the weapon? For example, will a knife be thrown by the handle or the blade? 2. Can the weapon be thrown safely? 3. Is the weapon sturdy enough to be thrown? 4. How sharp is the blade? Is it dangerously sharp? Is it sharp enough to stick in the target? 5. How balanced is the weapon? If the weapon is so unbalanced that it would be awkward to swing, the thrower should demonstrate that it can be thrown safely. 6. Is the weapon either excessively light or heavy in weight for the person throwing it? 7. Is the weapon either excessively short or long for the person throwing it? 8. Is the handle taped? If a weapons handle has been taped or reinforced, it must have been done for a reason. Ask the owner about it. a. Give it extra attention; make sure that it is structurally sound and safe. b. Duct tape is not an acceptable fix for a handle with a major crack. If it cannot be inspected due to coverings, it should be failed. 9. Is the distance this weapon will travel appropriate for the range where it is being used?	"b) Is the weapon designed to be thrown?" replaced with "2. Can the weapon be thrown safely?" Added "9. Is the distance this weapon will travel appropriate for the range where it is being used?"	
II.B	Knives	10.3 Equipment Standards - All equipment > Knives			Y	Knives must be of a size and weight that allows them to be thrown safely and easily.	"Should" changed to "must"	Now a requirement, not optional
II.B.1	Throwing knives should be of a size and weight that allows them to be thrown safely and easily.				Y	If the knife has a handle, the handle of the knife must be firmly attached.	"Should" changed to "must"	Now a requirement, not optional
II.B.2	The handle of the knife should be firmly attached				Y	The throwing surface must be free of burrs or protrusions that could cut or injure an unprotected hand upon release.	"Should" changed to "must"	Now a requirement, not optional
II.B.3	The throwing surface should be free of burrs or protrusions that can cut or injure an unprotected hand upon release.				Y			
II.C	Axes	10.2 Equipment Standards - All equipment > Axes						
II.C.1	Axes should be of a size and weight that allows them to be thrown safely and easily	10.2 Equipment Standards - All equipment > Axes			Y	Axes must be of a size and weight that allows them to be thrown safely and easily by the person throwing it.		
II.C.2	The handles of all axes should be firmly attached.	10.2 Equipment Standards - All equipment > Axes	Y					
II.C.3	Some axes are designed to allow the head to slide up a tapered handle and pressure-fit on. The heads will come off if they are pushed toward the butt of the handle. When the axe is used, the head is forced into place and seats tightly. The inspecting marshal should ensure that the head does indeed seat tightly and will not slip over the taper.	10.2 Equipment Standards - All equipment > Axes			Y	The inspecting marshal must ensure that the head does indeed seat tightly and will not slip over the taper.	For inspection, "should ensure" changed to "must ensure"	Inspections are no longer optional.
II.C.4	The haft cannot have any major cracks.	10.2 Equipment Standards - All equipment > Axes		Y				
II.C.5	The haft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.	10.2 Equipment Standards - All equipment > Axes		Y				
II.D	Spears	10.4 Equipment Standards - All equipment > Spears						
II.D.1	Spears may not be excessively long or heavy.	10.4 Equipment Standards - All equipment > Spears		Y		Spears may not be excessively long or heavy for the person throwing it.		
II.D.2	Spearheads must be firmly attached to the shaft of the spear.	10.4 Equipment Standards - All equipment > Spears	Y					
II.D.3	The shaft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.	10.4 Equipment Standards - All equipment > Spears		Y				
II.D.4	The shaft must be sound and without major cracks.	10.4 Equipment Standards - All equipment > Spears	Y					
II.E	Plumbata (Roman Throwing Darts)	10.5 Equipment Standards - All equipment > Plumbata						
II.E.1	Plumbata should not be overly long (usually under 24")	10.5 Equipment Standards - All equipment > Plumbata			Y	Plumbata must not be overly long for the person throwing it.	Changed "should" to must, and made size conditional on the person throwing	
II.E.2	Tips and weights should be firmly affixed to the shaft of the plumbata.	10.5 Equipment Standards - All equipment > Plumbata			Y	Tips and weights must be firmly affixed to the shaft of the plumbata.	"Should" changed to "must"	Now a requirement, not optional
II.E.3	The shaft should be smooth enough not to give splinters to an unprotected hand upon release.	10.5 Equipment Standards - All equipment > Plumbata			Y	The shaft must be smooth enough not to give splinters to an unprotected hand upon release.	"Should" changed to "must"	Now a requirement, not optional
II.F	Slings	10.6 Equipment Standards - All equipment > Slings						
II.F.1	Slings shall be of any natural material. These include leather, cloth or woven fibers.	10.6 Equipment Standards - All equipment > Slings		Y				
II.F.2	The slings must have a restraining method for the hand, such that the sling cannot fly out of the hand. A loop that goes around a finger or wrist is best. A disc or toggle that is held in the hand is also allowed.	10.6 Equipment Standards - All equipment > Slings		Y				
II.F.3	Slings must not have any rips, tears or fraying in the material.	10.6 Equipment Standards - All equipment > Slings	Y					
II.F.4	Payload to be thrown with a sling should be of "soft" material. Cloth balls stuffed with rags, and bean bags are examples of "soft" payloads. These may be thrown at normal thrown weapons distances using normal safety zones.	10.6 Equipment Standards - All equipment > Slings			Y	Payloads thrown with a sling must be of "soft" material.	"Should" changed to "must"	Now a requirement, not optional
II.G	Specialized Thrown Weapons	10.6 Equipment Standards - Other thrown weapons						
II.G.1	Specialized throwing weapons are any weapons that have been designed with more than one impact surface to increase the chances of the weapon sticking in the target. Because they come in a variety of shapes and sizes, they must be judged on an individual basis.	10.6 Equipment Standards - Other thrown weapons			Y	1. Other thrown weapons are any weapons or items other than the weapons forms listed above that have been approved by the thrown weapons marshal as safe for use based on the marshal's discretion. 2. Weapons or items for throwing which require non-standard safety considerations may require an official experimental program.	Generalized to include all non-standard weapons. Clarifies when an experimental program may be required.	Original rule only applied to certain types of TW. A more general approach was needed to account for the wide variety historically available.

III	Range Safety	11 Designated Areas - Range set-up						
	Safety is of primary importance.							
III.A	Range Set-Up	11.2 Designated areas - Range set-up						
III.A.1	The range will be identifiable at all times. Rope, tape, poles, etc., may be used to mark off the range and the safety area.	11.2 Designated areas - Range set-up		Y				
III.A.2	The Marshal-in-Charge should be easily identified	11.2 Designated areas - Range set-up			Y	The thrown weapons marshal must be easily identified.	Changed from "marshal in charge" to "marshal." "Should" changed to "must".	Clarification. While this was interpreted as the TW marshal running the range or activity, "Marshal in Charge" is a common SCA term that has a very specific meaning, role and responsibilities beyond what this was intended.
III.A.3	The throwing line is the closest position from which a throw can be made.	11.2 Designated areas - Range set-up			Y	The throwing line is the line throwers stand on or behind to throw while allowing for safety zones. Note: Throwers do not have to stand at the exact same distance from the target.	no functional change, but added clarifying language.	
III.A.4	Hard targets for knives and axes should be at least 10 feet away from the throwing line (down-range). A hard target is any target made of materials that provides a solid resistance. This includes, but is not limited to, logs, plywood, etc.	11.2 Designated areas - Range set-up			Y	5. Throwers must be no closer than 10 feet (3 m) from the target, except for spears. 6. Spear throwers must be at least 15 feet (4.5 m) from the target.	Hard and soft targets now have the same distance safety requirement.	Results from experimental program run in 2025, demonstrating no significant increase in risk at the shorter distance for hard targets.
III.A.5	Hard targets for spears should be at least 20 feet away from the throwing line.							
III.A.6	Soft targets for spears should be at least 10 feet away from the throwing line. A soft target is any target made of materials that do not provide solid resistance. This includes, but is not limited to, hay bales, Styrofoam, etc.							
III.A.7	A safe zone shall be established that takes into consideration the weapons being used and the range conditions. The safe zone includes the area behind and to the sides of the targets as well as behind the throwing line.				Y	The range must be set up such that there are safety zones behind the target, behind the thrower, and to both sides of the thrower. a. The safety zone behind the targets should be at least 20 feet (6 m) beyond the last target. More space may be needed depending on the weapons being thrown. Less space may be acceptable at the marshal-in-charge's discretion depending on conditions at the range. b. The safety zone behind the thrower must be at least 10 feet (3 m) behind the back of the furthest thrower. A safety zone 15 feet (4.5 m) or more is recommended. c. The safety zone to the left and right of the thrower must extend a minimum of 6 feet (1.8 m) from the thrower to the next thrower or side of the range. (8 feet (2.5 m) is recommended.)	Additional details on the safety zone were added.	
III.B	Range Procedures and Commands	8 Conventions - Range Procedures and commands						
III.B.1	The Thrown-Weapons Marshal will call the throwers to the line	8.1 Conventions - Range Procedures and commands. Standard procedure			Y	1. If you are the thrown weapons marshal: a. Try to use consistent commands. b. Call the throwers to the line. c. Look to see that all is clear down-range. d. Look to see that nobody is directly behind the throwers, in the path of their swing, or in the arc traversed by their swing. e. Call out, "Range clear" or the equivalent, and wait momentarily for any responses. f. If all is clear, give the order, "Throw when ready" or equivalent. g. When all throwers are finished, call "Weapons down" or equivalent and wait for compliance. h. When all weapons are down, give the command, "Retrieve weapons" or equivalent. i. Assist with any scoring required. 2. If you are a thrower: a. Wait to be called to the line b. Check that all is clear down-range. c. Check that no one is directly behind you, in the path of your swing, or in the arc traversed by the swing. d. Wait for the instruction to "Throw when ready". e. Once you have completed throwing, indicate you are done and wait until the marshal instructs you to retrieve weapons.	Added clarifying language and additional considerations, and restructured for easier use.	
III.B.2	The Thrown-Weapons Marshal will look to see that all is clear down-range.							
III.B.3	The Thrown-Weapons Marshal will look to see that nobody is directly behind the throwers, in the path of the swing, or in the arc traversed by the swing.							
III.B.4	The Thrown-Weapons Marshal will call out "range clear" or the equivalent, and wait momentarily for any responses.							
III.B.5	If all is clear, then the order "throw when ready" or the equivalent will be given.							
III.B.6	When finished, the throwers are to put down any weapons in hand, step back from the line and wait until the order to retrieve is given							
III.B.7	When all throwers are finished, the Thrown-Weapons Marshal will call "weapons down" or the equivalent and wait for compliance.							
III.B.8	When all weapons are down, then the Thrown-Weapons Marshal will give the command, "retrieve weapons" or the equivalent.							
III.C	Rules of the Line	5.2 Expected Behavior and responsibilities > Thrown weapons specific ("Rules of the Line")						
III.C.1	Side-arm throwing of weapons requires an adequate safe zone and the Marshal-in-Charge's permission.	n/a			del	Removed	Removed	Kingdoms and marshals already have the ability to add to a safety zone when conditions warrant. Having a rule for this one particular edge case created additional questions and issues rather than solving them.
III.C.2	Throwers must ask the Thrown-Weapons Marshal for permission before filling in on the line.	5.2 Expected Behavior and responsibilities > Thrown weapons specific ("Rules of the Line")		Y		Do not enter or exit the range without the marshal's permission.		
III.C.3	All throwers on the line must throw from approximately the same distance.	11.2 Range set-up			Y	Note - This is covered by section 11.2- Range set up. By using the safety zones in 11.2, everyone is throwing from approximately the same distance.		
III.C.4	Throw only at designated targets.	5.2 Expected Behavior and responsibilities > Thrown weapons specific ("Rules of the Line")		Y		You are only allowed to throw at designated targets.		
III.C.5	Do not throw until commanded to do so.	5.2 Expected Behavior and responsibilities > Thrown weapons specific ("Rules of the Line")		Y		You must wait until the thrown weapons marshal says you can throw before you throw a weapon.		
III.C.6	Do not retrieve until commanded to do so.	5.2 Expected Behavior and responsibilities > Thrown weapons specific ("Rules of the Line")			Y	You must not go forward of the throwing line while others are throwing, and you must wait until the marshal instructs you to go and collect your weapons.	Added not going forward of the line.	
III.C.7	If "hold" is called, the thrower should put down his/her weapon(s) and step back from the line.	5.2 Expected Behavior and responsibilities > Thrown weapons specific ("Rules of the Line")			Y	When a hold is called, you must put your weapons on the ground or in another safe position, stop moving, and indicate to the marshal that you are aware of the hold by acknowledging it physically, such as putting your hands up, or verbally.	Removed stepping back from the line.	It may not always be the best or safest option to step back from the line.
III.C.8	The thrower should step aside or back once he/she has completed throwing.	5.2 Expected Behavior and responsibilities > Thrown weapons specific ("Rules of the Line")			Y	Indicate you are done once you have completed throwing.	Removed stepping back from the line.	It may not always be the best or safest option to step aside or back from the line.
III.C.9	Do not throw weapons that have not been inspected.	5.2 Expected Behavior and responsibilities > Thrown weapons specific ("Rules of the Line")		Y		Do not throw weapons that have not been inspected.		
III.C.9.a	Any weapon that strikes or is struck by another weapon should be inspected by the thrower after each round of throwing.	5.2 Expected Behavior and responsibilities > Thrown weapons specific ("Rules of the Line")		Y		If your weapon strikes another, or is struck by another weapon, you must inspect it before throwing it again.		
III.C.10	Do not stand or walk behind throwers on the line.	5.2 Expected Behavior and responsibilities > Thrown weapons specific ("Rules of the Line")		Y		Do not stand or walk behind throwers who are actively throwing		
III.C.11	Just before each throw, look behind to ensure that it is clear.	5.2 Expected Behavior and responsibilities > Thrown weapons specific ("Rules of the Line")		Y		Just before each throw, look down range and behind you to ensure that it is clear.		
III.C.12	Do not swing weapons aimlessly or in a careless manner. Throwers should always be aware of what may be in the path of his/her weapon when it is swung.	5.2 Expected Behavior and responsibilities > Thrown weapons specific ("Rules of the Line")		Y		Do not swing weapons or toss aimlessly or in a careless manner. You must always be aware of what may be in the path of your weapon when it is swung.		
III.C.13	Be aware of sharp points and edges of weapons	5.2 Expected Behavior and responsibilities > Thrown weapons specific ("Rules of the Line")		Y		Be aware that throwing weapons have sharp points and sharp edges.		
III.C.14	Stay alert. Weapons can and will bounce back from the target if mis thrown.	5.2 Expected Behavior and responsibilities > Thrown weapons specific ("Rules of the Line")		Y		Keep alert. Weapons can and will bounce back from the target.		
