

Polearm

Random determination

Sometimes it is necessary to determine a random polearm, such as in the case of encountering orcs. The following table can be used:

d12 + d2 control die	Polearm
1	Awl pike
2	Bardiche
3	Bec de corbin
4	Bill-guisarme
5	Fauchard
6	Fauchard-fork
7	Fork, military
8	Glaive
9	Glaive-guisarme
10	Guisarme
11	Guisarme-voulge
12	Halberd
13	Hammer, lucern
14	Hook fauchard
15	Lance, heavy horse (a)
16	Lance, light horse (a)
17	Lance, medium horse (a)
18	Nagimaki/naginata (b)
19	Partisian
20	Ranseur
21	Spear
22	Spetum
23	Trident
24	Voulge

* Should be re-rolled by the DM if the owner lacks a mount.

** May be re-rolled by the DM as desired if the locale is distant from the oriental portion of the campaign realm.

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