



COMPANY of HEROES

 **relic**
ENTERTAINMENT

SEGA[®]

HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game disc with care to prevent scratches or dirt on either side of the disc. Do not bend the disc or enlarge the centre hole.

Clean the disc with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Never clean the disc with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the disc.

Store the disc in the original case after playing. Do not store the disc in a hot or humid location.

The **COMPANY OF HEROES™** game disc contains software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the headphones or speakers.

- Also read the manual of your personal computer.
- The game disc may not be used for rental business.
- Unauthorized copying of this manual is prohibited.
- Unauthorized copying and reverse engineering of this software is prohibited.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group.

PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

3

7

12

16

18

The second are icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

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INTRODUCTION

★ **The Time to Act Is Now**

The year is 1944. The European Theater has reached a critical point. Realizing that control of France is the key to victory, Allied forces plan and stage perhaps the most important military offensive in the history of the modern world, codenamed Operation Overlord. The plan is simple — using airborne and ground forces from the United States, Canada, the United Kingdom and other countries, the Allied war machine will invade France, take control of the country back from the Nazi regime and continue on the path to Berlin and the end of the War. But, things don't go quite according to plan.

★ **The Allied Invasion**

With Axis forces occupied on the Eastern Front with the Soviet Union, both the United States and the United Kingdom realize the importance of bringing the fight straight to the Nazi war machine. By attacking the regime on a new “Western Front,” the Axis forces would find themselves pinned in from all sides. While the Allied forces originally planned to land at Normandy on June 5th, poor weather forced the cancellation of the assault. The next day's weather proved to be just as poor, but a slight window of opportunity made itself available in the form of a small stretch of reasonable conditions. Realizing that the time to act had arrived, the Allied forces initiated their assault of Normandy on June 6th, 1944.

★ **The Complications**

Despite their heavy planning, the Allies soon ran into complications. Incoming aircraft carrying parachute units met heavy resistance, leading to airborne misdrops and scattering of key squads across the French countryside. While Allied forces met little German resistance at Utah Beach, the casualties at Juno Beach and Omaha Beach were staggering. Despite the high rate of dead and wounded, Allied forces continued to push forward at the beachheads, eventually overtaking the heavily entrenched German resistance forces.

★ **The Road Ahead to Berlin**

With the key beaches of Normandy in Allied hands, commanding forces had gained an extremely valuable foothold in Europe. Supply ships and transports could now fully bring in support for on-ground personnel, giving the Allies access to the heavy armor and equipment they needed to continue to eliminate all German occupancy in France, as well as push forward for the ultimate prize of World War II — Berlin.

GETTING STARTED

★ Installation

Insert the *Company of Heroes* DVD-ROM Disc, or the CD-ROM Disc One, into your Disc Drive. When the Start-Up screen appears, click Install and follow the instructions on the screen. If the Start-Up screen does not appear, double-click on the My Computer icon on your desktop, then double-click the Disc Drive containing the *Company of Heroes* DVD-ROM or CD-ROM. Locate and double-click on Setup.exe to launch the Start screen. Click Install and follow the instructions on the screen.

★ Enter the CD Key

You will be asked to enter the unique Install Code, or CD Key, located on the back page of this manual. You must have a valid CD Key to complete the installation process and play the game.

Protect your CD Key — do not give it to anyone else or allow anyone else to use it. Put the game case in a safe, secure place; it will be required if you need to reinstall the game.

★ DirectX® 9.0c Required

You are required to have DirectX® version 9.0c (included on the installation Disc) or later to play *Company of Heroes*.

★ Troubleshooting

Please refer to the Readme.txt file included on the Disc for the latest information regarding troubleshooting and technical support.

THE MAIN MENU

The Main Menu is where you launch a Tutorial session, start a new Single-Player campaign, continue an existing Single-Player campaign, engage in a CPU Skirmish, start or find an Online game, change the Game Options, and view the *Company of Heroes* Credits. Press F10 to activate a limited menu when playing the game.

- Click Start Tutorial on the Main Menu to access the Tutorials that teach you how to play *Company of Heroes*.
- Click Campaign to play a new Single-Player Campaign.
- Click Continue Campaign to continue playing an already existing Single-Player Campaign.
- Click Skirmish to play a new Single-Player Skirmish game.
- Click on Multiplayer to play a LAN game over your Local Area Network.
- Click Options to change the game's options.
- Click Credits to view the Credits for *Company of Heroes*.

★ Campaign

The Single-Player Campaign puts you in charge of Able Company as it battles Axis forces in Normandy.

★ Continue Campaign

Continue Campaign allows you to continue playing an already existing Single-Player Campaign from your last save point.

★ Skirmish

Skirmish allows you to play against computer-controlled opponents on a variety of different multiplayer maps.

★ Online Game

Clicking Multiplayer from the Main Menu offers the following options for multiplayer online gaming:

- **Online** — Host/Join an online game through the *Company of Heroes* Multiplayer Lobby, which provides multiplayer gaming features such as automatching, ladder ranking, etc...
- **LAN** — Host/Join a game on your Local Area Network.

GAME OPTIONS

★ Controls

Modify options such as Squad Control, Mouse Scroll Speed, Sticky Selection, and Squad Event Cues.

★ Graphics

Modify graphical options such as screen resolution, texturing details, and run a performance test.

An Important Note Regarding Graphics and Having the Best Possible Experience. Company of Heroes uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA® GeForce™ FX, 6 Series, and 7 Series graphics cards and the intended experience can be more fully realized on NVIDIA GeForce 7 Series graphics hardware. On a GeForce 6800 or better you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

★ Audio

Modify audio options such as volume levels, character speech levels, and system speaker configurations.

NOTE: This manual assumes the DEFAULT for all mouse and keyboard controls.

★ Game Screen and User Interface Elements

1. Resource Information – Displays the current status of your resources: Manpower, Munitions and Fuel.
2. Victory UI – Displays the captured Victory Points and Victory Countdowns.
3. In-game messages such as “Game Paused” appear here.
4. Population Information – Total Population and Population Cap.
5. Menu – Click here to access the games menu where you can change options, restart the game, exit the game, and more.
6. Quick Squad Access – Hover over this shield icon to quickly access any of your squads or vehicles.
7. Event Cue System & Alert Text – Display the latest events. Click an alert icon to zoom to the location or unit that triggered the message.
8. Unit Command Area – Issue unit commands by clicking on its icon here, or using the indicated hot-key.



9. Squad Control Area – Reinforce the squad and upgrade the squad's weapons.
10. Help Text – When placing the cursor over any game element, help text is displayed for the element here.
11. Mini Map – Displays a small rendition of the map. Clicking on the map will zoom to that location.
12. Tactical Map – Clicking this button will bring up the full screen Tactical Map.
13. Company Commander – This indicates how many command points you have. Clicking it brings up the Company Commander.
14. Selection Information Area – Displays the health and status of your selected units.
15. Special Abilities – Abilities unlocked through the Company Commander are displayed here.
16. Building Icons – Clicking these icons will select your base buildings. Clicking twice will zoom to the building.
17. Mission Objectives – Mission Objectives will display here.

★ Using The Mouse and 3D Camera

The camera is your main means of controlling your units. There are four camera options:

- **Rotate:** Hold the ALT key down and move the mouse to rotate the camera's perspective on both a horizontal and vertical axis. To return the camera to its default position hit the Backspace key twice.
- **Zoom:** Scroll the mouse wheel up to zoom the camera perspective in or down to zoom the perspective out.
- **Pan:** Pan the camera perspective forward, backward, left or right by moving the cursor to the edge of the screen or by using the arrow keys.
- **Squad Selection:** In *Company of Heroes* you select entire squads to command, not individual units. To select a squad click on it by pressing the left mouse button while highlighting a squad. You can assign a hotkey to a squad by hitting CTRL plus the number keys (1-0) to assign that squad a hotkey designation.

NOTE: Remember that Help Text is available throughout the game to explain how to use the game features and functions. To better understand the basics of Company of Heroes, be sure to play through the Tutorial.

BASIC GAME CONCEPTS

★ Strategic Points and Territory Sectors

By capturing Strategic Points, you will gain control of a Territory Sector. Territory Sectors in your control will appear outlined in blue on the Tactical Map. The more Territory Sectors you control, the more resources you will accumulate for creating and deploying units, purchasing upgrades and building structures.

- **Strategic Points:** Holding a Strategic Point will increase the rate at which you accumulate Manpower.
- **Territory Sector:** Holding a Territory Sector will mark that particular area on the map as being in Allied control.

★ Resources and Population Cap

In *Company of Heroes*, there are three resources: Manpower, Munitions, and Fuel.

Manpower is the resource that lets you create and deploy units. Your amount of manpower will increase according to the total number of Strategic Points you control. If you lose a Headquarters or Territory Sector, your Manpower will increase at a slower rate. You will start the game with a Headquarters already up and running. You can lose and repair HQ, but you cannot build a new one.

Munitions is used for buying upgraded weapons for your units and using special unit abilities, such as Throw Grenade. Your Munitions total will constantly increase depending on the total number of Munitions Points you currently control. Losing a Munitions Point will slow the rate at which you accumulate Munitions.

Fuel is used for deploying heavy vehicles, building structures, and purchasing global upgrades. Your Fuel amount will constantly increase according to the total number of Fuel Points you control. Losing a Fuel Point will affect the rate at which your Fuel total accumulates.

Population Cap indicates the maximum number of units you can have. The Population Cap is determined by the number of Territory Sectors you control. The more Territory Sectors you capture and take control of, the more units you will be able to create and deploy.

All Territory Sectors that contain Resource Points must be territorially linked to your Headquarters, otherwise the Territory Sectors are considered Out of Supply. When captured Resource Points are Out of Supply, they will not contribute Resources to your accumulated total. To accumulate the Resources, you must capture and control additional Territory Sectors so that your Resource Points are territorially linked to your Headquarters.

★ Securing Resource Points

Resource Points are valuable to both Allied and Axis forces. If you capture a Resource Point, you can secure it with an Observation Post to make it more difficult for an enemy to capture. Securing a Resource Point will also increase the amount of resources that Point will contribute to your total.

★ The Mini-Map and the Tactical Map

The Mini-Map displays all Resource Sectors available to control. The Tactical Map provides a more in-depth view of the map, including the location and value of Resource Sectors, as well as the location of all Strategic Points.

In Multiplayer games, you can also use the Mini-Map and Tactical Map to send orders to your teammates. The orders you can send are:

Attack Here! indicates a point on the map that you wish your allies to attack.

Defend Here! indicates a point on the map that you wish your allies to defend against enemy attacks.

Capture Here! indicates a point on the map that you wish your allies to capture any nearby Resource Points.

★ Technology Upgrades

As you create units and vehicles and deploy them in the field, you will get the opportunity to outfit them with better weapons and equipment. Upgrading some units will give you access to new weapons, the ability to build additional types of structures, as well as new abilities. All upgrades must be purchased with accumulated Munitions.

★ Squads

The basic infantry unit in *Company of Heroes* is a squad. While squads are made up of more than one unit, they respond to your orders as a single entity.

On the battlefield, Squads can be reinforced with additional units in the event of casualties, as well as Upgraded with new weapons and equipment. Some units do not deploy as squads, such as Snipers, which exist only as single entities.

★ Cover

In *Company of Heroes*, cover can mean the difference between life and death and comes in the following categories:

- **Light Cover** — Indicates that units are protected from some enemy fire and threats. All objects that provide light cover are indicated with yellow dots when moving your units. Units in light cover will also be highlighted with a yellow shield indicating their cover level.

- **Heavy Cover** — Indicates that units are well protected from most enemy fire and threats. All objects that provide heavy cover are indicated with green dots when moving your units. Units in heavy cover will also be highlighted with a green shield indicating their cover level.
- **Exposed** — Indicates that units are vulnerable to all weapons fire and threats. Exposed areas are indicated by red dots when moving your units. Units that are exposed will be highlighted with a red shield indicating that they have no cover protection.

★ **Promotion and Veterancy**

Some units in the game can be made more effective and efficient through promotion and veterancy.

Allied units gain veterancy through the act of battle itself. As your units engage the enemy and accumulate battle experience, they'll eventually raise in veterancy. This process makes your units more effective in battle, as well as gain you access to more advanced weapons and upgrades.

Axis units gain veterancy, but in a different way from the Allies. Axis units can gain veterancy through upgrades at the Kampfkraft Center. This structure allows you to research more advanced Axis troops. Once deployed, these troops prove to be more effective than those lacking veterancy.

★ **Company Commander**

The Company Commander system rewards you for killing enemy infantry, destroying enemy vehicles and structures, and capturing and holding territory sectors. Each unit you destroy will reward you with XP points. As you accumulate XP, you can choose to spend them using the Company Commander ability.

The Allied Company Commander abilities include:

- **Infantry Company:** Ability tree includes upgrades suited for defense, off-map artillery, and infantry Rangers.
- **Airborne Company:** Paratroopers, supplies, and downright devastation will drop from the sky in this aerial focused tech tree.
- **Armor Company:** While slow to develop and upgrade, the Armor Company tech tree will give you access to the most powerful of the Allied Tanks.

The Axis Company Commander abilities include:

- **Defensive Doctrine:** The Defensive Doctrine tech tree includes upgrades that bolster your defenses and increases the power of your artillery strikes.
- **Blitzkrieg Doctrine:** The Blitzkrieg Doctrine tech tree focuses on upgrades that

provide reinforcement and production bonuses, allowing you to overwhelm enemies with reinforcements and powerful offensive bonuses for tanks and infantry.

- **Terror Doctrine:** The Terror Doctrine boosts infantry performance through the use of propaganda, as well as gives you access to the lethal Tiger Ace Tank and the extremely destructive VI Rocket.

ALLIED BUILDINGS AND STRUCTURES

★ Headquarters

The most important Allied building is the Headquarters, which serves as your main base of operations. The Headquarters is the main building from which you can produce Engineers, as well as upgrade their abilities. The Headquarters also produces a significant amount of the manpower resource.

★ Allied Defensive Structures

Defensive structures serve a vital role on the battlefield, providing your units with support services such as Sand Bags, Barbed Wire, and Observation Posts. While low in durability, Defensive Structures provide the most basic of protections against enemy attacks and therefore should be utilized frequently.



Observation Post

The Observation Post allows you to secure your captured territory sectors, while also boosting resource production of that sector significantly.



Barbed Wire

Placing barbed wire around the perimeter of your territories will prevent enemy infantry from entering them.



Sand Bags

Sand Bags provide your infantry with heavy cover.



Tank Traps

These large metal obstructions prevent most enemy Tanks from entering your territories.



Mines

When laid, mines provide ground-based protection against infantry and armor.



Medic Station

Houses Medics who will return your casualties to the station for medical treatment and redeployment.



Machine Gun Emplacement

The Machine Gun Emplacement is a stationary heavy machine gun structure that provides excellent suppression capabilities against enemy infantry. The weapon, however, has a limited field of fire so it is important to build it in the direction that you wish to engage the enemy.

★ Allied Base Structures



Barracks

The Barracks allows you to create and deploy Riflemen as well as Jeeps. You can also upgrade your Riflemen at the Barracks.



Weapons Support Center

The Weapons Support Center allows you to create and deploy Heavy Machine Gun Teams, Mortar Teams, and Snipers.



Motor Pool

The primary vehicle creation structure, the Motor Pool allows you to create M8 Armored Cars, M3 Halftracks, and M1 57mm Antitank Guns.



Tank Depot

M1Ds, M4 Shermans, and M4 Sherman Crocodile Tanks can be created and deployed at the Tank Depot. You can also upgrade your M4 Sherman Tanks from this structure.



Supply Yard

Creating a Supply Yard will reduce the amount of Upkeep and Support for your units. The Supply Yard is also required to build the Motorpool and Tank Depot.



Triage Center

The Triage Center acts as a unit-healing structure. Any infantry in close proximity to the Triage Center will slowly recover their health.

★ Allied Infantry



Engineers

Role: Building And Support

Weapons: M3 Submachine gun

Upgrades: Flamethrower, Minesweeper

Abilities: Cut Wire, Plant Demolition Charges

Engineers are your go-to units for supporting your other troops. They can build and maintain fortifications, lay down mines to hinder enemy progress, and repair vehicles in the field. In combat, they can also engage the enemy in close proximity, although ranged attacks leave them vulnerable.



Riflemen

Role: Basic Infantry

Weapons: M1 Garand, M1 Carbine

Upgrades: Browning Automatic Rifle, MkII "Pineapple" Grenades, Sticky Bombs

Abilities: Throw Sticky Bombs, Throw Grenades, Suppression Fire

On the battlefield, Riflemen are all about versatility. Able to wield a variety of weapons, Riflemen prove to be an invaluable asset whether you're attacking an enemy garrison or defending your own structures from attack. The Browning Automatic Rifle upgrade allows them to fire more quickly and accurately, a key tool in pinning enemy infantry.



Rangers

Role: Heavy Assault

Weapons: M1 Garand, Bazooka

Upgrades: Thompson M1A1 Submachine gun, grenades

Abilities: Throw Grenades, Fire Up!

Rangers are an effective assault force due to their ability to take and hold ground against even the most deadly of Axis forces. Able to wield bazookas and the fast-firing Thompson M1A1 Submachine gun, Rangers prove to be a formidable force regardless of their role in the field. Rangers are only available as a support option for the Allied Infantry Company Commander.



Airborne

Role: Raiding and Containment

Weapons: M1 Carbine

Upgrades: Recoilless M18 57mm Rifle Package

Abilities: Throw Grenades, Fire Up!, Throw Satchel Charge

Falling from the skies to surprise the enemy, the paratroopers' main role is to surround and cut off enemy forces, seize territory, as well as dropping in to protect the flanks of troops already on the ground. This unit is only available as a support option for the Allied Airborne Company Commander.



Snipers

Role: Sharpshooter

Weapons: M1903 Springfield rifle

Upgrades: None

Abilities: Camouflage, Hold Fire

Precision is the hallmark of a successful sniper, as is engaging the enemy from concealed positions. Their M1903 Springfield bolt-action rifle ensures deadly accuracy from even the greatest of distances, and the Camouflage upgrade allows Sniper units to move around and remain undetected even when in close proximity to enemy units.



Heavy Machine Gun Team

Role: Mass Infantry Engagement

Weapons: M1917 Browning Heavy Machine gun

Upgrades: None

Abilities: .30 cal M2 Armor Piercing Rounds

The M1917 Browning Heavy Machine gun is one of the most deadly weapons on the battlefield, so much that it requires a crew of three to maintain and utilize it. The weapon can be placed to face any direction. However, once placed it must be packed and moved if a reposition is needed. If a crewman is killed while using the weapon, a replacement will take his place. If all crew members are lost, the weapon can be recaptured for future use.



Mortar Team

Role: Indirect Fire

Weapons: M2 60mm mortar

Upgrades: None

Abilities: Mortar Barrage, M3202 Smoke Rounds

Like the M1917 Browning Heavy Machine gun, the M2 60mm mortar is manned by a three unit crew. The weapon's range allows units to stay out of direct enemy fire, although the high-arc trajectory of the projectiles results in attacks taking some time to reach their target, rendering them ineffective against fast enemy units. If a crew unit is killed while manning the mortar, a replacement will take his place. Once all units have been lost, the mortar can be recaptured or recovered.



M1 57mm Antitank Gun

Role: Antitank Support

Weapons: M1 57mm Antitank gun

Upgrades: None

Abilities: M86 APC Armor Piercing Shells

While large and cumbersome, the M1 57mm Antitank gun provides a worthy counter to enemy armored vehicles. Manned by a three unit crew, the weapon is highly effective if engaging enemy tanks from the flank. Its high rate of fire and long distance attack capabilities makes it not only useful against Axis tank units, but also a suitable weapon for engaging enemy structures.



M2 105mm Howitzer

Role: Long-Distance Engagement

Weapons: M2 105mm howitzer

Upgrades: None

Abilities: Howitzer Barrage

Capable of firing highly explosive rounds at enemy targets from great distances, the M2 105mm Howitzer proves to be one of the most valuable Allied infantry units. The weapon's high angle of fire allows players to attack areas in unrevealed portions of the map, although at the cost of accuracy. The M2 105mm howitzer, however, is too heavy to move when in position, but can rotate to engage the enemy at very long ranges. Howitzer Barrage should also be used with caution, as it can inadvertently damage or kill your own units. This unit is available as a support option for the Allied Infantry Company Commander.

★ Allied Vehicles



Jeep

Role: Scouting

Weapons: M1919 .30 cal Machine gun

Upgrades: None

Abilities: None

A multi-purpose vehicle used for reconnaissance and light combat, the Jeep proves to be a "jack of all trades" on the field of battle. While it is outfitted with a M1919 .30 cal Machine gun, its light armor makes it a poor choice for direct enemy engagements. However, due to its speed, it makes an ideal vehicle for reconnaissance, tracking enemy snipers, and can even be utilized to flank fixed weapon emplacements.



M3 Halftrack

Role: Troop Transport

Weapons: M2 .50 cal Machine gun

Upgrades: M16 Quad .50 cal turret

Abilities: None

As versatile as they come, the M3 Halftrack proves its worth whether attacking enemies with its mounted M2 .50 cal Machine gun, or simply carrying up to 12 troops from one point to another. While outfitted with half-inch thick armor plating, the M3 Halftrack is vulnerable to cannon and tank fire.



M3 Armored Car

Role: Recon and Raiding

Weapons: 37mm antitank gun

Upgrades: .50 cal turret-mounted Machine gun, Light Armored Skirts

Abilities: Mine Drop

The M3 Armored Car finds an important role in the War as a reconnaissance unit, thanks to its modest armaments and armor. The addition of its Mine Drop ability only increases this vehicle's usefulness.



M4 Sherman

Role: Basic Tank Support

Weapons: 75mm gun

Upgrades: .50 caliber turret-mounted Machine gun, Crab Mine Flail, 76mm M1 Gun Upgrade, Smoke

Abilities: Toggle Mine Clearing, Fire Smoke Canister

The M4 Sherman Tank is a versatile piece of Allied armor, thanks to its ruggedness, thick armor, and powerful weapons. It is outclassed by heavier Axis armor, but in most combat situations, the Sherman is a valuable tool.



M4 'Crocodile' Sherman

Role: Basic Tank Support

Weapons: Coaxially mounted flamethrower

Upgrades: Bulldozer

Abilities: Toggle Bulldozer

The M4 'Crocodile' Sherman is a standard M4 tank outfitted with a coaxially mounted flamethrower. This weapon is most effective at clearing buildings, bunkers, and weapon emplacements. When equipped with the Bulldozer upgrade, the M4 'Crocodile' can smash through tank-blocking obstacles such as hedgerows and Dragon's Teeth.



Sherman Calliope

Role: Basic Tank Support

Weapons: 60 4.5-inch rockets, 75mm Gun

Upgrades: None

Abilities: Calliope Rocket Barrage

The Calliope, like the M4 'Crocodile', is a standard M4 tank outfitted with a special weapon. In this case the weapon is a rocket array that houses 60 4.5-inch rockets. When fired, the rockets are unleashed in a devastating barrage capable of incredible destruction. The Calliope is only available as a support unit for the Allied Armor Company Commander.



M10 Tank Destroyer

Role: Tank Killer

Weapons: 76mm antitank gun

Upgrades: None

Abilities: None

While other tanks provide reconnaissance and support roles to Allied troops, the M10 Tank Destroyer, or "Wolverine," is built specifically for destroying Axis tank units. Its powerful 76mm antitank gun can reduce an enemy tank to scrap metal in a short amount of time, but the M10 finds itself vulnerable to infantry-based attacks, such as artillery and mortars.



M26 Pershing

Role: Tank Killer

Weapons: 90mm antitank gun

Upgrades: None

Abilities: None

While only deployed in limited numbers in the European Theater, the M26 Pershing matches well against the Axis Panther and Tiger tanks. The heavy tank's 90mm gun is more powerful than the Sherman's 75mm cannon. However the gun can't match the sheer strength of the Axis armor, making it a powerful, if not under-utilized, cog in the Allied war machine. The M26 Pershing is only available as a support option for the Allied Armor Commander.



P47 Thunderbolt

Role: Bombardment Aircraft

Weapons: 8.50 caliber machine guns, up to 2000lbs of bombs or rockets

Upgrades: None

Abilities: Strafing Run, Bombing Run

With an arsenal including eight .50 caliber M2 machine guns and up to 2000 lbs. of bombs or rockets, the Allied P47 Thunderbolt, or "Jug" as it is affectionately known, is one of the most powerful fighters of the entire war. The plane can absorb enemy fire from both the ground and the air, making it ideal for strafing and bombing runs. The P47 Thunderbolt is only available as a support option for the Allied Airborne Company Commander.

AXIS BUILDINGS AND STRUCTURES

★ **Headquarters**

The most important Axis building is the Headquarters, which serves as your main base of operations. The Headquarters is the main building from which you can produce Engineers. The Headquarters can also be upgraded to increase the variety of available deployable units by escalating the battle phases...

★ **Axis Defensive Structures**

Defensive structures serve a vital role on the battlefield, providing your units with support services such as Sand Bags, Barbed Wire, and Observation Posts. While low in durability, Defensive Structures provide the most basic of protections against enemy attacks and therefore should be utilized frequently.



Observation Post

The Observation Post allows you to secure your captured Strategic Points, while also boosting resource production of that sector significantly.



Barbed Wire

Placing barbed wire around the perimeter of your territories will prevent enemy infantry from entering them.



Sand Bags

Sand Bags provide your infantry with cover.



Dragon's Teeth

These large concrete obstructions prevent most enemy Tanks from entering your territories.



Mines

When laid, mines provide ground-based protection against infantry and armor.



Aid Station

Houses Medics who will return your casualties to the station for medical treatment and redeployment. An Axis Bunker must be upgraded in order to utilize the Aid Station



Axis Bunker

Axis bunkers are large stationary heavy structures that can be upgraded with a heavy machine gun, turned into an aid station with medics, or a repair station to fix nearby vehicles.

★ Axis Base Structures



Wehrmacht Quarters

The Axis Wehrmacht Quarters allows you to create and deploy Volksgrenadiers, Snipers, MG42 Heavy Machine Guns, and Motorcycles.



Krieg Barracks

For heavier infantry, the Krieg Barracks is the ideal choice. The structure allows you to create and deploy Grenadiers, Gr. 34 Mortar Teams, Pak 38 50mm Antitank Guns, and Halftracks. To build a Krieg Barracks, your Headquarters must upgrade to Escalate To Skirmish phase.



Sturm Armory

The Sturm Armory allows you to create and deploy SdKfz 234 Armored Cars, Stug IV Assault Guns, Nebelwerfer Rocket Launchers, and Officers. To build a Sturm Armory, your Headquarters must upgrade to Escalate To Assault phase.



Panzer Command

The Panzer Command lets you build the most powerful tanks available to Axis forces, including the Panzer IV, Panther, and Ostwind Flak Panzers. The Panzer Command also allows you to create the Knight's Cross Holders infantry units. To build a Panzer Command, your Headquarters must upgrade to Escalate to Battle phase.



Kampfkraft Center

Building a Kampfkraft Center allows you to access the upgrades that let you request Veteran status infantry and vehicle units. These Veteran units are more adept in combat and will react accordingly when engaged by the enemy.

★ Axis Infantry



Pioneers

Role: Building And Support

Weapons: MP40 Submachine gun

Upgrades: Flamethrower, Minesweeper

Abilities: Cut Wire

Axis combat engineers, known as Pioneers, are adept at a variety of duties including structure building, fortifying defenses, and repairing vehicles. Outside of their support roles, the Pioneers can also engage the enemy with their MP40 Submachine guns, although their combat skills are only effective at short ranges.



Volksgrenadiers

Role: Basic Infantry

Weapon: Kar98 Rifle, 1 MP44

Upgrades: MP40 Submachine gun

Abilities: Fire Panzerfaust, Medical Kit

Culled together from a diverse background of German cultures, the Volksgrenadiers have the reputation of being dangerous even in the face of adversity. While effective at close range with their MP40 Machine guns, the Volksgrenadiers possess the ability to utilize Panzerfaust anti-tank weapons. These light and disposable armaments are a deadly means of combating Allied armor.



Grenadiers

Role: Raiding And Containment

Weapon: Kar98 bolt-action rifle, 1 MP44

Upgrades: MG42 Light Machine Gun, Panzerschreck

Abilities: Throw Grenades, Assault, Medical Kit

Usually battle-hardened veterans; the Grenadiers can complement any type of squad, whether supporting light machine gunners or providing protection for armored contingents. Their ability to wield the MG42 Light Machine Gun made them an imposing force when facing infantry, and their talents with the Panzerschreck anti-tank weapon make them particularly effective against armored units.



Stormtroopers

Role: Assault

Unit: Infantry

Weapon: Kar98 Rifle, 1 MP44

Upgrades: MP44 Assault Rifle, Panzerschreck

Abilities: Throw Bundled Grenade, Assault, Camouflage, Hold Fire

Stormtroopers are the combat and political arm of the Nazi Party. While not the most elite of Axis troops, their dogged determination and access to the best equipment make them a force to be reckoned with. Their MP44 assault rifles, with more controllable automatic fire and mobility, give the Stormtroopers a decided advantage in close-range combat. Stormtroopers are only available as a support option for the Axis Blitzkrieg Doctrine Company Commander.



Knight's Cross Holders

Role: Assault

Weapon: MP44 assault rifle

Upgrades: None

Abilities: Panzerfaust

Troops bestowed the honor of the Knight's Cross display the highest combat bravery possible, and are typically tough, brave, and resourceful in all aspects of combat. Armed with the MP44 assault rifle, they can engage Allied infantry effectively at short range.



Officers

Role: Command And Support

Weapon: Semi-automatic Luger pistol

Upgrades: None

Abilities: Observed Fire, Supervision, Forced Retreat

While few in numbers, Officers are the backbone of the Axis infantry machine, often leading their troops directly into battle. Since they were only armed with a semi-automatic Luger pistol, the Officers instead provide the ability to call in artillery strikes against Allied forces. Their strict and honorable military tradition can also improve the efficiency of production-based structures.



Snipers

Role: Sharpshooter

Weapon: Semi-automatic G43 rifle

Upgrades: None

Abilities: Camouflage, Hold Fire

Just like their Allied counterparts, the Axis sniper is a unit that excels at attacking single enemies from extremely long distances. While poor at close range combat, a sniper can use the ability of Camouflage to hide his presence from Allied units within a few meters, as well as use the Hold Fire ability to selectively attack more valuable targets.



Gr. 34 8cm Mortar Team

Role: Indirect Fire

Weapon: 8cm Granatwerfer 34 mortar

Upgrades: None

Abilities: Mortar Barrage, Smoke Rounds

The Axis 8cm Granatewerfer 34 mortar is larger and heavier than the Allied mortar unit and can fire a larger bomb over a longer distance, allowing the Gr. 34 8cm Mortar Team to target remote foes while staying relatively safe from returning infantry fire. The Mortar Barrage ability is particularly effective against massed troops, although it can be targeted at invisible areas of the map and even at moving units.



MG42 Heavy Machine Gun

Role: Mass Infantry Engagement

Weapon: Maschinengewehr 42

Upgrades: None

Abilities: None

The tripod-based MG42 heavy machine gun is a formidable weapon in the hands of Axis troops. Its distinct buzz-sound accompanies hundreds of rounds of ammunition and the weapon is effective at both short to modestly long ranges. As a mounted weapon, the MG42 can be flanked or hit by mortars or artillery.



PAK 38 50mm Antitank Gun

Role: Antitank Support

Weapon: 50mm Panzerabwehrkanone Antitank gun

Upgrades: None

Abilities: Camouflage, Hold fire

Light and modestly mobile, the PAK 38 AT Gun has a solid rate of fire and a high muzzle velocity that can significantly penetrate Allied armor. Smaller than the Allied 57mm M1, the PAK 38 AT Gun stands only 1.1 meters and, when camouflaged, can surprise enemy units and armor with devastating results.



150mm Nebelwerfer Rocket Battery

Role: Assault

Weapon: Nebelwerfer 41 rocket launcher

Upgrades: None

Abilities: Fire Barrage

When fired, the 33kg rocket from the Nebelwerfer 41 emits a trademark screeching noise, lending itself to the Allied nickname "Screaming Mimi." Six rockets can be fired from the weapon in a span of 10 seconds, giving the long-range capable device a deadly advantage to Axis troops. Its slow speed and exposed crew make it vulnerable to counter-battery fire.



88mm Flak 36 AT/AA Gun

Role: Long Distance Engagement

Weapon: Flak 36 88mm antitank gun

Upgrades: None

Abilities: None

Perhaps one of the most famous pieces of World War II artillery, the Flak 36 88mm antitank gun can penetrate Allied armor from extreme distances, causing severe damage. While originally designed as an anti-aircraft weapon, the 88's flat trajectory and accuracy makes it a powerful weapon against ground targets. This unit is only available as a support option for Axis commander.

★ Axis Vehicles



Motorcycle

Role: Scouting

Weapon: MG42 light machine gun

Upgrades: None

Abilities: None

Fast and mobile, the R75 motorcycle is an ideal vehicle for providing reconnaissance, but can also prove useful as a mobile attack vehicle thanks to its sidecar-mounted MG42 light machine gun.



SdKfz 251 Halftrack

Role: Troop Transport

Weapon: MG42 Light Machinegun

Upgrades: Wurfrahmen 40 Rockets, Flammenpanzerwagen

Abilities: Fire Barrage

A versatile vehicle adept at transporting troops and providing fire support, the SdKfz 251 Halftrack is one of the most commonly encountered Axis vehicles. The vehicle can be outfitted with Wurfrahmen 40 rockets for artillery strikes, while the Flammenpanzerwagen upgrade can be used to suppress light infantry and attack structures.



SdKfz 234/1 Armored Car

Role: Recon And Raiding

Weapon: 20mm rapid fire cannon

Upgrades: Puma 50mm gun

Abilities: None

With eight wheels to carry it, the SdKfz 234/1 Armored Car is a valuable Axis vehicle that should be used to engage infantry with its 20mm rapid firing gun. Its strong engine lends the vehicle for reconnaissance roles, but with the Puma 50mm gun upgrade, the unit can prove to be a threat against Allied armor and other vehicles.



StuG IV (SdKfz 167)

Role: Basic Tank Support

Weapon: 75mm StuK 40

Upgrades: MG42 Light Machine Gun, Skurtzen Armored Side Skirts

Abilities: None

While hindered by a main gun that has limited horizontal targeting range, the Axis Stug IV features a low profile and improved armor. These qualities make the tank a formidable opponent on the battlefield, and the addition of side skirt armor upgrades only strengthen its supremacy against Allied armor.



StuH 42

Role: Basic Tank Support

Weapon: 105mm FH18 howitzer

Upgrades: None

Abilities: None

To be more effective against emplaced Allied infantry and structures, the Stug is outfitted with a 105mm FH18 howitzer. While less accurate and effective against armored units, the sheer power of the StuH 42's projectiles can cut a swath through nearly any obstacle. This unit is only available as a support option for Axis commander.



Panzer IV (SdKfz 161)

Role: Tank Killer

Weapon: 75mm KwK 40

Upgrades: MG42 Light Machine Gun, Skurtzen Armored Side Skirts

Abilities: None

The workhorse of the Axis tank brigades, the Panzer IV saw many modifications throughout World War II that improved the unit's firepower and armor. While not as powerful as the Panther or Tiger tanks, the Panzer IV can deal out more than its fair share of destruction.



Ostwind Flakpanzer

Role: Infantry, Anti-Aircraft, and Structure Assault

Weapon: 37mm Flak 43

Upgrades: None

Abilities: None

While primarily used for anti-aircraft support, the Ostwind is very capable of engaging light ground-based targets, thanks to its rapid-firing 37mm cannon. Overall armor protection is fairly weak, but against soft targets such as buildings and infantry, the Ostwind's armaments prove to be deadly.



Panther (SdKfz 171)

Role: Tank Killer

Weapon: 75mm KwK 42 gun

Upgrades: MG42 Light Machine Gun, Armored Side Skirts

Abilities: None

Arguably the most well-rounded tank in World War II, the Panther is a ferocious beast combining heavy firepower, thick armor, and exceptional mobility. The unit's 75mm KwK 42 gun can penetrate even the thickest of Allied armor, and while it does feature strong front-mounted armor itself, side and rear armor are lacking, leaving the Panther vulnerable to flank attacks.



Tiger (SdKfz 181)

Role: Tank Killer

Weapon: 88mm KwK 36 gun

Upgrades: None

Abilities: None

Only 1300 Tigers were produced through the entirety of World War II, but the few Tigers that did see combat left an indelible mark on the battlefield. Its main 88mm gun can destroy a Sherman tank quickly from long distances, and the unit's thick armor makes it almost impervious to all attacks. The Tiger Tank is only available as a support option for the Blitzkrieg Commander. The even more formidable Tiger Ace is available as a support option for the Axis Terror Doctrine Company Commander.

QUICKSTART SUOMEKSI ALOITTAMINEN

★ ASENNUS

Aseta *Company of Heroes* -pelin DVD-levy tai CD-levy tietokoneen levyasemaan. Kun aloitusikkuna tulee näyttöön, valitse Install (Asenna) ja toimi näytön ohjeiden mukaan. Jos aloitusnäyttö ei avaudu, kaksoisnapsauta työpöydän Oma tietokone -kuvaketta ja sitten levyasemaa, joka sisältää *Company of Heroes* -pelin DVD- tai CD-levyn. Voit avata aloitusnäytön kaksoisnapsauttamalla levyn Setup.exe-tiedostoa. Valitse Install (Asenna) ja toimi näytön ohjeiden mukaan.

★ ANNA CD-AVAIN

Dhjelma pyytää ainutkertaisen asennustunnuksen tai CD-avaimen, joka sijaitsee käyttöohjeen takasivulla. Asennuksen loppuun suorittamiseen ja pelin pelaamiseen vaaditaan voimassaoleva CD-avain.

Pidä CD-avain tallessa. Älä luovuta sitä kenellekään tai anna kenenkään käyttää sitä. Säilytä pelikotelo turvallisessa paikassa, sillä tarvitset sitä pelin uudelleenasetukseen.

★ PELIIN VAADITAAN DIRECTX® 9.0C

Company of Heroes -pelin pelaamiseen vaaditaan DirectX® 9.0c (mukana asennuslevyllä) tai uudempi.

★ VIANMÄÄRITYS

Tuoreimmat vianmäärityksen ja teknisen tuen tiedot ovat levyn Readme.txt-tiedostossa.

PIKANÄPPÄIMET

YLEISKOMENNOT

Ping	Ctrl + A
Selaa tapahtumia	Välilyönti
Selaa rakentajia	,
Selaa jalkaväkeä	.
Selaa ajoneuvoja	-

JÄRJESTELMÄKOMENNOT

Peruuta	Esc
Hyväksy	Enter
Aseta käskyjä jonoon	Vaihto
Tauko	Tauko
Pelivalikko	F10
Komppanian komentaja	Ctrl + Z

YKSIKKÖKOMENNOT

Hyökkää	A
Rakenna	B
Peräännä	T
Korjaa	E
Vahvista	R
Hyökkää maakohteeseen	G
Pysähdy	H
Kokoa rivit	Y
Pura lasti	U
Upota	Delete
Valitse päämaja	F1
Valitse parakki	F2
Valitse asetuki	F3
Valitse ajoneuvoyhdistelmä	F4
Valitse tankkivarikko	F5
Valitse huoltovarikko	F6

MONEN VALINNAN PIKANÄPPÄIMET

Keskity ykkösvalikoimaan	Ctrl + Tab
Seuraava ykkösvalikoima	Sarkain
Edellinen ykkösvalikoima	Vaihto + Sarkain
Poista valikoima	Ctrl

KUVAKULMAKOMENNOT

Oletuskuvakulma	Askelpalautin
Oletuskuvakulma	Askelpalautin + Askelpalautin
Kierrä kuvakulmaa	Pidä Alt valittuna + liikuta hiirtä
Lähennä/loitonna	Hiiren kiekko

HOT KEYS

GLOBAL COMMANDS

Ping	Ctrl + A
Cycle Through Event Cues	Space Bar
Cycle Through Builders	,
Cycle Through Infantry	.
Cycle Through Vehicles	/

SYSTEM COMMANDS

Cancel	Escape
Accept	Enter
Queue Orders	Shift
Pause	Pause
In-Game Menu	F10
Company Commander	Ctrl + Z

UNIT COMMANDS

Attack	A
Build	B
Retreat	T
Repair	E
Reinforce	R
Attack Ground	G
Halt	H
Rally	Y
Unload	U
Cancel Building	Delete
Select Headquarters	F1
Select Barracks	F2
Select Weapon Support	F3
Select Motorpool	F4
Select Tank Depot	F5
Select Supply Yard	F6

MULTIPLE SELECTION HOTKEYS

Focus on Primary Selection	Ctrl + Tab
Next Primary Selection	Tab
Previous Primary Selection	Shift + Tab
Remove Selection	Ctrl

CAMERA COMMANDS

Default Camera Angle	Backspace
Default Camera Height	Backspace (Press Twice)
Camera Rotation	Hold Alt + Move Mouse
Zoom in/out	Middle Mouse Scroll Wheel

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