



The background of the entire image is a textured, painterly illustration. At the top, two military leaders are shown from the chest up. On the left is a British officer wearing a red beret and a brown jacket over a green turtleneck. On the right is a German officer wearing a black peaked cap with an eagle emblem and a dark green uniform with a Iron Cross medal. Behind them is a large, faded Union Jack flag. Below the title, a battle scene is depicted in a hazy, smoke-filled environment. It shows a British Matilda II tank on the left, several soldiers in brown uniforms running or taking cover, and a German soldier in the foreground on the right firing a submachine gun, with a bright muzzle flash. The overall style is gritty and historical.

COMPANY^{of} HEROES™

OPPOSING FRONTS



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™ OPPOSING FRONTS** 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

TABLE OF CONTENTS

Introduction	2
Getting Started	2
Installation	2
Product Key	2
Updates and Patches	2
Troubleshooting	3
Playing the Game	3
Main Menu	3
Campaign	3
Skirmish	3
Multiplayer	3
Game Options	4
Gameplay	4
Graphics	4
Audio	4
Using The Mouse and 3D Camera	4
Basic Game Concepts	5
Strategic Points and Territory Sectors	5
Resources and Population Cap.	5
Securing Resource Points	5
The Mini-Map and the Tactical Map	6
Technology Upgrades	6
Squads	6
Cover	6
Promotion and Veterancy	7
Company Commander	7
British 2 nd Army	8
Panzer Elite	8
British 2 nd Army Units	8
British 2 nd Army Mobile Trucks	8
British 2 nd Army Structures	8
British 2 nd Army Infantry	9
British 2 nd Army Vehicles	10
Panzer Elite Units	12
Panzer Elite Structures	12
Panzer Elite Army Base Structures	12
Panzer Elite Infantry	13
Panzer Elite Vehicles	14
QUICKSTART SUOMEKSI	18

★ OPPOSING FRONTS

It is the summer of 1944, the time for Allied forces to commence two key campaigns. The British 2nd Army fights to gain control of the city of Caen in Normandy, France after a failed D-Day liberation attempt. A road hub, perfect land for an airfield and the two waterways running by the city make Caen a vital objective, but such a key location is heavily protected. The 2nd Army must try and survive against the might of the opposing SS division.

While in the German-occupied Netherlands, Allied forces launch the largest airborne invasion in history. Their goal: to secure a series of bridges that would allow for Allied crossing of the Rhine river, Germany's last major natural barrier. The German Panzer Elite Kampfgruppe stands in their way and will use all their strength to stop any Allied advance.

★ GETTING STARTED

★ INSTALLATION

Insert the *Company of Heroes: Opposing Fronts* DVD-ROM into your DVD-ROM 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 DVD-ROM drive containing the *Company of Heroes: Opposing Fronts* DVD-ROM. Locate and double-click on Setup.exe to launch the start-up screen. Click Install and follow the instructions on the screen.

★ ENTER THE PRODUCT KEY

You will be asked to enter the unique Product key located on the back of the manual. You must have a valid Product key to complete the installation process and play the game.

Protect your Product 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 DVD] or later to play *Company of Heroes: Opposing Fronts*.

★ TROUBLESHOOTING

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

★ PLAYING THE GAME

★ THE MAIN MENU

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

- Select **Campaign** to begin one of the three missions.
- Select **Multiplayer** to play an online game.
- Select **Skirmish** to play a single match against the computer.
- Select **Tutorial** to begin a training session.
- Select **Options** to adjust video, audio and other important settings.

★ CAMPAIGN

The Single-Player Campaign allows you to play the Liberation of Caen and Operation Market Garden. Click Continue Campaign to continue a previously saved campaign.

*NOTE: You must own the original **Company of Heroes** to play the Invasion of Normandy campaign.*

★ SKIRMISH

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

★ MULTIPLAYER

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

- **Online** — Host/Join an online game through the *Company of Heroes: Opposing Fronts* 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

★ GAMEPLAY

Input your player name, adjust mouse scroll speed and change other in-game options.

★ GRAPHICS

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

★ AUDIO

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

★ 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 and move the mouse to rotate the camera's perspective on both horizontal and vertical axes. 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: Opposing Fronts*, you select entire squads to command rather than 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. For a better understanding of the basics of **Company of Heroes: Opposing Fronts**, 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 Resources.
- **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: Opposing Fronts*, 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.

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 fortifications 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 where 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 structure types as well as new abilities. All upgrades must be purchased with accumulated Munitions.

★ SQUADS

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

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

★ COVER

In *Company of Heroes: Opposing Fronts* 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.

Only British Lieutenants, Captains and Command tanks gain veterancy. Officers become veterans through the actions of the soldiers and vehicles under their command and, in turn, impart those bonuses to all units in an area around them. As the Officers become stronger, their soldiers become stronger.

Panzer Elite units gain veterancy through the act of battle, much like American soldiers and vehicles. Panzer Elite soldiers and vehicles provide a choice to the player when they gain veterancy — offensive to increase firepower, or defensive to increase durability. Players can mix and match elements of veterancy choices depending on their tactical needs.

★ 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 it using the Company Commander ability.

The British 2nd Army Company Commander abilities include:

- **Royal Artillery Support** — Royal Artillery Support introduces new battlefield artillery doctrines and brings advanced abilities and mobile artillery.
- **Royal Commandos Support** — Elite assault troops and tanks can be dropped in by gliders. Recon and artillery support add to the versatility of the Royal Commandos.
- **Royal Engineers Support** — Royal Engineers can improve all defensive emplacements, enable armor to go 'hull down' and call in heavily armored Churchill Tanks.

The German Panzer Elite Company Commander abilities include:

- **Scorched Earth** — Bombs, traps and tricks make it difficult for your opponent to maneuver around the battlefield. Bombard your enemy with the brutal firepower of Hummel 150mm Artillery. Choosing this tree will grant the Kettenkrad the Booby Trap ability.
- **Luftwaffe** — Anti-tank air support as well as solid defense options round out the Luftwaffe tree to help the Panzer Elite gain a foothold and keep it. Choosing this tree will grant the Kettenkrad the Camouflage ability.
- **Tank Hunters** — Destroy enemy tanks with superior Axis tanks and munitions. Choosing this tree will grant the Kettenkrad the Repair ability.

★ BRITISH 2ND ARMY

The British 2nd Army is one of two new sides in *Company of Heroes: Opposing Fronts*. The 2nd Army is characterized by a defensive doctrine, constructing emplacements and defensive structures. Once they capture a territory, they can fortify it so that no enemies can make it in or out alive. Their bases are mobile, allowing them to set up shop in a new area quickly and turn it to their advantage.

★ PANZER ELITE

The Panzer Elite is the second of the new sides. They are the most mobile army in the game, with strong infantry and many unique and specialized vehicles. The Panzer Elite combine good firepower with incredible speed, allowing them to fight where and when they want. Recon options enable them to track enemy movement, while quick vehicles and aggressive infantry can hit hard and fast.

★ BRITISH 2ND ARMY UNITS

★ BRITISH 2ND ARMY MOBILE TRUCKS



HEADQUARTERS COMMAND TRUCK

The most important 2nd Army mobile truck is the Headquarters Command Truck which serves as your main base of operations. The HQ Command Truck can be converted from static to mobile, in case it must be moved somewhere else. Infantry sections and Lieutenants can be produced here, as well as Bren Carriers.



FIELD SUPPORT TRUCK

The Field Support Truck opens up new troops for use, such as the Sappers, Captains and a Stuart Light Tank. It can only be built after a Lieutenant has emerged from the Headquarters Command Truck.



ARMOR COMMAND TRUCK

The Armor Command Truck allows a commander to deploy the Cromwell Tank, Cromwell Command Tank and Sherman Firefly. A Captain must be produced from the Field Support Truck before calling the Armor Command Truck.

★ BRITISH 2ND ARMY STRUCTURES



17-POUNDER AT GUN

The 17-Pounder is possibly the most fearsome Anti-tank gun in the world.



BOFORS 40mm CANNON

The BOFORS cannon is dangerous to low-flying aircraft and light vehicles but ineffective against heavy armor and fast moving infantry.



25-POUNDER HOWITZER GUN

This long-range Howitzer has a good rate of fire and excellent accuracy.



SLIT TRENCH

Slit trenches provide excellent cover for infantry against artillery and heavy direct fire weapons like tank guns.



VICKERS MACHINE GUN EMPLACEMENT

The Vickers Machine Gun is capable of sustained heavy suppressive fire.



3" MORTAR EMPLACEMENT

The 3" mortar is capable of lobbing rounds over objects at long range.



CASUALTY CLEARING STATION

The Casualty Clearing Station houses medics who return casualties back to the Station. If enough casualties are collected, a new squad will be granted. The Casualty Clearing Station can heal nearby units with its Medical Supplies ability.



BRITISH 2ND ARMY INFANTRY



INFANTRY SECTION

Role — Basic Infantry

Weapons — Lee Enfield No.4 Mk.1

Upgrades — Recon Element, Bren Light Machine Gun, Rifle Grenades

Abilities — Deploy Marksman, Rifle Smoke Grenade, Button Enemy Vehicle



SAPPERS

Role — Building and Support

Weapons — Lee Enfield No.4 Mk.1

Upgrades — PIAT, Disposal and Detection Section, Expert Engineers

Abilities — PIAT Ambush, Plant Demolition Charge, Minesweeper, Repair



LIEUTENANT

Role — Command

Weapons — Sten Sub-Machine Gun

Upgrades — None

Abilities — Maintain Command Range



CAPTAIN

Role — Command

Weapons — Webley Revolver

Upgrades — None

Abilities — Victor Target



COMMANDOS

Role — Assault

Weapons — Sten Sub-Machine Gun

Upgrades — None

Abilities — Throw Grenade, Commando Demolition Charges, Deploy Concealing Smoke



PIAT COMMANDOS

Role — Anti-tank

Weapons — PIAT, Lee Enfield Mk IV

Upgrades — None

Abilities — Concealing Smoke, Camouflage



HMG COMMANDOS

Role — Suppression

Weapons — Vickers Machine Gun

Upgrades — None

Abilities — Concealing Smoke



MORTAR COMMANDOS

Role — Long Range

Weapons — 3" Mortar

Upgrades — None

Abilities — Concealing Smoke, 3" Mortar Bombardment

Commandos are only available as a support option for Royal Commandos Support Commander.



BRITISH 2ND ARMY VEHICLES



BREN CARRIER

Role — Transport

Weapons — 7.7mm Bren Machine Gun

Upgrades — Convert to MMG Carrier

Abilities — Armor Piercing Burst



STUART LIGHT TANK

Role — Recon

Weapons — 37mm M6

Upgrades — Tank Crew Commander

Abilities — Fire Canister Round



CROMWELL

Role — Anti-tank

Weapons — 75mm QF Mk.V

Upgrades — Tank Crew Commander

Abilities — Flank Speed



CROMWELL COMMAND TANK

Role — Command and Support

Weapons — Besa Coaxial and Hull Machine Guns

Upgrades — Tank Crew Commander

Abilities — Flank Speed



SHERMAN FIREFLY

Role — Anti-tank

Weapons — 17-Pounder Anti-tank Gun

Upgrades — Tank Crew Commander

Abilities — None



M7 PRIEST

Role — Mobile Fire Support

Weapons — 105mm Howitzer

Upgrades — None

Abilities — None

The M7 Priest 105mm SPG is only available as a support option for the Royal Artillery Support Commander.



CHURCHILL INFANTRY TANK

Role — Support

Weapons — 57mm / 6-pounder

Upgrades — None

Abilities — Tank Shock

The Churchill Infantry Tank is only available as a support option for the Royal Engineers Support Commander.



CHURCHILL AVRE

Role — Obstacle Clearance

Weapons — 280mm Petard Mortar

Upgrades — None

Abilities — Fire Petard

The Churchill AVRE is only available as a support option for the Royal Engineers Support Commander.



CHURCHILL CROCODILE

Role — Flamethrower

Weapons — 6-pounder Gun, Crocodile Flamethrower

Upgrades — None

Abilities — Tank Stock

The Churchill Crocodile is only available as a support option for the Royal Engineers Support Commander.



TETRARCH TANK

Role — Light Tank

Weapons — 2-pounder Gun

Upgrades — Little John Adapter

Abilities — Fire Smoke

The Tetrarch Tank is only available as a support option for the Royal Commandos Support Commander.

PANZER ELITE UNITS

PANZER ELITE STRUCTURES



HEADQUARTERS

The most important Panzer Elite building is the Headquarters, which serves as your main base of operations. Panzer Grenadiers, the core infantry unit and scout Kettenkrads can be produced from the Headquarters.

PANZER ELITE ARMY BASE STRUCTURES



LOGISTIK KOMPANIE

The Logistik Kompanie allows construction of the Scout Car, Munitions Halftrack and Funkwagen 'Vampire' Halftrack. Upgrades will equip squads with Anti-tank Grenades and increase the size of infantry squads.



KOMPAНИЕKAMPFGRUPPE

The Kompaniekampfgruppe makes the Infantry Halftrack, Mortar Halftrack and Tank Buster Squads available. Upgrades can increase the territory capture rate of infantry squads and improve their repair skills.



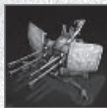
PANZERJÄGER-KOMMANDO

The Panzerjäger-Kommando produces Assault Grenadiers and a 20mm Armored Car. It can be upgraded to produce the Marder III Tank Hunter.



PANZER SUPPORT KOMMANDO

The Panzer Support Kommando produces the Light AT Halftrack and Bergetiger Repair and Recovery vehicle. It can be upgraded to produce the Panzer IV Infantry Support Tank.



VIERLINGSFLAK 38 20mm AA

The Vierlingsflak provides excellent base defense, being able to cover both air and ground forces.

The Vierlingsflak 38 is only available as a support option for Panzer Elite Luftwaffe Tactics.



FLAK 36 88mm GUN

The fearsome 88mm can target and destroy aircraft and heavy armor.

The Flak 36 is only available as a support option for Panzer Elite Luftwaffe Tactics.

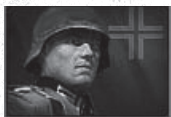


ROADBLOCKS

Roadblocks are non-crushable objects designed to prevent vehicles from accessing parts of the map.

Roadblocks are only available as a support option for the Panzer Elite Scorched Earth Company Commander.

★ PANZER ELITE INFANTRY



PANZER GRENDIERS

Role — Basic Infantry

Weapons — Kar98 Bolt-action Rifle

Upgrades — Bewehr 43 Package, MP44 Sturmgewehr (Assault Rifles), Panzershreck

Abilities — Throw Incendiary Grenades, Throw Anti-tank Grenades, Suppressive Volley Fire, Sprint



ASSAULT GRENADIER HEAVY INFANTRY

Role — Assault

Weapons — MP44 Sturmgewehr

Upgrades — None

Abilities — Throw Incendiary Grenades, Throw Anti-tank Grenades, Sprint



TANK BUSTER HEAVY INFANTRY

Role — Basic Infantry

Weapons — Panzershreck

Upgrades — None

Abilities — None



LUFTWAFFE GROUND FORCES

Role — Basic Infantry

Weapons — Kar98 Bolt-action Rifle

Upgrades — None

Abilities — None

Luftwaffe Ground Forces are only available as a support option for Luftwaffe Tactics.



FALLSCHIRMJÄGER

Role — Infiltration

Weapons — Kar98 Bolt-action Rifle

Upgrades — FG42 Assault Rifle

Abilities — Deploy Anti-building Incendiary Device, Fire Panzerfaust

Fallschirmjagers are only available as a support option for Luftwaffe Tactics.

★ PANZER ELITE VEHICLES



KETTENKRAD

Role — Recon

Weapons — None

Upgrades — None

Abilities — Camouflage, Repair, Booby Trap (Depending on Commander Tree Choice)



SCOUT CAR

Role — Recon

Weapons — MG42 Light Machine Gun

Upgrades — Logistik Upgrade

Abilities — Secure Territory



ARMORED CAR

Role — Raid

Weapons — 20mm Rapid-fire Cannon

Upgrades — None

Abilities — Overdrive



HALFTRACK

Role — Support

Weapons — MG42 Light Machine Gun

Upgrades — None

Abilities — None



MORTAR HALFTRACK

Role — Long-range

Weapons — 8cm Granatwerfer 34

Upgrades — None

Abilities — Mortar Bombardment, Incendiary Mortar Round



FUNKWAGEN 'VAMPIRE' HALFTRACK

Role — Support

Weapons — None

Upgrades — None

Abilities — Steal Resources



MUNITIONS HALFTRACK

Role — Support

Weapons — None

Upgrades — None

Abilities — Munitions Halftrack Goliath Drop



LIGHT AT HALFTRACK

Role — Anti-tank

Weapons — 37mm Pak35

Upgrades — None

Abilities — Tread Breaker, Focused Firing



PANZER IV INFANTRY SUPPORT TANK

Role — Support

Weapons — 75mm KwK 37 L/24

Upgrades — MG42 Gunner, Armor Skirts

Abilities — Rapid-fire



HUMMEL

Role — Artillery

Weapons — 150 mm Howitzer

Upgrades — None

Abilities — Howitzer Barrage, Rapid-fire Artillery

Hummel are only available as a support option for Scorched Earth Tactics.



BERGETIGER REPAIR AND RECOVERY VEHICLE

Role — Repair

Weapons — MG42 Light Machine Gun

Upgrades — None

Abilities — None



MARDER III TANK HUNTER

Role — Anti-tank

Weapons — 75mm pak40 AT gun

Upgrades — None

Abilities — Site Main Gun



PANTHER

Role — Heavy Attack

Weapons — 75mm KwK 42

Upgrades — None

Abilities — None



WIRBELWIND

Role — Armored Support

Weapons — Quad 20mm Flak 38

Upgrades — None

Abilities — None

Wirbelwind are only available as a support option for Luftwaffe Tactics Commander.



HETZER

Role — Anti-tank

Weapons — 75mm Pak39

Upgrades — Spotting Scope

Abilities — Ambush Lockdown

Hetzer are only available as a support option for Tank Destroyer Tactics.



JAGDPANTHER

Role — All Purpose

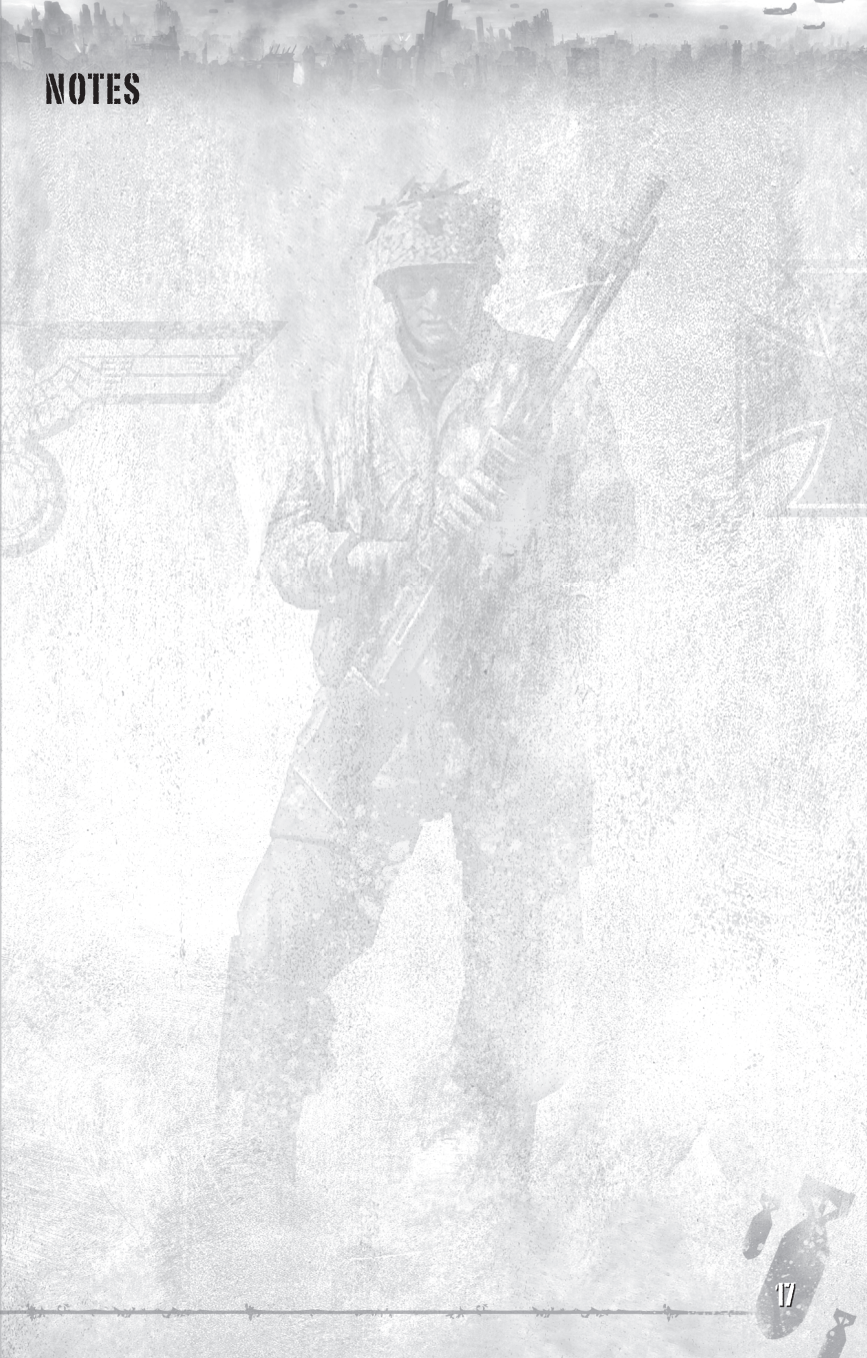
Weapons — Pak43 88mm

Upgrades — None

Abilities — None

The Jagdpanther is only available as a support option for Tank Destroyer Tactics.

NOTES



QUICKSTART SUOMEKSI



OPPOSING FRONTS

Menossa on kesä 1944, ja liittoutuneiden joukkojen on aika käynnistää kaksi avainkampanjaa. Brittien 2. armeijakunta pyrkii valtaamaan Caenin kaupungista Ranskan Normadiassa, kun D-päivän vapautusyritys epäonnistui. Caen on elintärkeä kohde, koska se on tienristeys, täydellinen paikka lentokentälle ja kahden vesireitin varrella, mutta tällaiset avainpaikat ovat aina hyvin suojattuja. 2. armeijakunnan on yritettävä kestää vastassa olevan SS-divisioonan mahti.

Saksan valloittamissa Alankomaissa liittoutuneet käynnistivät historian suurimman laskuvarjohyökkäyksen. Tavoite: turvata sarja siltoja, joita pitkin liittoutuneet pääsisivät Reinjoen, Saksan viimeisen luonnonesteen yli. Esteenä on saksalainen Panzer Elite Kampfgruppe, joka pyrkii pysäyttämään liittoutuneiden etenemisen kaikin keinoin.



VALMISTELUT



ASENNUS

Aseta *Company of Heroes: Opposing Fronts* DVD-levy tietokoneen DVD-asemaan. Kun käynnistysnäyttö tulee näkyviin, napsauta Install-painiketta ja seuraa näytön ohjeita. Jos käynnistysnäyttö ei tule näkyviin, kaksoisnapsauta ensin työpöydän Oma tietokone -kuvaketta ja sitten sen DVD-aseman kuvaketta, jossa *Company of Heroes: Opposing Fronts* -DVD-levy on. Etsi Setup.exe-tiedosto ja käynnistä käynnistysnäyttö kaksoisnapsauttamalla sitä. Napsauta Install-painiketta ja noudata näytön ohjeita.



SYÖTÄ TUOTEAVAIN

Asennusohjelma pyytää syöttämään käyttöohjeen takakannessa olevan ainutkertaisen tuoteavaimen. Jotta asennuksen voi tehdä valmiiksi ja peliä voi pelata, käytössä on oltava kelvoinen tuoteavain. Pidä tuoteavain turvassa-älä anna sitä kenellekään muulle äläkä anna kenenkään muun käyttää sitä. Säilytä pelin koteloä turvallisessa paikassa: sitä tarvitaan, jos peli pitää asentaa uudelleen.



DIRECTX® 9.0c PAKOLLINEN

Company of Heroes: Opposing Fronts -pelin pelaamiseen tarvitaan DirectX® versio 9.0c [DVD-asennuslevyllä] tai uudempi.

★ VIANMÄÄRITYS

Uusimmat vianmääritykseen ja tekniseen tukeen liittyvät tiedot ovat DVD-levyn Readme.txt-tiedostossa.

★ PELIN PELAAMINEN

★ PÄÄVALIKKO

Päävalikosta aloitetaan Tutorial (Opastus), uusi Single-Player (Yksinpeli) -kampanja, jatketaan aiemmin aloitettua yksinpelikampanjaa, käynnistetään CPU Skirmish (Kahakka tietokonetta vastaan) -peli, käynnistetään tai etsitään Online-verkkopeli ja muutetaan Game Options (Peliasetukset) -asetuksia. Voit avata supistetun valikon pelin aikana painamalla F10-näppäintä.

- Aloita jokin kolmesta tehtävästä valitsemalla **Campaign** (Kampanja).
- Pelaa verkossa valitsemalla **Multiplayer** (Moninpeli).
- Pelaa yksittäinen taistelu tietokonetta vastaan valitsemalla **Skirmish** (Kahakka).
- Aloita koulutusistunto valitsemalla **Tutorial** (Opastus).
- Muuta video- ja ääniasetuksia sekä muita tärkeitä asetuksia valitsemalla **Options** (Asetukset).

★ KAMPANJA

Single-Player Campaign (Yksinpelikampanja) -pelissä voit pelata Liberation of Caen- ja Operation Market Garden -skenaariot. Voit jatkaa aiemmin tallennettua kampanjaa napsauttamalla Continue Campaign (Jatka kampanjaa).

*HUOMAA: Invasion of Normandy -kampanjan voi pelata vain, jos käytössä on alkuperäinen **Company of Heroes** -peli.*

★ KAHAKKA

Skirmish (Kahakka) -pelissä voit pelata tietokoneen ohjaamia vastustajia vastaan erilaisilla moninpelikartoilla.

★ MONINPELI

Valitsemalla päävalikosta Multiplayer (Moninpeli) -vaihtoehdon saat näkyviin seuraavat online-moninpelien asetukset:

- **Online** — Host (Ryhdy isännäksi)/Join (Liity) online-verkkopeliin **Company of Heroes: Opposing Fronts** -pelin moninpeliaulan kautta. Siinä on moninpelitoimintoja, kuten automaattinen vastustajan valinta, sijoitustaulukko jne.
- **LAN** — Host (Ryhdy isännäksi)/Join (Liity) lähiverkossa pelattavaan peliin.

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. Developed by Relic Entertainment Inc. SEGA, the SEGA logo, Relic Entertainment and Company of Heroes are either registered trademarks or trademarks of SEGA Corporation. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.