

# 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](http://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



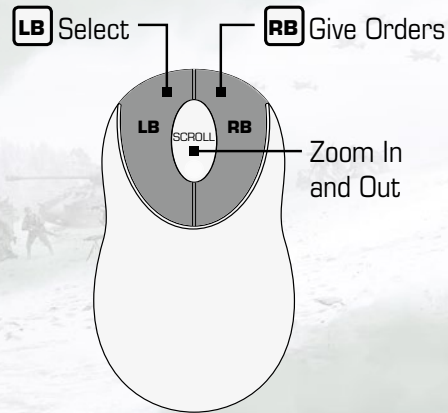
1. Mission Progress Bar	7. Commander Abilities
2. Global Unit Controls	8. Manpower
3. Company Bar	9. Munitions
4. Next Idle Infantry	10. Fuel
5. Next Idle Vehicle	11. Population Cap
6. Commander Points	12. Building Selection

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



## GENERAL HOTKEYS

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

## CLASSIC KEYS – BUILDINGS

### US ARMY WITH A BASE BUILDING SELECTED

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

## CLASSIC KEYS - UNITS

### US ARMY UNITS

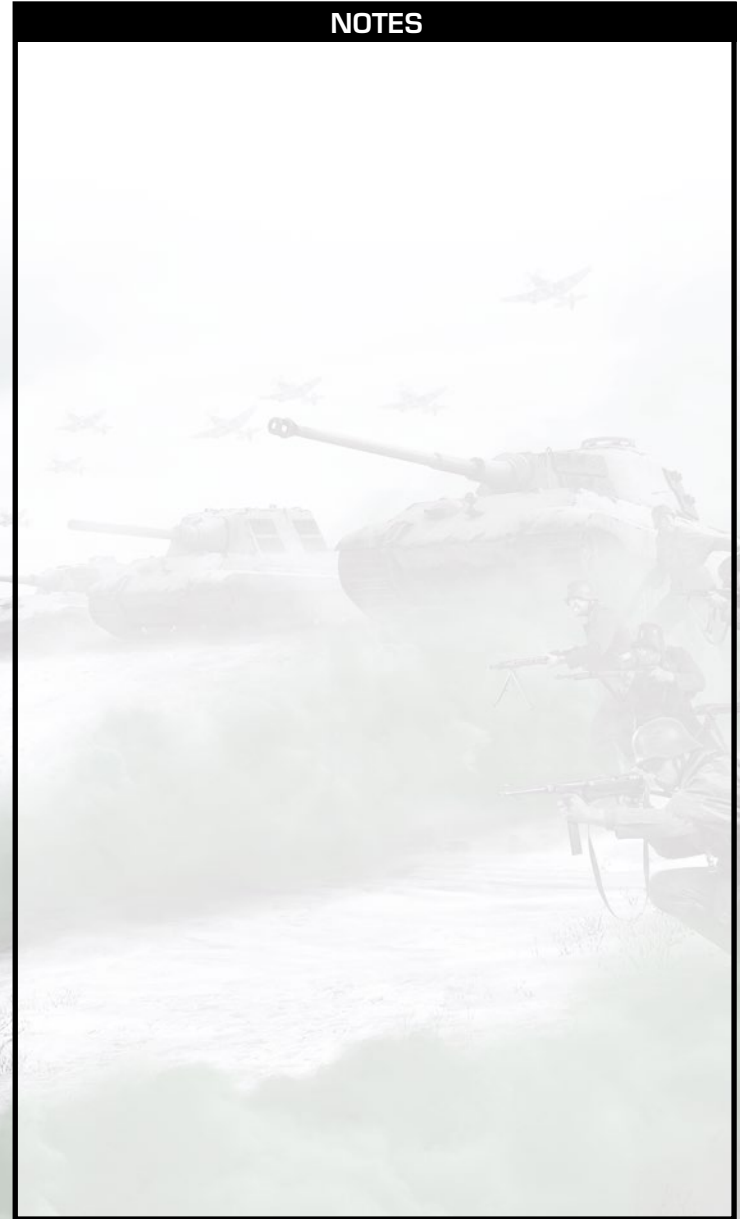
<b>Rear Echelon Troops</b>		<b>M2HB Machine 50 Cal Gun</b>	
Repair	<b>E</b>	(Veteran Ability) Sprint	<b>N</b>
Wire Cutters	<b>W</b>	<b>M1 75mm Pack Howitzer</b>	
Volley Fire	<b>F</b>	High Explosive (HE) Barrage	<b>B</b>
<b>Riflemen</b>		(Veteran Ability)	<b>W</b>
Mk 2 Frag Grenade	<b>D</b>	White Phosphorous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

## CLASSIC KEYS - UNITS

### US ARMY UNITS

<b>M8A1 Howitzer Motor Carriage</b>		<b>M10 Tank Destroyer</b>	
75mm Barrage	<b>B</b>	Crew Disembark	<b>T</b>
Smoke Barrage	<b>E</b>	(Veteran Ability) HVAP M93 Shells	<b>V</b>
Crew Disembark	<b>T</b>	(Veteran Ability) Flanking Speed	<b>F</b>
(Veteran Ability) Concealing Smoke	<b>C</b>	Prioritise Vehicle	<b>H</b>
Hold Fire	<b>H</b>	<b>M36 'Jackson' Tank Destroyer</b>	
<b>105mm M7B1 'Priest' Motor Carriage</b>		(Veteran Ability) T30E16 HVAP-T Armor piercing rounds	<b>H</b>
10.5cm Howitzer Barrage	<b>B</b>	Crew Disembark	<b>T</b>
Crew Disembark	<b>T</b>	<b>Cavalry Riflemen</b>	
(Veteran Ability) Creeping Barrage	<b>C</b>	Defensive Stance	<b>E</b>
<b>M4A3 Sherman Medium Tank</b>		Mk2 Fragmentation Grenade	<b>D</b>
Smoke Screen	<b>E</b>	M18 Smoke Grenade	<b>M</b>
Main Gun: Load Armor Piercing	<b>M</b>	AT Satchel Charge	<b>L</b>
Crew Disembark	<b>T</b>	<b>M1 81mm Mortar Team</b>	
<b>105mm Bulldozer Sherman</b>		Hold fire	<b>H</b>
Smoke Screen	<b>E</b>	Mortar Barrage	<b>B</b>
Create Barrier	<b>B</b>	(Veteran Ability) White Phosphorous Barrage	<b>W</b>
Destroy Barrier	<b>D</b>	<b>M3 Half Track</b>	
Crew Disembark	<b>T</b>	Deploy Repair Engineers	<b>R</b>
		Crew Disembark	<b>T</b>

## NOTES



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