

POLE ARMS, ARMORS & SHIELDS DATA

	POLE ARM	DAMAGE	HVY ⁽¹⁾	SPD	JAB	R	SHIELD	DEFENSE	PHX	DSM	SET	STR	SK	SZ	T
2	BARDICHE	4d4p+3		14	-	5	2d4p+3	d20p-4				9	Lo	L	H
2	BEC DE CORBIN	2d6p+3	-2 DR	14	10	6	< 2d6p	d20p-4		Y	Y	9	Me	L	P
2	BILL-GUISARME	4d4p+3		15	11	8	2d4p+3	d20p-4	2 nd	Y		9	Me	L	H
2	FAUCHARD	2d6p+3		13	8	8	d6p+3	d20p-4	2 nd			9	Lo	L	H
2	FAUCHARD-FORK	2d8p+3		13	9	8	< 2d6p	d20p-4	2 nd		Y	9	Lo	L	P
2	FORK, MILITARY	2d6p+3	+1 DR	12	7	7	< 2d6p	d20p-4			Y	9	Lo	L	P
2	GLAIVE	5d4p+3		13	9	8	2d6p+3	d20p-4	2 nd		Y	9	Lo	L	H
2	GLAIVE-GUISARME	4d4p+3		14	10	8	< 2d4p	d20p-4	2 nd	Y		9	Me	L	P
2	GUISARME	2d6p+3		13	8	6	< 2d6p	d20p-4		Y	Y	9	Lo	L	P
2	GUISARME-VOULGE	4d4p+3		15	11	7	2d4p+3	d20p-4		Y		9	Me	L	H
2	HALBERD	2d10p+3	-2 DR	14	12	7	d10p+3	d20p		Y		10	Me	L	H
2	PARTISAN	2d8p+3		14	9	7	< 2d8p	d20p-4			Y	9	Lo	L	P
2	PIKE	2d6p+3		18	14	18	< 2d6p	d20p-4	3 rd		Y	10	Lo	L	P
2	RANSEUR	2d6p+3	+1 DR	13	8	8	< 2d6p	d20p-4	2 nd	Y		9	Me	L	P
2	SHORT SPEAR	d4p+d6p		12	8	5	< d6p & d4p	d20p-4	2 nd (2)		Y	5	Lo	M	P
	SPEAR	2d6p+3		12	8	13	< 2d6p	d20p-4	3 rd		Y	9	Lo	L	P
2	SPETUM	2d8p+3		13	9	8	< 2d8p	d20p	2 nd			9	Lo	L	P
2	TRIDENT	d6p+d8p+3		12	8	6	< d8p & d6p	d20p-4				9	Me	L	P
2	VOULGE	4d4p+3		15	11	8	2d4p+3	d20p-4	2 nd			9	Lo	L	H

(1) Damage reduction ignored versus heavy armor or monsters with 5+ DR
 (2) Short spears may be used from the second rank provided the first rank is comprised entirely of size small creatures.

2 weapon is two-handed

WT: weight; IM: initiative modifier; SM: speed modifier; DR: damage reduction.
 SET: Effective when employed in defense against a charging opponent.

DEFENSE: Some pole arms permit a defender to roll d20p instead of d20p-4 even if shieldless

PHX: "phalanx" - these weapons are designed to be used in massed infantry formations. Attackers possessed of the Phalanx Fighting Talent may attack from the specified row. All attacks from 2nd or 3rd row must use the Jab combat move.

DSM: Effective at dismounting cavalry.

ARMOR & SHIELD	DR	DEF	WT	IM	SM	T	MOVEMENT RATE REDUCTION
NONE	0	0	-	-1	0	-	None
THICK ROBES	1	-1	5	0	0	-	None
LEATHER	2	-2	15	0	0	L	None
PADDED	2	-3	15	+1	0	L	None
STUDDERED LEATHER	3	-3	20	+1	0	M	None
RING MAIL	4	-4	30	+1	+1	M	75% of max for jog, run and sprint
CHAIN MAIL	5	-5	45	+2	+2	H	75% of max for jog, run and sprint
SCALE MAIL	5	-6	60	+3	+2	H	50% of max for jog, run and sprint
SPLINT MAIL	6	-5	55	+2	+2	H	50% of max for jog, run and sprint
BANDED MAIL	6	-4	50	+2	+1	H	75% of max for jog, run and sprint
PLATE MAIL	7	-5	55	+2	+2	H	50% of max for jog, run and sprint
BUCKLER	4	+2	4				Cover value: 20
SMALL	4	+4	7				Cover value: 19
MEDIUM	6	+6	14				Cover value: 16 (11 if actively crouching behind it)
LARGE	6	+6	24				Cover value: 11 (6 if actively crouching behind it)
BODY	6	+6	35				Cover value: 6 (1 if actively crouching behind it)