

# COMPANY OF HEROES™ 2

## THE WESTERN FRONT ARMIES



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: THE WESTERN FRONT ARMIES** 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

## THE WESTERN FRONT ARMIES

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# HUD



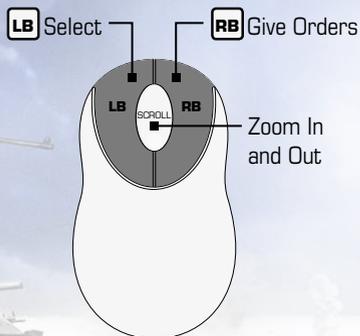
1. Team Score	9. Commander Abilities
2. Victory Points	10. Manpower
3. Enemy Score	11. Munitions
4. Elapsed Time	12. Fuel
5. Global Unit Controls	13. Population Cap
6. Event Queues	14. Building Selection
7. Next Idle Infantry	15. Player List
8. Commander Points	16. Next Idle Vehicle

17. Menu	25. Squad Information
18. Attack Here Signal	26. Upgrades
19. Minimap	27. Production Queue
20. Tactical Map	28. Production Buildings
21. Squad Kill Count	29. Field Defences
22. Squad Temperature	30. Match Vote Dialogue
23. Squad Health	31. Match Vote Button
24. Squad Veterancy Rank	32. Grid Key Layout

# GAME CONTROLS

## CLASSIC HOTKEYS: UNIVERSAL KEY ASSIGNMENTS

	←/→	Q	W	E	R	T	Y	U	I	O	P
	caps lock	A	S	D	F	G	H	J	K	L	
	↑	Z	X	C	V	B	N	M	<	>	
	ctrl	alt									
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



### OBERKOMMANDO WEST ARMY WITH A BASE BUILDING SELECTED

#### HQ - Command Headquarters

Unit 1 - Sturmpanzer Squad	S
Unit 2 - Volksgrenadiers	V
Unit 3 - Kubelwagen	W
Unit 4 - Raketenwerfer 43 Anti-Tank Rocket Launcher	R

#### Battle Group Headquarters

Unit 1 - 7.5cm 1eIG 18 Infantry Support Gun	G
Unit 2 - Panzer II Ausf. L 'Luchs' Light Tank	A
Unit 3 - SdKfz 251/20 Halftrack w/ Infrared Searchlight	S
Unit 4 - Panther PzKpfw V 'Medium' Tank	T
Ability 1 - Self Destruct	X

#### Mechanized Regiment Headquarters

Unit 1 - SdKfz 251/17 Flak Halftrack	F
Unit 2 - SdKfz 234 'Puma' Heavy Armored Car	M
Unit 3 - SdKfz 251 "stuka zu fuß" Half-track	S
Unit 4 - Jagdpanzer IV/70	A
Upgrade 1 - Retreat Point Unlock	R
Ability 1 - Establish Retreat Point	E
Ability 2 - Self Destruct	X

#### Schwerer Panzer Headquarters

Unit 1 - Obersoldaten	O
Unit 2 - Tiger B	T
Unit 3 - Sturmpanzer	S
Ability 1 - Self Destruct	X
One Is Munitions Transfer	M
Fuel Transfer	F

### US ARMY WITH A BASE BUILDING SELECTED

#### Barracks

Unit 1 - Rifleman	R
Unit 2 - Rear Echelon Troops	S
Unit 3 - WC54 3/4 Ton Ambulance	D
Upgrade 1 - Mk 2 Grenade Upgrade	G
Upgrade 2 - M9 Bazooka Weapon Rack	A
Upgrade 3 - Bar Weapon Rack	U

#### Platoon Command Post

Unit 1 - Lieutenant	L
Unit 2 - M20 Utility Car	U
Unit 3 - M2HB .50cal Machine Gun	S
Unit 4 - M1 75mm Pack Howitzer	R

#### Company Command Post

Unit 1 - Captain	C
Unit 2 - M1 56mm Anti-Tank Gun	T
Unit 3 - M15A1 AA Half-Track	H
Unit 4 - M5A1 Stuart	S

#### Battalion Command Post

Unit 1 - Major	M
Unit 2 - M4A3 Sherman Medium Tank	S
Unit 3 - M36 'Jackson' Tank Destroyer	T
Unit 4 - M8A1 Howitzer	H

## CLASSIC KEYS – UNITS



### OBERKOMMANDO WEST UNITS

#### Sturmpanzer Squad

Repair	E
Wire Cutters	W
Salvage Operation	O
(Veteran Ability) Concussive Grenade	D
(Veteran Ability) Medical Supplies	V

#### Volksgrenadiers

Throw Model 24 Grenade	D
Salvage Operations	O

#### Panzerfusiliers

Throw Model 24 Grenade	D
Anti-Tank Rifle Grenade	G
Flare	F

#### Fallschirmjagers

Fire Panzerfaust	F
Bundled Model 24 Grenade	D
(Veteran Ability) Blendkörper 2H Frangible Smoke Grenade	E

#### Obersoldaten

Bundled Grenade	D
(Veteran Ability) Blendkörper 2H Frangible Smoke Grenade	E
Booby Trap Capture Point	P

#### Sturm Offizier

Target them!	E
Force Retreat	F

#### MG34 Heavy Machine Gun Team

(Veteran Ability) Fire Incendiary Armor Piercing Rounds	F
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#### 7.5cm 1eIG 18 Infantry Support Gun

7.5cm HE Barrage	B
(Veteran Ability) Hollow Charge Rounds	W

#### Raketenwerfer 43 Anti-Tank Rocket Launcher

Kubelwagen	
(Veteran Ability) Detection	D

#### sWS Supply Halftrack

Convert to Battlegroup Headquarters	C
Convert to Mechanized Regiment Headquarters	B
Convert to Schwerer Panzer Headquarters	W

#### SdKfz 251/20 Halftrack w/ Infrared Searchlight

SdKfz 251/17 Flak Halftrack	
(Veteran Ability) Concealing Smoke	C

#### SdKfz 251 "stuka zu fuß" Half-track

280mm Creeping Rocket Barrage	B
(Veteran Ability) Napalm Rounds	N

#### SdKfz 234 'Puma' Heavy Armored Car

Smoke Screen	C
(Veteran Ability) Aimed Shot	E

#### Panzer II Ausf. L 'Luchs' Light Tank

(Veteran Ability) Cautious Movement	C
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#### Jagdpanzer IV/70

(Veteran Ability) Cautious Movement	C
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#### Panther PzKpfw V 'Medium' Tank

(Veteran Ability) Combat Blitz	B
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#### Sturm Tiger

38cm Rocket Attack	R
(Veteran Ability) NahvW Grenade Launcher	M

#### Tiger B 'Konigstiger'

(Veteran Ability) Spearhead	E
(Veteran Ability) Combat Blitz	B

#### "Jagdtiger" Panzerjager Tiger Ausf. B

(Veteran Ability) 12.8cm Supporting Fire	B
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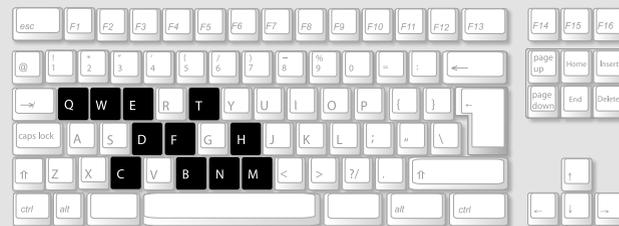
## CLASSIC KEYS - UNITS



### US ARMY UNITS

<b>Rear Echelon Troops</b>		<b>M1 75mm Pack Howitzer</b>	
Repair	E	High Explosive (HE) Barrage	B
Wire Cutters	W	(Veteran Ability)	
Volley Fire	F	White Phosphorous Barrage	W
<b>Riflemen</b>		<b>M1 57mm Anti-Tank Gun</b>	
Mk 2 Frag Grenade	D	Fire Armor-Piercing Discarding-Sabot Rounds	D
M23 Smoke Screen Grenade	M	(Veteran Ability) Take Aim!	T
(Veteran Ability) Anti-Tank Rifle Grenade	N	<b>WC54 3/4 Ton Ambulance</b>	
<b>Assault Engineer Squad</b>		Distribute Medical Supplies	
Repair Critical	C	Medics Disembark	T
Plant Demolition Charge	D	<b>M20 Utility Car</b>	
<b>Lieutenant</b>		M2 Smoke Pots	
MK2 Frag Grenade	D	M6 Anti-Tank Mine	M
M23 Smoke Screen Grenade	M	Crew Disembark	T
<b>Pathfinders</b>		<b>M8 Greyhound</b>	
Beacon	B	M2 Canister Shot	C
<b>Paratroopers</b>		Crew Disembark	
Cooked MK2 Frag Grenade	D	<b>M15A1 AA Half-track</b>	
Timed Explosive Charge	E	Crew Disembark	T
<b>Captain</b>		(Veteran Ability) Anti-aircraft mode	
On Me	N	<b>M21 Mortar Half-track</b>	
Supervise	E	Mortar Barrage	B
<b>Major</b>		White Phosphorous Barrage	
Rapid Barrage	B	Crew Disembark	T
Recon Overflight	F	(Veteran Ability)	
Establish Rally Point	E	M56 Delayed Fuse HE Barrage	F
(Veteran Ability ) Fake Rapid Barrage	K	<b>M5A1 Stuart</b>	
<b>Vehicle Crew</b>		Shell Shock	
(Veteran Ability) Vehicle Crew Repair	E	Point Blank Engine Shot	B
Repair Critical	C	Crew Disembark	T
<b>Medics</b>			
First Aid	F		
<b>M2HB Machine 50 Cal Gun</b>			
(Veteran Ability) Sprint	N		

## CLASSIC KEYS - UNITS



### US ARMY UNITS

<b>M8A1 Howitzer Motor Carriage</b>		<b>105mm Bulldozer Sherman</b>	
75mm Barrage	B	Smoke Screen	E
Smoke Barrage	E	Create Barrier	B
Crew Disembark	T	Destroy Barrier	D
(Veteran Ability) Concealing Smoke	C	Crew Disembark	T
<b>105mm M7B1 'Priest' Motor Carriage</b>		<b>M10 Tank Destroyer</b>	
10.5cm Howitzer Barrage	B	Crew Disembark	T
Crew Disembark	T	(Veteran Ability) HVAP M93 Shells	H
(Veteran Ability) Creeping Barrage	C	<b>M36 'Jackson' Tank Destroyer</b>	
<b>M4A3 Sherman Medium Tank</b>		(Veteran Ability) T30E16 HVAP-T Armor piercing rounds	
Smoke Screen	E	(Veteran Ability) Flanking Speed	F
Main Gun: Load Armor Piercing	M	Crew Disembark	T
Crew Disembark	T		

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