

- Captain -



At the start of a fight at close quarters, the players may spend one Fellowship point to assign up to three special combat roles to members of the company.

The captain of a company stands out in the confusion of a battle, as they must lead their warriors as they face the enemy. This makes the Captain the favourite target of archers and other creatures able to attack from a distance, wishing to see the leader of their enemies slain.

If the Captain attempts the Rally Comrades combat task and succeeds, the player may spend and roll one Combat Advantage die to add the result to the number of Endurance points recovered by the companions.

- Champion -



At the start of a fight at close quarters, the players may spend one Fellowship point to assign up to three special combat roles to members of the company.

By making a display of personal prowess, the companion fighting as the Champion attracts the attention of the most powerful foes among the adversaries, in an attempt to vanquish them singlehandedly.

If the Champion attempts the Intimidate Foe combat task and succeeds, the player may spend and roll a Combat Advantage die; additionally, the Champion does bonus damage on any successful strike equal to the result plus the total Hate points his intimidation cost the enemy. The bonus lasts a number of rounds equal to the hero's Valour rating.

- Ward -



At the start of a fight at close quarters, the players may spend one Fellowship point to assign up to three special combat roles to members of the company.

If among the companions there is someone whose life the heroes want to safeguard the most, a player may choose this role. At the onset of a fight, the companions look out for their Ward, manoeuvring to let only the weakest opponents engage the protected hero.

If the Ward is fighting in an open or defensive stance, the player may spend a Combat Advantage die to carry out an attack AND perform a significant action at the same time. A significant action performed in combat is anything requiring a skill roll but does not include combat tasks.