



COMPANY OF HEROES 2

ARDENNES ASSAULT

USER MANUAL



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™ 2: ARDENNES ASSAULT** 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:



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

COMPANY OF HEROES 2

ARDENNES ASSAULT

CONTENTS

HUD	2
Game Controls	3
Classic Hotkeys: Universal Key Assignments	3
General Hotkeys	3
US Army Buildings	4
US Army Units	4/5
Notes	5
Warranty.....	6
Customer Support	6

The information in this manual was correct when it went to print, but minor changes to the game may have occurred in the meantime.

HUD



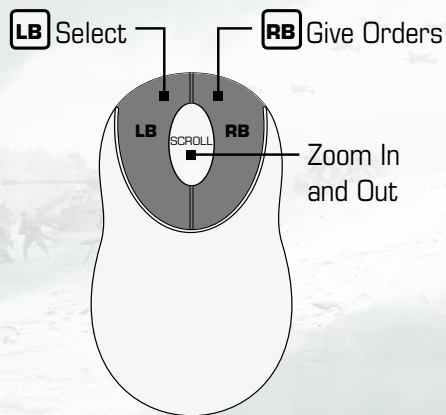
1. Mission Progress Bar	7. Commander Abilities
2. Global Unit Controls	8. Manpower
3. Company Bar	9. Munitions
4. Next Idle Infantry	10. Fuel
5. Next Idle Vehicle	11. Population Cap
6. Commander Points	12. Building Selection

13. Menu	18. Squad Health
14. Attack Here Signal	19. Squad Veterancy Rank
15. Minimap	20. Squad Information
16. Squad Temperature	21. Field Defences
17. Squad Kill Count	22. Grid Key Layout

GAME CONTROLS

CLASSIC HOTKEYS: UNIVERSAL KEY ASSIGNMENTS

Attack Move	A
Attack Ground	G
Stop	S
Retreat	T
Reinforce	R
Reverse Move	U
Enter Primary Build Menu	V
Enter Secondary Build Menu	B



GENERAL HOTKEYS

Move Camera to Starting Position	Home
Select all of your units on screen	Semicolon
Select all idle builders	Ctrl + Alt + Comma or Control + F1
Select all idle infantry	Ctrl + Alt + .
Select all idle vehicles	Ctrl + Alt + Slash
Select all units	Ctrl + F2
Select Headquarters	F1
Select Tier 1 Building	F2
Select Tier 2 Building	F3
Select Tier 3 Building	F4
Select Tier 4 Building	F5
Toggle in-game menu	Esc or F10
Activate mini-map attack point ping	Ctrl + A
Toggle next idle vehicle	Alt + /
Toggle next idle infantry	Alt + .
Toggle all vehicles	Ctrl + /
Toggle all infantry	Ctrl + .
Toggle team chat (Online games only)	Enter
Toggle all chat (Online games only)	Shift + Enter
Rotate and tilt camera	Alt + MOUSE
Reset camera tilt	Backspace
Reset camera rotation	Backspace x2
Pause the game (Campaign, Skirmish, and Theatre of War only)	Pause BREAK
Assign selected squad(s) to control group 0-9	Ctrl + 0 - 9
Select control group 0-9	0 - 9 (with control groups assigned)
Lock camera to control group 0-9	0 - 9 x2 (with control groups assigned)
Toggle Tactical Map	NUMPAD 0
Clear all selections	Esc
Cycle through units from a group of selected squads	Tab
Set Rally Point	RIGHT MOUSE BUTTON

CLASSIC KEYS – BUILDINGS

US ARMY WITH A BASE BUILDING SELECTED

Barracks		Company Command Post	
Unit 1 - Rifleman	R	Unit 1 - Captain	C
Unit 2 - Rear Echelon Troops	S	Unit 2 - M1 81mm Mortar Team	D
Unit 3 - WC54 3/4 Ton Ambulance	D	Unit 3 - M5A1 Stuart	S
Unit 4 - M3 Half-track	H	Unit 4 - M1 75mm Pack Howitzer	R
Upgrade 1 - Mk 2 Grenade Upgrade	G	Unit 5 - M21 Mortar Half-track	M
Upgrade 2 - M9 Bazooka Weapon Rack	A	Unit 6 - M8 Greyhound	G
Upgrade 3 - Bar Weapon Rack	U	Battalion Command Post	
Transfer Orders	T	Unit 1 - Major	M
Platoon Command Post		Unit 2 - M4A3 Sherman Medium Tank	S
Unit 1 - Lieutenant	L	Unit 3 - M8A1 Howitzer Motor Carriage	H
Unit 2 - M2HB .50 Machine Gun	H	Unit 4 - M36 'Jackson' Tank Destroyer	T
Unit 3 - M1 57mm Anti-Tank Gun	T	Unit 5 - M10 'Wolverine' Tank Destroyer	E
Unit 4 - WC51 Military w/ .50 cal HMG	R	Unit 6 - M7B1 'Priest' Howitzer Motor Carriage	R
Unit 5 - M20 Utility Car	U	Unit 7 - 105mm Bulldozer Sherman	B
Unit 6 - Dispatch Pathfinders	P		

CLASSIC KEYS - UNITS

US ARMY UNITS

Rear Echelon Troops		M2HB Machine 50 Cal Gun	
Repair	E	(Veteran Ability) Sprint	N
Wire Cutters	W	M1 75mm Pack Howitzer	
Volley Fire	F	High Explosive (HE) Barrage	B
Riflemen		(Veteran Ability)	W
Mk 2 Frag Grenade	D	White Phosphorous Barrage	
M23 Smoke Screen Grenade	M	Hold Fire	H
(Veteran Ability) Anti-Tank Rifle Grenade	N	M1 57mm Anti-Tank Gun	
Assault Engineer Squad		Fire Armor-Piercing Discarding-Sabot Rounds	D
(Veteran Ability) Repair Critical	C	(Veteran Ability) Take Aim!	T
Plant Demolition Charge	D	Prioritise Vehicles	H
Wire Cutters	W	WC54 3/4 Ton Ambulance	
Repair	E	Distribute Medical Supplies	D
Lieutenant		Medics Disembark	T
Mk2 Frag Grenade	D	M20 Utility Car	
M23 Smoke Screen Grenade	M	M2 Smoke Pots	E
Pathfinders		M6 Anti-Tank Mine	M
Beacon	B	Crew Disembark	T
Hold Fire	H	M8 Greyhound	
Assassinate	F	M2 Canister Shot	C
Paratroopers		Crew Disembark	T
Cooked MK2 Frag Grenade	D	M21 Mortar Half-track	
Timed Explosive Charge	E	Mortar Barrage	B
Captain		White Phosphorus Barrage	W
On Me	N	Crew Disembark	T
Supervise	E	(Veteran Ability)	F
Major		M56 Delayed Fuse HE Barrage	
Recon Flight	F	Hold Fire	H
Rapid Barrage	B	M5A1 Stuart	
(Veteran Ability) Fake Rapid Barrage	K	Shell Shock	E
Establish Retreat Point	E	Point Blank Engine Shot	B
Vehicle Crew		Crew Disembark	T
Vehicle Crew Repair	E	WC51 Military Truck	
(Veteran Ability) Repair Critical	C	Crew Disembark	T
Medics		Step On It	N
First Aid	F		

CLASSIC KEYS - UNITS

US ARMY UNITS

M8A1 Howitzer Motor Carriage

75mm Barrage	B
Smoke Barrage	E
Crew Disembark	T
(Veteran Ability) Concealing Smoke	C
Hold Fire	H

105mm M7B1 'Priest' Motor Carriage

10.5cm Howitzer Barrage	B
Crew Disembark	T
(Veteran Ability) Creeping Barrage	C

M4A3 Sherman Medium Tank

Smoke Screen	E
Main Gun: Load Armor Piercing	M
Crew Disembark	T

105mm Bulldozer Sherman

Smoke Screen	E
Create Barrier	B
Destroy Barrier	D
Crew Disembark	T

M10 Tank Destroyer

Crew Disembark	T
(Veteran Ability) HVAP M93 Shells	V
(Veteran Ability) Flanking Speed	F
Prioritise Vehicle	H

M36 'Jackson' Tank Destroyer

(Veteran Ability) T3OE16 HVAP-T Armor piercing rounds	H
Crew Disembark	T

Cavalry Riflemen

Defensive Stance	E
Mk2 Fragmentation Grenade	D
M18 Smoke Grenade	M
AT Satchel Charge	L

M1 81mm Mortar Team

Hold fire	H
Mortar Barrage	B
(Veteran Ability) White Phosphorous Barrage	W

M3 Half Track

Deploy Repair Engineers	R
Crew Disembark	T

NOTES

WARRANTY

WARRANTY: SEGA Europe Limited warrants to the original buyer of this Game (subject to the limitation set out below), that this Game will perform under normal use substantially as described in the accompanying manual for a period of ninety (90) days from the date of first purchase. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction, which remain unaffected.

WARRANTY LIMITATION: This warranty shall not apply if this Game is used in a business or commercial manner and/or if any defect or fault results from your (or someone acting under your control or authority) fault, negligence, accident, abuse, virus, misuse or modification of the Game after purchase.

WARRANTY CLAIM: If you discover a problem with this Game within the warranty period (including a problem with the activation of the Game, using key-codes or otherwise), you should contact the retailer from where you bought the Game. Please ensure that you have a copy of the original sales receipt as you may be asked to provide this to the retailer. If you discover a bug or error in the Game, please contact the technical support team at SEGA (details set out in this manual) and inform them of the difficulty you are experiencing with the Game. The retailer or SEGA will either repair or replace the Game at their option. Any replacement Game will be warranted for the remainder of the original warranty period or ninety (90) days from receipt of the replacement Game, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive an amount up to the price you paid for the Game. The foregoing (repair, replacement or the price you paid for the Game) is your exclusive remedy.

LIMITATION: TO THE FULLEST EXTENT ALLOWED BY LAW (BUT SPECIFICALLY NOT LIMITING ANY LIABILITY FOR FRAUD OR DEATH OR PERSONAL INJURY CAUSED BY SEGA'S NEGLIGENCE), NEITHER SEGA, ITS RETAILERS OR SUPPLIERS SHALL BE LIABLE FOR ANY SPECIAL OR INCIDENTAL DAMAGE, DAMAGE TO PROPERTY, LOSS OF PROFITS, LOSS OF DATA OR COMPUTER OR CONSOLE FAILURE, ANTICIPATED SAVINGS, BUSINESS OPPORTUNITY OR GOODWILL WHETHER ARISING DIRECTLY OR INDIRECTLY FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME EVEN IF IT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS.

Unless otherwise noted, the example companies, organisations, products, people and events depicted in the game are fictitious and no association with any real company, organisation, product, person or event is intended or should be inferred.

© SEGA. SEGA and the SEGA logo are either registered trade marks or trade marks of SEGA Corporation. All rights are reserved. Without limiting the rights under copyright, unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, renting, broadcast, public performance or transmissions by any means of this Game or accompanying documentation of part thereof is prohibited except as otherwise permitted by SEGA.

CUSTOMER SUPPORT

Please check
www.sega.com/support
for details of product support in your region.

Register online at **www.sega.com** for exclusive news, competitions, email updates and more.



+44 (0)845 301 5502* (UK)

*International call rate. Call charges may vary, please consult your phone provider.



© SEGA. SEGA, the SEGA logo, Relic Entertainment, the Relic Entertainment logo, Company of Heroes and the Company of Heroes logo are either trademarks or registered trademarks of SEGA Holdings Co., Ltd. or its affiliates. All rights reserved. SEGA is registered in the US Patent and Trademark Office. All other trademarks are the property of their respective owners. Uses Miles Sound System. Copyright © 1991-2015 by RAD Game Tools, Inc. Company of Heroes 2 uses Havok: © Copyright 2012 Havok.com Inc. (or its licensors). All Rights Reserved. See www.havok.com for details. Uses Autodesk® Scaleform® Copyright © 2012, Autodesk, Inc.