

EUROPE IN RUINS

FIELD MANUAL

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Introduction

Welcome to Europe in Ruins modification. This manual will give you a basic understanding of what “Europe in Ruins” is, how it differs from “Company of Heroes”, how to play it and how to run it.

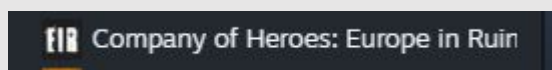
Europe in Ruins is a modification for the “Company of Heroes” game from 2006. This modification sets a persistency mod for the base game where units will receive experience and doctrinal abilities through a special launcher. In this modification there is no base building or point capturing, thus allowing players to focus purely in combat aspects of the game without managing a strict economy of manpower, munitions and fuel in-game. Rather these aspects are done in the launcher before a battle, where each player builds their companies before joining a battle.

Europe in Ruins has no skirmish or player vs AI game mode and it is entirely player vs player mod.

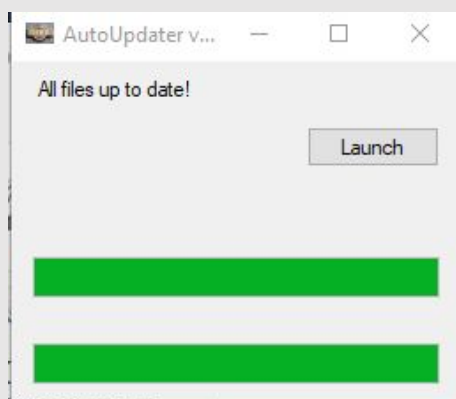
Getting Started

To install this modification, you will need the base “Company of Heroes” game. Steam will have multiple different variations such as Company of Heroes Legacy, Tales of Valor and Opposing Fronts so forth but this mod uses the base Company of Heroes. If you do not have Company of Heroes Opposing Fronts, it is recommended that you don’t use the Opposing Fronts factions of Panzer Elite or British since they won’t work properly without the DLC.

Once you’ve installed the mod it is available in your steam list.

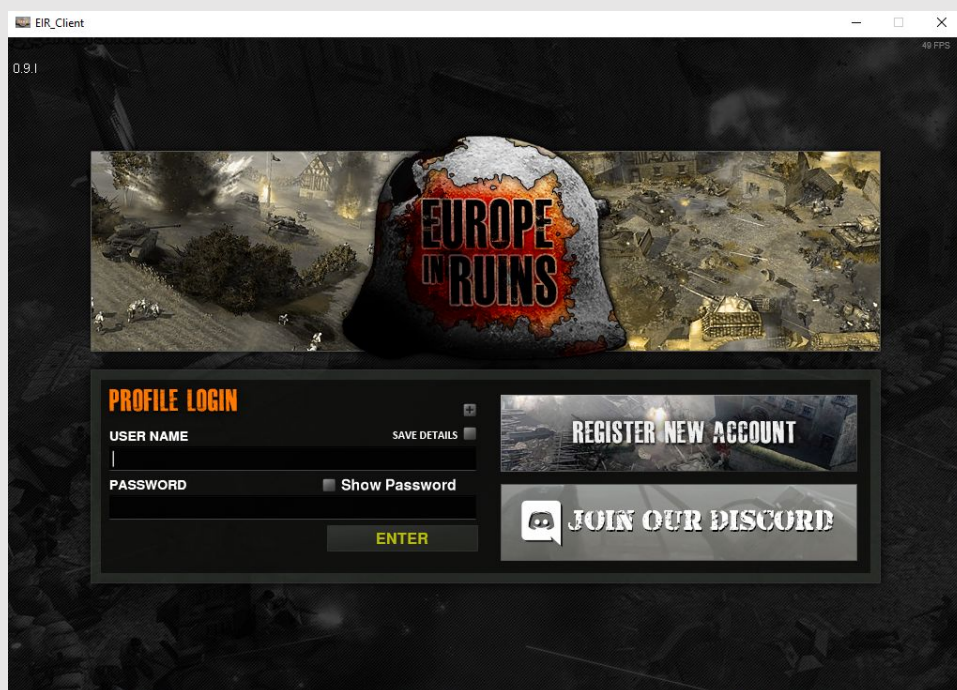


Steam will update it for you automatically. When you start the mod, it will start a launcher.

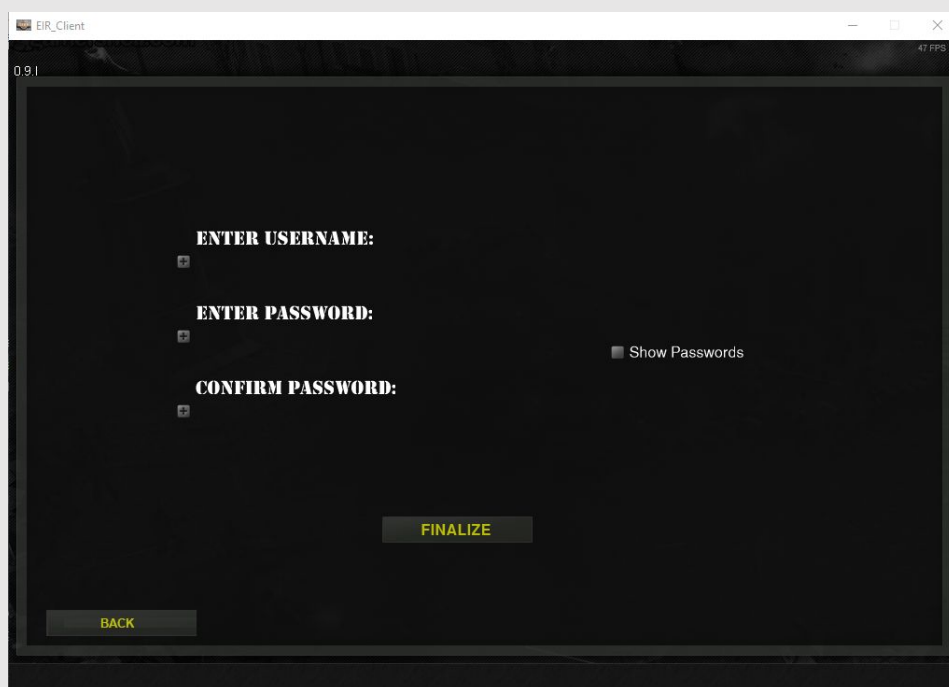


This auto updater will verify the Europe in Ruins mod and files in your system and will update it for you, in case Steam has missed some patches or files. Note that this check only happens when you start your launcher and not while you are in the mod. Incompatible versions will cause desync issues in-game.

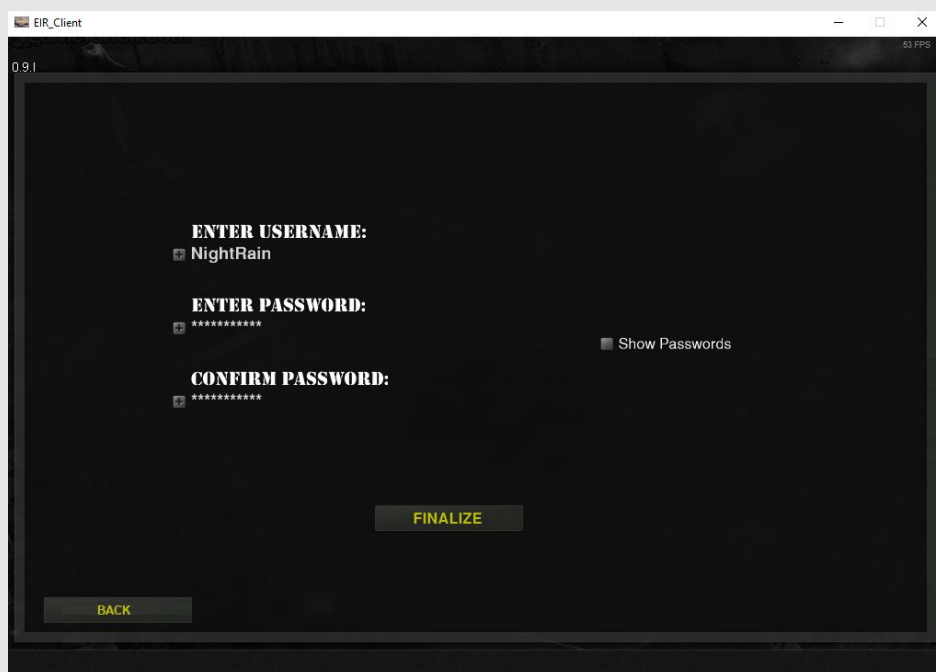
Once the launcher gives you “All files up to date!” just press Launch.



Once you start the mod, you will be greeted with an empty screen with information. This shows you Profile Login where you will be adding your preferred name, but first you will have to create it. Press "Register new account"

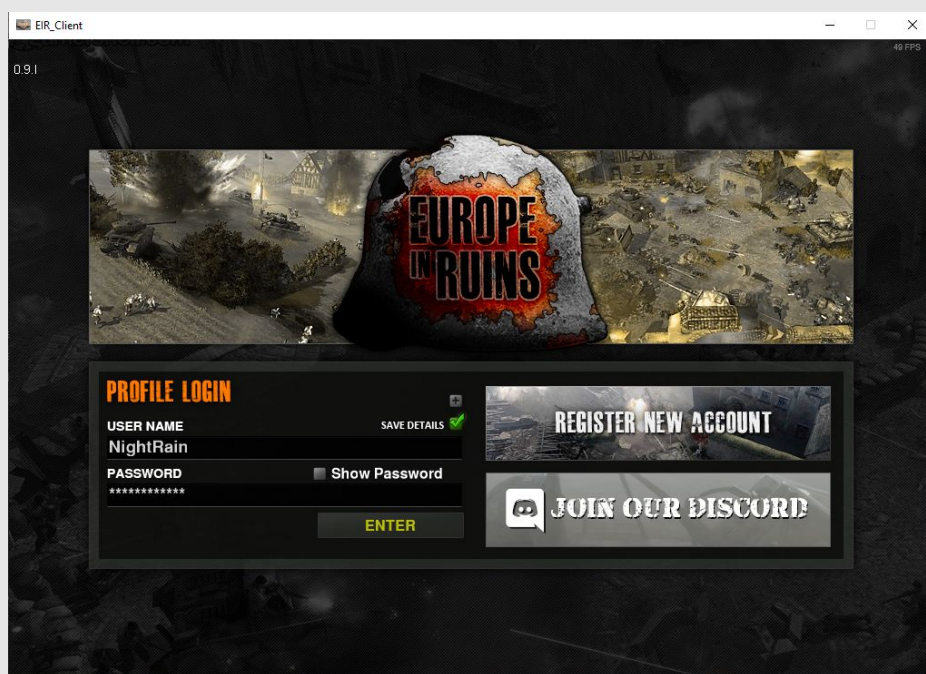


In this screen you will be creating your account. Notice the + signs, press them and add the name. Please note that the launcher has small delay when writing out information. Please verify your passwords with the Show passwords tab to ensure they are typed correctly and how you desire.



Once you've written out your information and are satisfied with it, hit Finalize.

After finalizing your registration, you've now joined our Europe in Ruins community. You have an account. Please add your User name and password to the Profile Login screen like so:



If you are uncertain if the password was written correctly, just press "Show Password" to see that it was written how you wanted.

Also please Join our Discord for further help and assistance and to ask questions from Europe in Ruins mod team.

Company Selection

Company selection screen shows you a list of empty spaces. In this example we have a handful of companies already present:



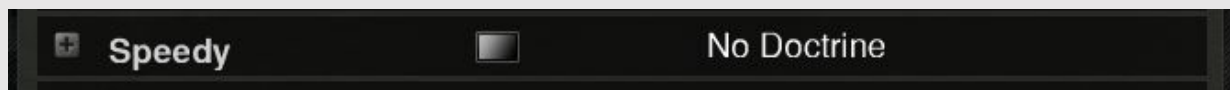
There are 12 slots available to build 12 different or similar companies that users can create. You have available your Steam name, Faction, Doctrine and player rank in that company. Press an available slot's + sign and add your Steam name.

Steam name

This name will be your company name and this name must match with your Steam name. If your name is not the same as your company name, you won't be able to call in any of your units. More on that later



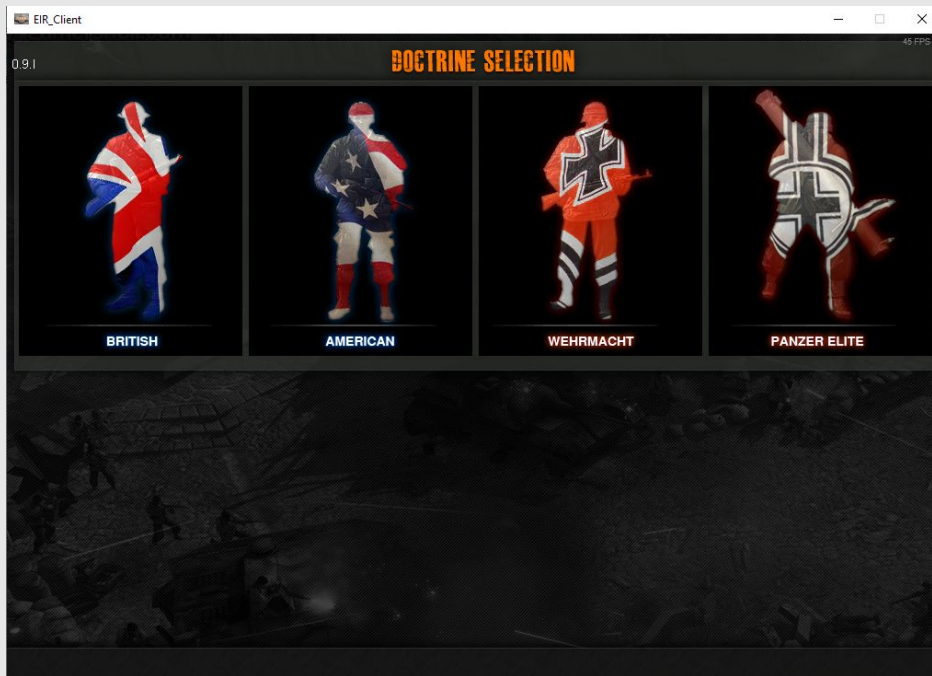
Once you are satisfied with the name, press enter.



Now press the + Icon to select a faction and a doctrine.

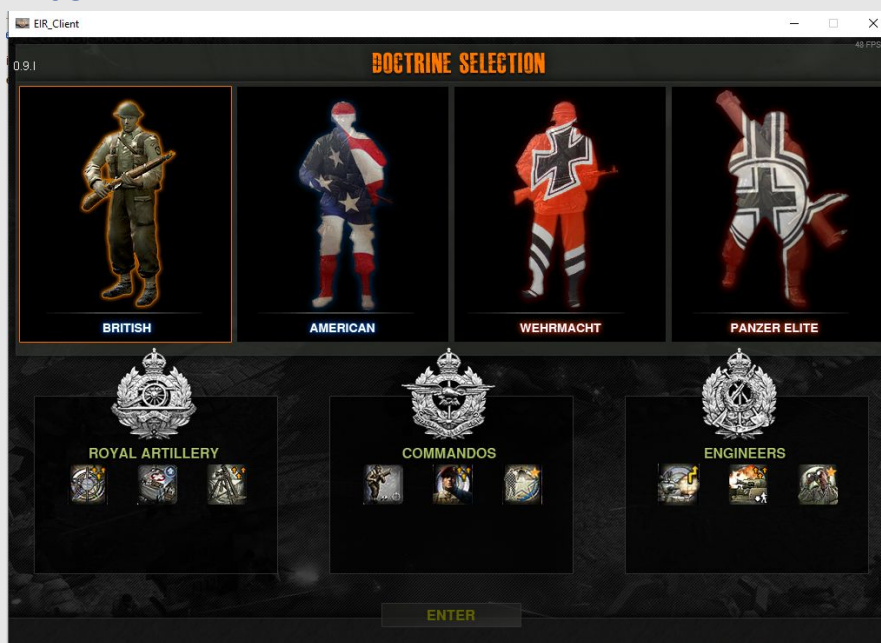
Factions

There are 4 different factions in Company of Heroes and this is the case in Europe in Ruins as well. Your faction choices are: British, American, Wehrmacht and Panzer Elite:



Pressing these icons will open up three doctrine choices. Like in the base game each faction has 3 different doctrines to choose from. Europe in Ruins reflects on this and offers same doctrine names, units and themes associated with the doctrine.

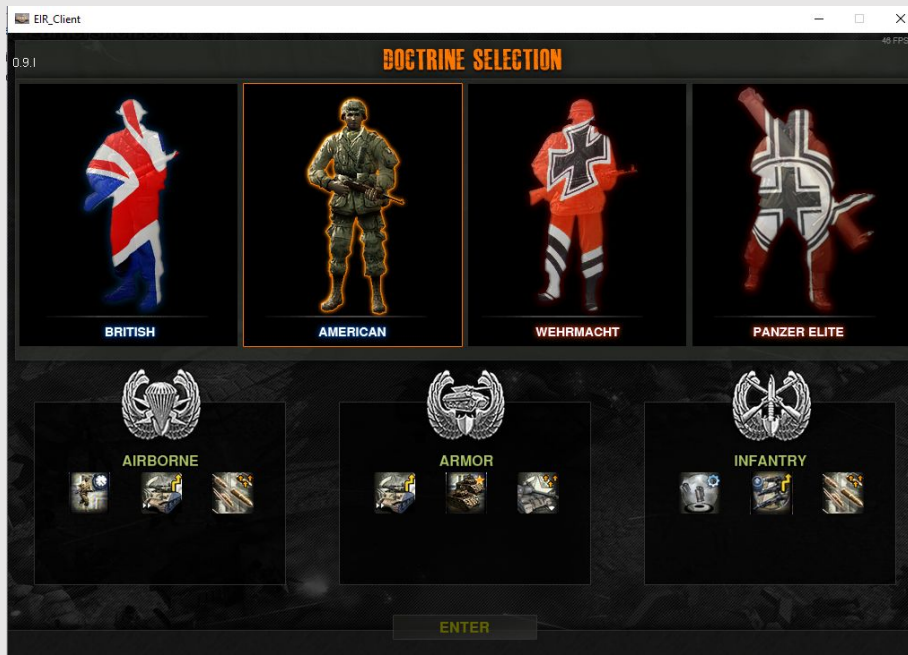
British



British faction makes set of different playstyles. Unlike in the base game where infantry walk on enemy territory, the mod doesn't have that limitation. The infantry will move normally whether a lieutenant is present or not. British are known for their Turtle strategy and building a Sim City in the base game. In Europe in Ruins the base infantry cannot build Sim city material such as the emplacements. Emplacements such as Bofors, MG nest and 25pdr are their own units that must build themselves instead of being built by Tommies or Sappers. British faction by standard has solid infantry like in the base game that can utilize lieutenant and captain buffs. Note that these buffs

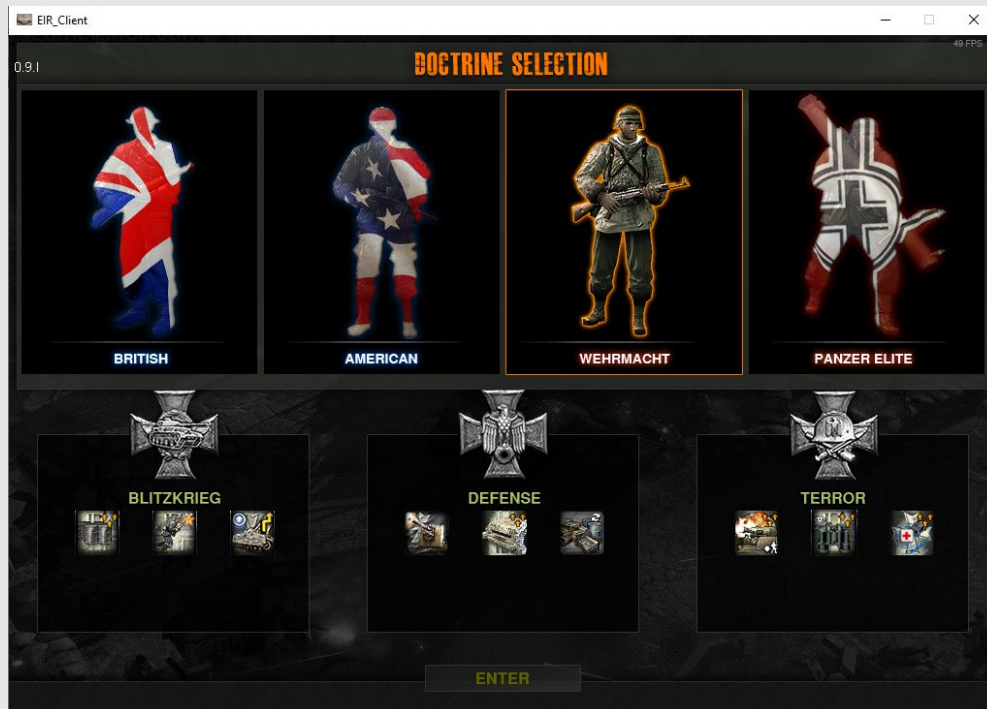
don't stack in Europe in Ruins mod, so having more than 1 officer or a command tank buffing a squad or a tank is redundant. The base infantry can still dig trenches but unlike in the base game, Trenches are treated as an all-around Green cover rather than base game's Trench cover. Due to lack of emplacements, Europe in Ruins mod offers support weapons such as 6pdr anti-tank gun, Vickers machinegun team, mortar team and moveable 17pdr heavy anti-tank gun.

American



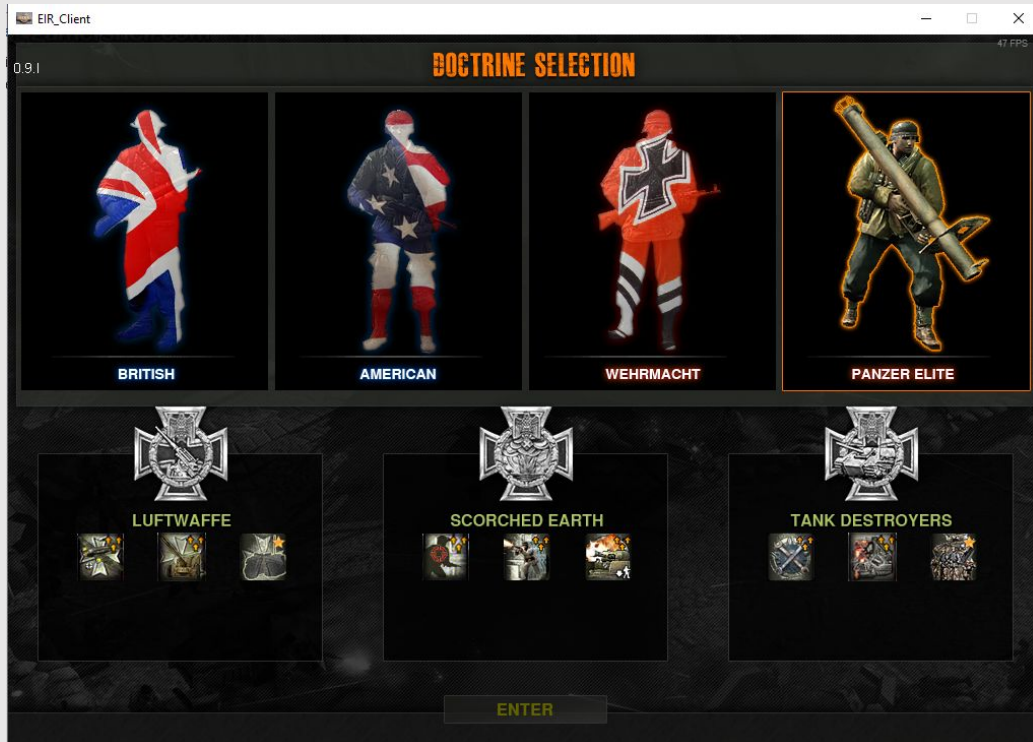
America is quite the same as in the base game. They have a wide arsenal of support weapons and elite infantry such as Rangers and Airborne. Their base units are mostly the same as in the base game with the same abilities available. Engineers are now a 4-man squad and some doctrines offer another option for baseline infantry. Notice that BARs have been reduced to 1 weapon per rifle squad and suppression fire mechanics has been changed to turn the squad's firepower into suppression fire which will suppress the target the longer it remains under fire. Sherman has received changes in a form that there are different variants: M4A1, M4A3 and M4A3 with 76mm. Unlike in the base game. 76mm has not lost its splash, but it is not as accurate versus infantry as the short 75mm barrel Shermans. M4A1 and M4A3 are identical in performance.

Wehrmacht



Wehrmacht is a faction that carries strong support weapons and baseline infantry. Their utility comes from combined arms operations and use of their light, medium and heavy tanks in conjunction with infantry support. There are some changes from base game such as: Pioneers are now 3-man team, Halftracks are changed into 3 different variants: Base halftrack, Flammenwerfer and Stuka zu Fuss, Puma has been changed into two variants and the up gun 50mm Puma and the 20mm Puma. Nebelwerfer fires now similar to a calliope to bring the firepower to the field faster.

Panzer Elite

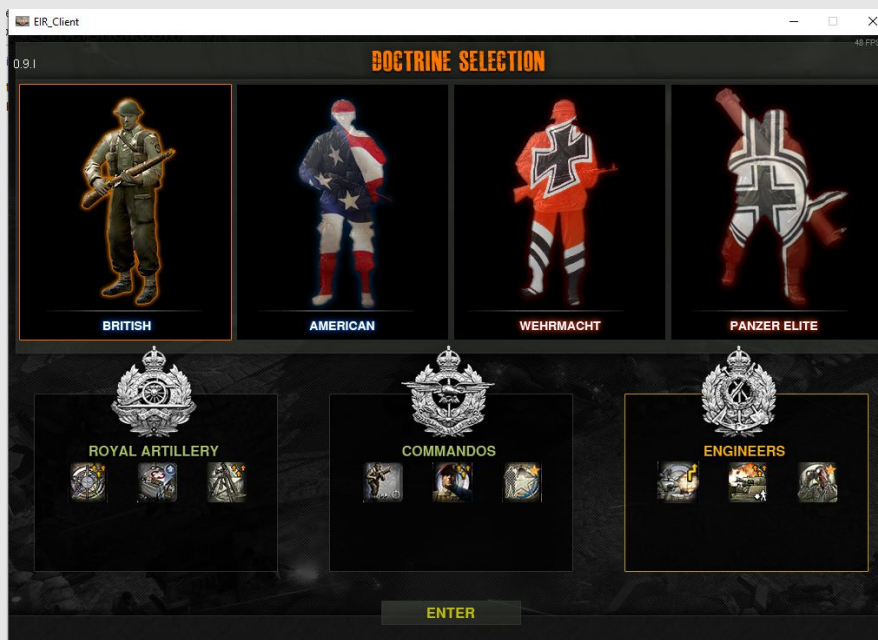


Panzer Elite has received significant changes to their base units compared to the base game. They are known from having multitude of paper armoured light vehicles such as halftracks and armoured cars. These have been changed as their armour is no longer vulnerable to small-arms fire and will require anti-tank to counter them. They are a mobile faction with a decent baseline infantry, assault infantry and abilities. They also have secondary anti-tank choice in a form of 50mm halftrack which carries a pak38. This unit is munition based unlike the Marder that is fuel based. Unlike in the base game, Panzer Elite infantry no longer have soldier armour and are treated as Wehrmacht Grenadiers and they have 4 models instead of the usual 3 that they start with. To add into the basic squad's firepower, the leader has a G43. Their support roster is vehicle based and will work well with combined arms strategies. Units such as Vampire halftrack will act as a scout and scout cars are treated as vehicle-based machineguns when deployed or as capping units on the side. Jagdpanther has also received a change where it is cheaper but comes with a skirted panther armour instead of the Jagdpanther armour. P4 IST now has a range of 40 instead of the base-game 35. G43 suppression fire ability functions similar to the BAR. The unit will fire faster and suppress targets that remain in their line of fire.

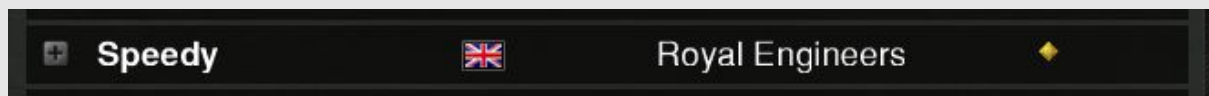
Choosing Faction and Doctrine

Please note that if you do not have Opposing Fronts DLC you should not try to pick Opposing Fronts factions which are: British and Panzer Elite. They will not work properly in-game and you will lack their abilities as a result.

You may mouse over the doctrines to see what they can offer. Once you are satisfied with the Faction choice and have decided which doctrine to use, please select the combination and press Enter button.



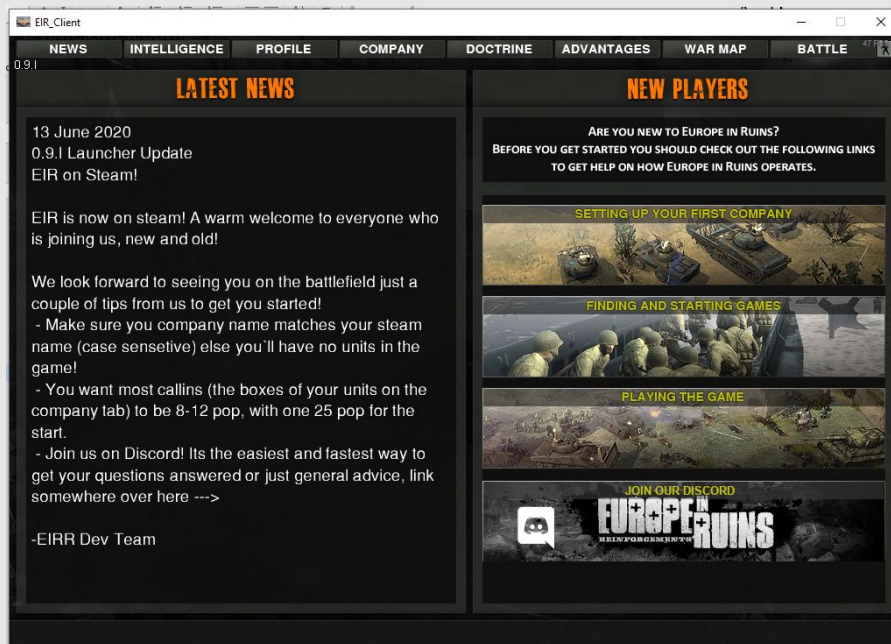
Your company is now ready to be entered:



You can now press the + Icon to enter the doctrine and you'll enter the company.

Europe in Ruins Launcher

When users enter their Company, they will be able to see the News, Intelligence, Profile, Company, Doctrine, Advantages, War map and finally the Battle tab. Each of these tabs serve a function and this manual will cover it.

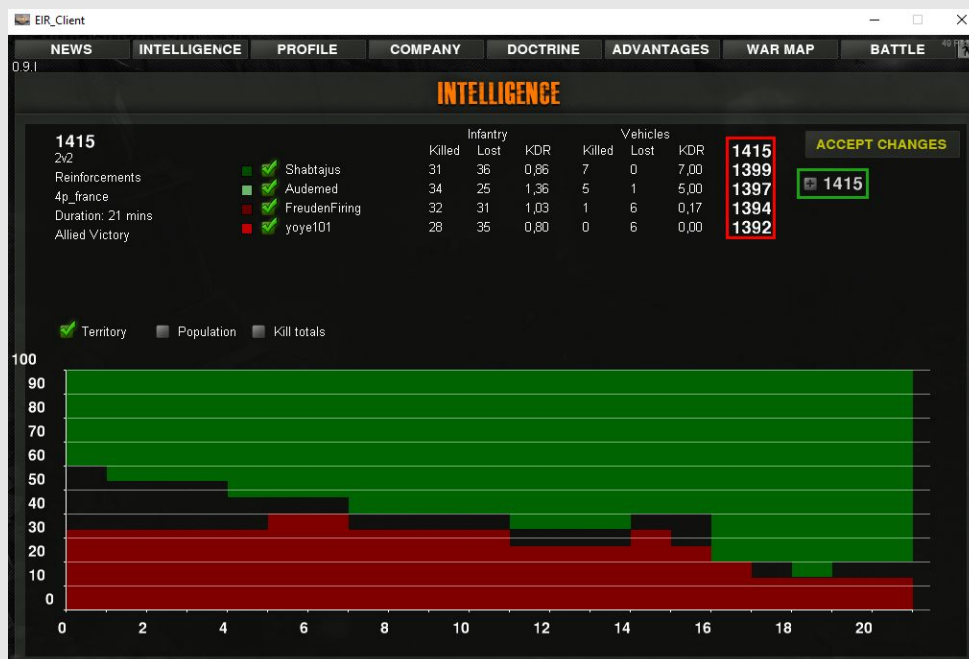


News

News tab as you can see contains the news and different links on how to Set up your first company, Finding and starting games, playing the game and a button to join Europe in Ruins discord channel. These will lead into Europe in Ruins Forum and will offer some ideas on how to build a company.

Intelligence

Intelligence screen shows recent game numbers and how teams were in them and how the games went.

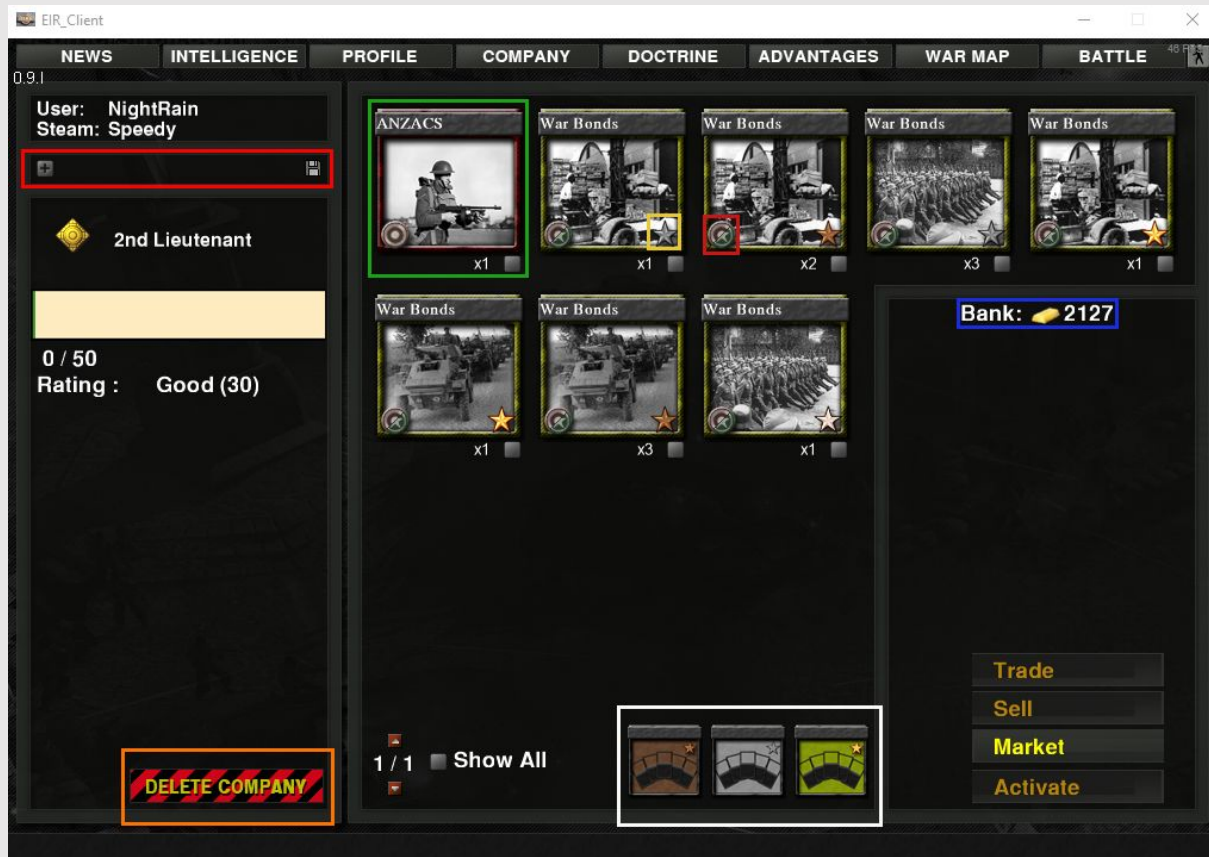


- Red highlight: Battle ID
- Green highlight: Selected battle ID

User can change the battle number and write one they remember and the information is then fetched with the Accept Changes button. From this each player can view the Territory gain, Population and kills total and view the individual KDR on the upper menu. They will also see what map was played, what game mode it was, duration and which side won the battle.

Profile

Profile page shows your user name, Steam name and is used to see how your company's XP progress is going and how your rating is. This is also the screen where you can Delete your company, sell war map cards, handle reward units, purchase card packs with in-game currency and access the player run market.



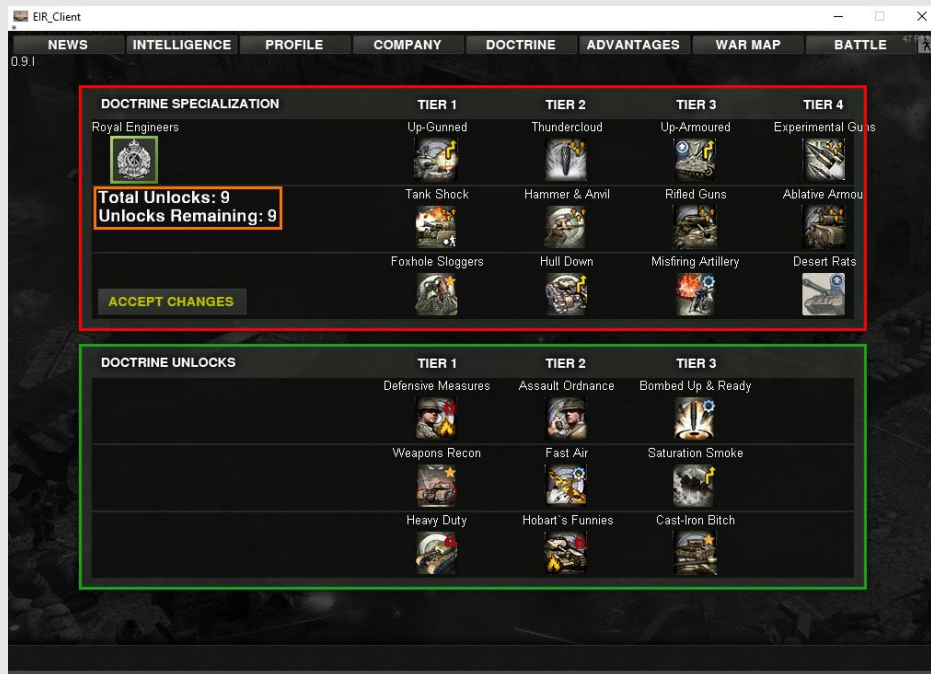
- Green highlight: Reward unit ANZACS
- Yellow highlight: Card rarity (Common (Bronze Star), Uncommon (Silver Star), Rare (Gold Star), Legendary (Platinum Star))
- Blue highlight: Bank and how much in-game currency you've got
- White highlight: Card Packs
- Orange highlight: Delete your company
- Red highlight: Twitch Stream account

In the Profile page users can view their current earned cards. Cards are dropped per battle and they may contain war bonds that are sold for in-game currency or they will contain a reward unit. **Please note that there is no real money involved in the market, in-game currency, or card packs.** All of these are acquired via playing the mod. Winning or losing a battle will still net you a card. With extra gold you can purchase packs and hope to get reward units. Market is a place where you can sell reward units you don't want to use or don't need. Every time you put something for sale, there is a

small tax that will be based on the amount you are putting the card for sale. If you have any questions regarding the reward units, please inquire about them in the [Forums](#) or in our Discord.

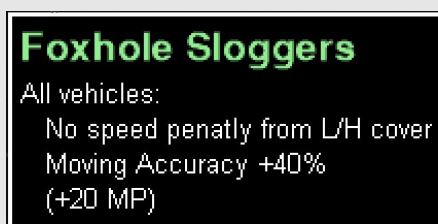
Doctrine

Doctrine tap is the place where players can find unit unlocks and doctrine abilities special to the selected faction and doctrine.



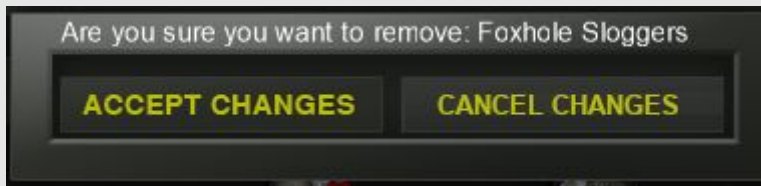
- Red highlight: Doctrine selections
- Green highlight: Unit and support selections
- Orange highlight: Available unlock points remaining

Users are greeted with Specialization and unlocks. Each user has 9 available points which are spent on the upper portion and lower portion. In this screen user can decide what kind of a company they are running, what kind of support it can get and what kind of special doctrine specific units it will bring to the battlefield. If a user hovers a mouse cursor over the abilities, they will receive an info screen with details of what the doctrine does. Example bellow:



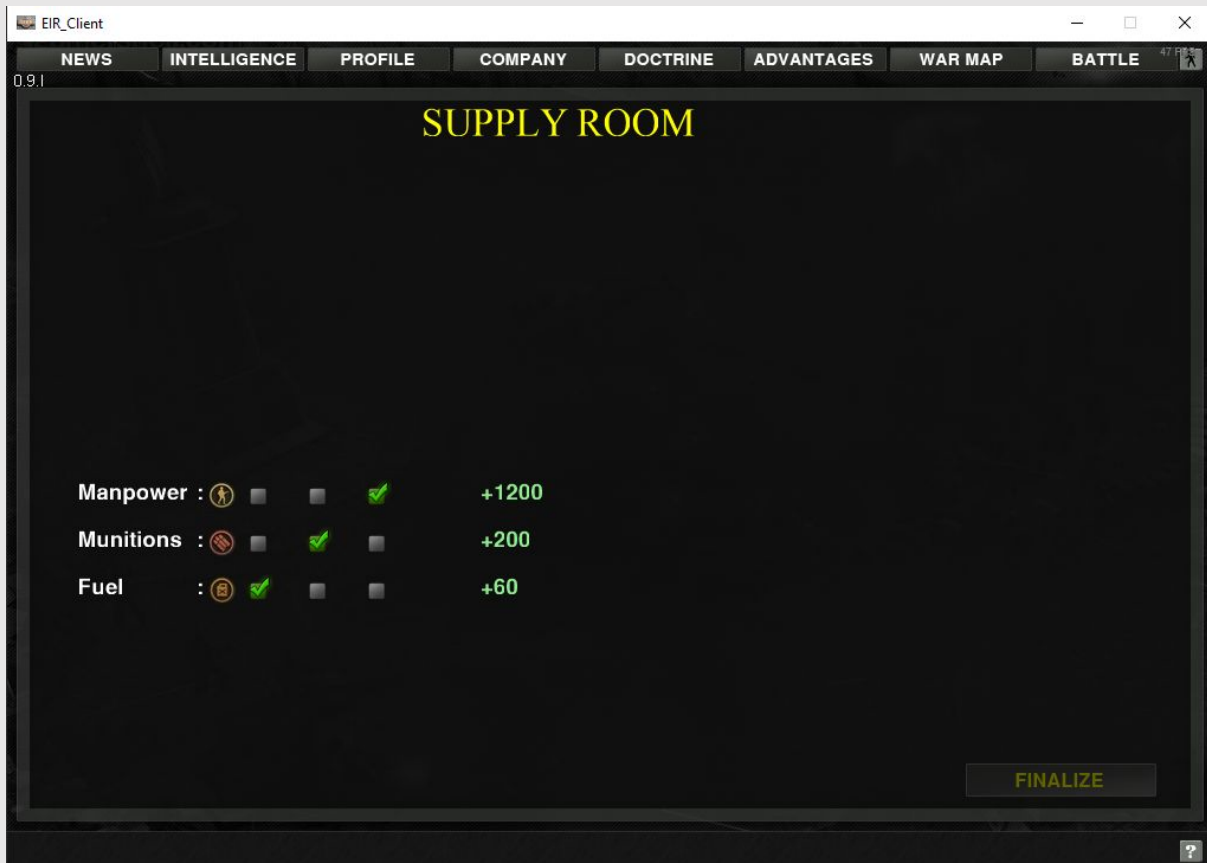
Notice that most doctrine abilities have tied up a resource cost. This means each ability is a purchasable ability with resources. More on that later.

Select nine abilities that you want from your doctrine and then hit Accept changes to lock in your selections. Users can deselect doctrine abilities by right clicking on them and hitting accept changes.



Advantages

Advantages that contain resource bonuses to your company. In this tab user can decide if they want to run a more manpower focused, munition focused or fuel focused company.



Advantages are always laid out in tiers. You have tier 1, 2 and 3. Each tier is automatically filled when you change resources. On default it is +1200 manpower, +200 munitions and +60 fuel.

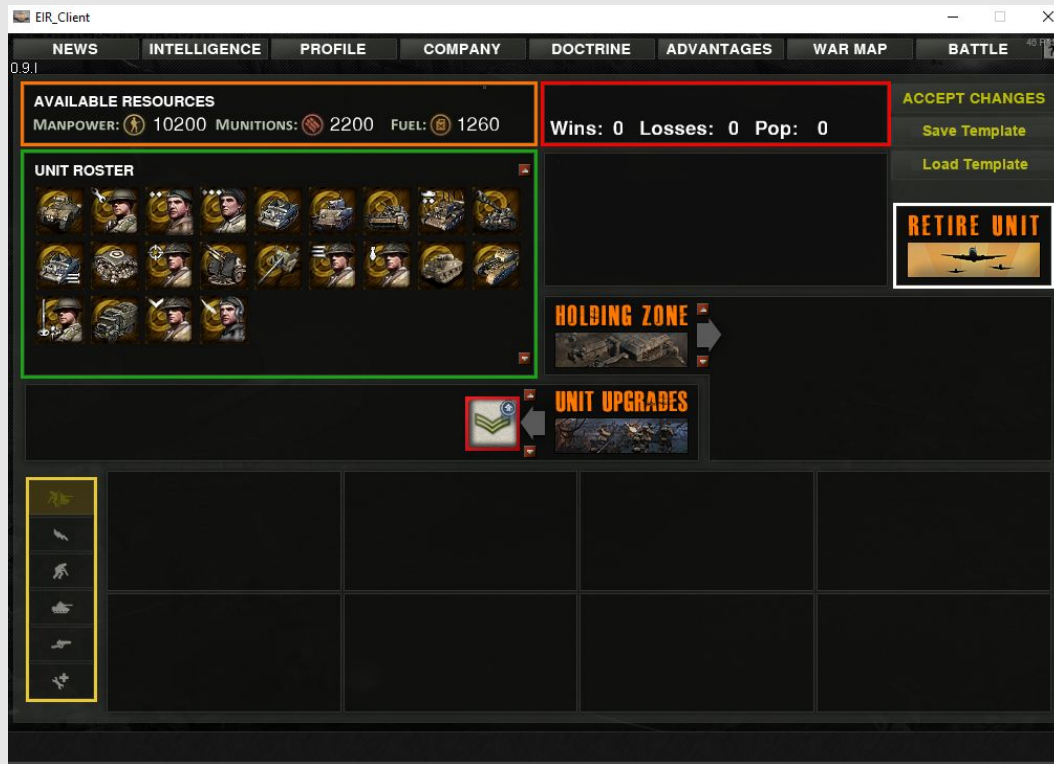
Different tiers:

- Manpower: 400, 800 or 1200
- Munitions: 100, 200, 300
- Fuel: 60, 120, 180

Users can have one tier 1, tier 2 and tier 3. The resources automatically swap when the user makes changes on this screen. When you are done hit Finalize if highlighted, if you've done no changes just switch to a different tab.

Company

This is the primary screen you will be visiting most of the time. In this screen users will build their companies with the available resources and using units in the roster.



- Green highlight: Unit roster. Shows the available units
- Orange highlight: Available resources. The total amount of resources available to build a company with
- Yellow highlight: Tabs where you can build your company, split into similarly as in base game tiers
- Crimson highlight: Total population of company, wins and losses in said company.
- White highlight: Retire unit slot. This is where you drag and drop units to delete them

In the company screen, players can mouse hover each of the units and see their cost, price, changes from base game (VCoH changes) and population cost.

Infantry Section; RSE (Inf.)
of 43rd Wessex Division

MP: 240, MU: 0, FU: 0
POP: 5
In Company: 0

Unit vCoH Changes:
Ability to construct buildings other than the CCS and trenches removed.
CCS Medical Supplies recharge increased to 240 s.
M7 Rifle Grenade modified:
Projectiles no longer pass through hedges, houses, and other shot blockers.
No. 4 Mk. 1 rifle modified:
15% dps increase
Squad moves at full speed regardless of territory.

Users can click on units and once they have selected one it will open available weapon upgrades and or doctrine upgrades.



Moving the mouse cursor over them will highlight what each upgrade does and is and how many it will give per squad. Notice that squads can have limited amounts of weapon upgrades at a time.

We have dragged now a tommy squad to the first slot.



And we will give them a Boys AT rifle.

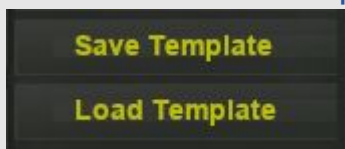


Resources are automatically deducted and now we have bought a tommy squad for our company. This box it is placed in, is called a Call-in box. This call-inbox which the squad is located in costs 5 population to call in- game and upon calling it to the battle, it will bring a tommy squad with a boys AT rifle. Resources are automatically deducted. Notice that each unit costs their own amount of resources. If you want to know how specific units cost, you can always use the Europe in Ruins website's "[Unit Price list](#)" to check costs and different units available in the mod.

When building a company, make sure to spend all of your resources or as much of them as you can, after each battle all destroyed units will return their cost to the available pool so you can rebuild your company to full strength. Once you are set with your company, please hit Accept Changes. Otherwise your company won't be saved and you won't be able to participate in any battles.

In-depth company building guide will be handled later.

Save and Load Template

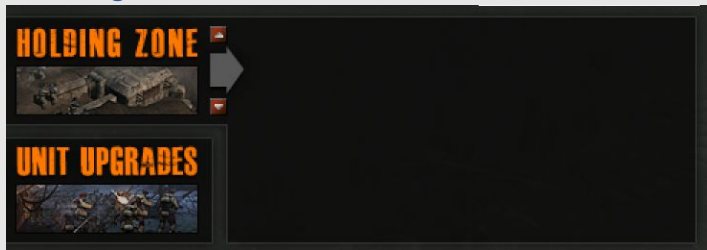


Once finished with a company and you have pressed Accept Changes, you can now Save the company template. This will ensure that if you suffer losses in combat, you can just press Load Template and it will restore your company to full strength for you to hit Accept Changes again.

Please note that when you have Reward units, Loading the template will not bring them back and if you load a template with an active reward unit, it will automatically go to the holding zone, from where you can move it to your company to hit Accept Changes.

Destroyed units will be replaced with fresh ones.

Holding zone



Unit holding zone is reserved for units that you don't want to use or when you want to move a unit from one tab to another. To do this, drag and drop unit to the holding zone, replace them with a new one, or drag them to a different call-in box. Holding zone does not cost resources and units in them will return their cost to your available resources pool.

Retire unit

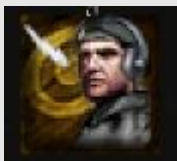


If you wish to sell a unit, drag and drop them to this box. It will automatically delete the unit and will then return its resources back to the available pool. If you accidentally deleted a unit, do not fret, leaving your company to Profile screen and logging back in will return the company to how it was. If you retire a unit and press accept changes, then the unit will be gone forever.

If you encounter a unit with cost set to 9999 of some resource, this means that either the unit or its upgrade has been disabled and will be pending for removal. This is the normal course of action in Europe In Ruins. If you had a unit such as that purchased, you may retire the unit by dragging and dropping it into the "Retire unit" box and it will disappear or deselect their upgrade that is costing too much. Resources will be returned from the purchased unit or ability.

Offmap

Offmaps are those doctrinal abilities from the base game in which you spend munitions to call in a strike. 3 flares drop down to alert the enemy and indicate that an artillery strike is about to land on their position. In Europe in Ruins these are handled by a unit called as Radioman (Nickname for the unit)



Each company will have access to one of these units. All offmaps will be purchased on this unit and when it is brought to the battlefield, it is the one to call in offmaps artilleries such as Strafing run, bombing run, artillery barrage, Henschel run and so forth. Each faction has their own radioman.

Exceptions to this are some unit-based abilities such as Wehrmacht officer Mortar barrage strike, British FOO artillery strike on Captain.

Repairs

Unlike in the base-game where units such as Pioneers, Engineers, Sappers and Panzergrenadiers can repair, in Europe in Ruins Repairs are limited. Instead each vehicle can purchase a Repair kit.



Repair kits are split into two uses with a cooldown. During repair your unit is immobile and inactive for the duration of repairs or until it reaches max health. Each repair kit in different unit types repair different amounts. While repairing your vehicles are vulnerable and have no defences of their own for the duration of their repair, so repair them in the backlines.

There are four different classes for repairs:

- Light repair (Light vehicles)
- Medium repair (Medium tanks)
- Heavy repair (Heavy tanks)
- Extra Heavy repair (Super heavies)

Each has their own cost associated with them but works in the same way. Repairs vehicle for a duration and restores its health.

Healing and replenishment

In Europe in Ruins infantry can heal themselves at Healing platforms such as British Casualty Clearing Station, Triage station, Medical Bunker, med kits, or other source of healing. This will restore unit health to maximum and will also repair support weapons such as Anti-tank guns.

In Europe in Ruins Infantry replenishment is no replenishment and units that suffer casualties during combat will not be able to reinforce them. Thus, a rifleman squad with 6 men that suffers 1-man loss will not be able to restore that 1 man back in combat.

To maintain health of a unit player may have healing platforms or med kits to replenish wounded infantry back to full hp, but will not be able to bring back incapacitated or killed squad mates. Be in mind that healing stations must be purchased and they will cost the population to deploy on the battlefield.

Unit Veterancy

In the company screen users can notice veterancy in their infantry and veteran units will show a sigil of their gained veterancy. Users can also view what sort of veterancy bonuses the unit gets by hovering their cursor over the veterancy tab icon.



Veterancy is gained by using units in combat and when they kill enemy units. Destroyed veteran units will not return back after battle. Veterancy is kept even if a single model survives from the unit.

War map



War map is an immersion related feature where the two sides are fighting over control of Europe. Each player company will be deployed to the field of battle where they can then move themselves to the front line. To deploy on the war map, please hit the "Deploy Company" which is highlighted on the screen.

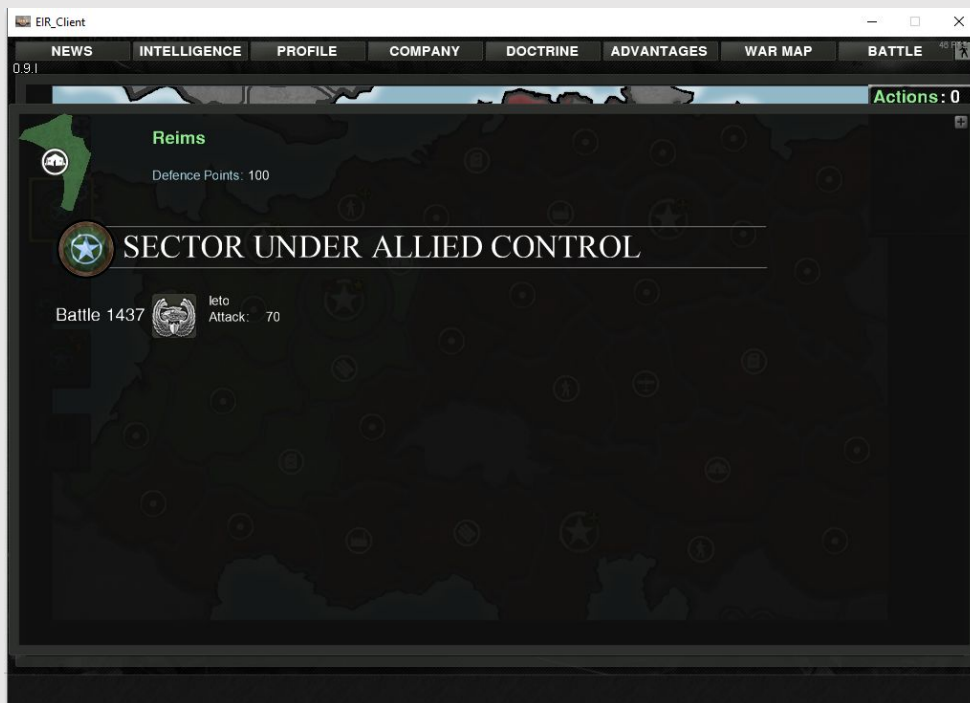
Once you press it, it will highlight sectors to where you can deploy your company:



Once deployed, you can start either attacking sectors, or defending sectors.

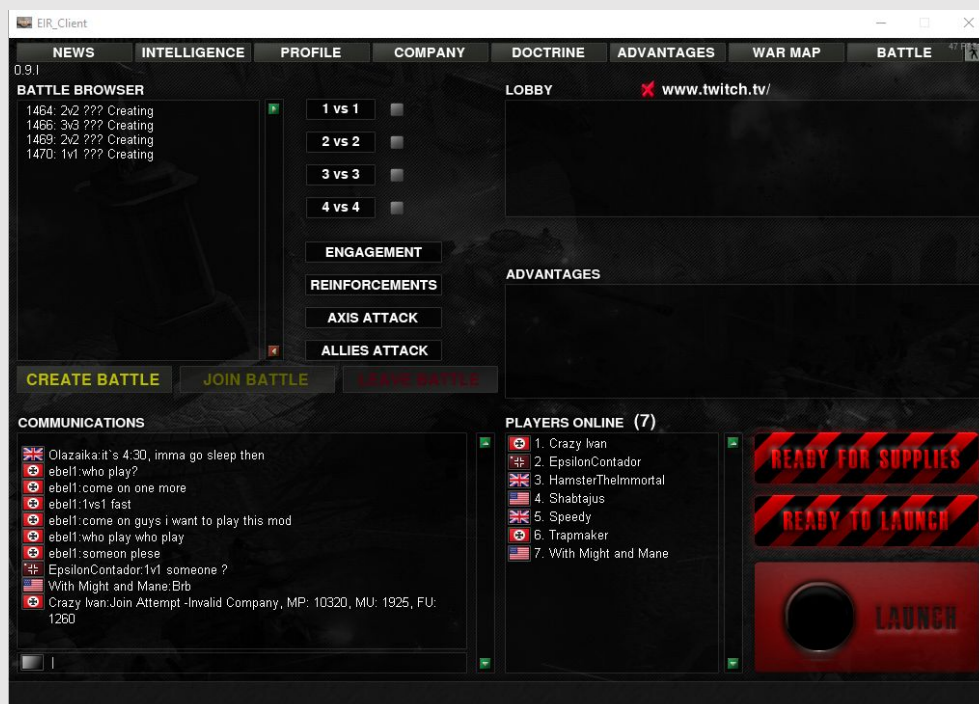


To move on the war map, you will need Action points, which we start with 0. Action points are gained per battle and can be used to move your company to the frontlines. You can also withdraw your company from the war map to deploy it elsewhere.



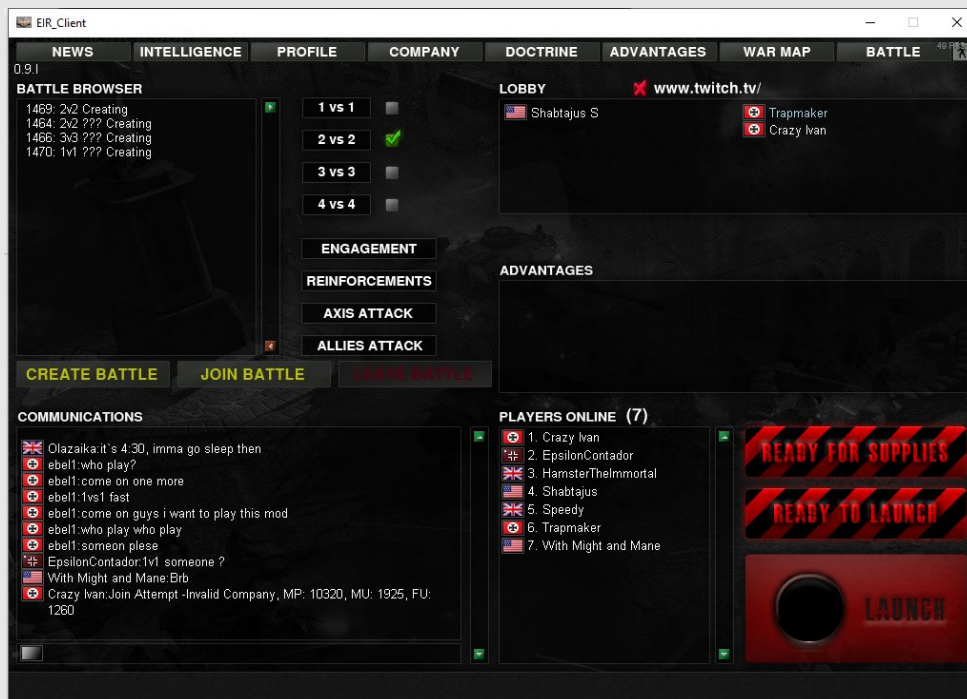
Each sector that a battle takes place in will contain information about it. Defence points and under which sector the control belongs to, and what battles have taken part of it. These can be viewed from the Intelligence page for more details.

Battle



Battle tab is where players will participate in battles. On the below list it shows Players online, battle browser and communications.

Clicking a battle in the battle browser shows its current players and status.



The blue name indicates who is the host of the battle. A battle without a blue name is hostless and cannot be changed by anyone if the host has left or dropped.

When you find a game with available players, just press “Join Battle” and you will join it. If the game is full, each player receives a sound indication to inform them that the game is full and ready to start.

To host a game, please select “Create Battle” and then it will host a battle. With 2v2 selected, it will automatically create a 2v2 with you as its host. If you do not want a 2v2, you can always press the buttons from 1 vs 1 to 4 vs 4. Europe in Ruins might have long wait times for players so patience is a virtue. You can always advertise your battle in the Discord.

To leave a battle, just press Leave Battle. This is a polite way to do it if you don’t want to play or don’t have time to do it, because if you quit the launcher, your name remains in the battle till it times out. For everyone’s sake, always press Leave Battle before closing down the launcher.

To send a private message to a player in the launcher, select a name from the Players Online.



Then each message written will go to them as a Private message.

Users can also twitch stream their games as well.

To join a battle the player must first build their company, or have a unit in it before they should join it. After joining a game, then you can finish building your company. The most recommended way to do it however, is to build your company before joining a battle.

Deeper look into Company building

To understand how Europe in Ruins works, it is best to understand the basics of company building and unit roles. Some units have overlapping roles and function quite similarly to another unit but are still part of the company building experience. In this section we will be going through a handful of units and then a brief explanation of what they do in the field of battle and what to expect from them.

Please notice that Europe In Ruins modification uses similar balancing as the base Company of Heroes game where unit performance is similar as in tiered fights so same rules apply. For example Rifleman squad will destroy a volksgrenadier squad in close range but will lose to them in long range.

Note that the below list won't contain all the units available, it takes into account a few key units and some doctrinal unlocks but not all of them.

Infantry

Infantry can be split into three different categories. Those being Light, heavy and elite infantry. Light infantry is the company standard infantry, Heavy infantry which is an alternative choice and elite infantry which is often doctrine specific. Each infantry can acquire weapon upgrades of some kinds. Infantry is the bread and butter of Europe in Ruins and serves as a capping unit, recrew unit and as a combat unit.

Light Infantry



Light infantry will serve often as mainline infantry. Each faction has a mainline infantry that will perform the main fighting power of each company. They are often cheap and versatile squads that can recrew fallen support weapons, capture sectors or otherwise serve as a buffer for other units such as tanks and support units. With weapon upgrades they can get more specialized roles or get better at their current task, which is to fight enemy infantry or support friendly armour or support weapons. Each of the ones above can get anti-tank weaponry, either as a weapon or as an ability.

Light infantry also consists of the usual engineer units:



They are more specialized units that can purchase and build MG nests, bunkers, tank traps and are capable of cutting wires. They can also be equipped with a minesweeping kit that allows them to locate and defuse mines. They are the main source for Goliath remote controlled bombs and Demolition charges. They can also partake in combat roles with weapon upgrades but without them they do not fare very well in combat against other units.

Heavy Infantry



Heavy Infantry basically means that they are more heavily armed than light infantry and can tank more firepower. This means that WM Grenadiers are tougher and have better weapons than Volksgrenadiers and Assault grenadiers are better than standard grenadiers since they get assault weapons. Some of these heavy infantry units are more specialized than the rest but their purpose remains the same as light infantry. They'll be part of the main frontline and can carry more firepower than standard light infantry. Because of this they often cost more than the light infantry.

Elite Infantry



Elite infantry are the high hitting specialized units that are doctrine based. Their performance on the battlefield depends on the kits that they've been issued or the player's playstyle.

Fallschirmjäger will fight well from cover and get access to decent weapon upgrades, Commandos don't receive stens smgs automatically but come equipped with Enfield rifles and can be treated as a six man tommy squad, rangers can get different weapon kits to combat enemies from short, medium to long and with option to carry bazookas, airborne can get assault weapons or their recoilless rifles and stormtroopers can fight close, medium or at far ranges with their cloak and ambush unsuspecting units with assault, bundle nades and or with assault rifles.

Paratroopers such as Airborne, commandos and Fallschirmjäger will be paraded to the map and can be paraded anywhere on the map. They have separate timers when they are called on the field and are at their most vulnerable when they are landing to the battlefield. Commandos come in with gliders and there can be multiple squads inside a glider, please do note that if the glider is destroyed before it can deploy its cargo, everyone within the glider will be killed. Units only paratroop or glider deploy if they are by themselves or amongst other Para droppable units.

Rangers and Stormtroopers are called in like regular infantry.

Elite infantry can take on specialized roles as support units for mainline infantry or to handle special tasks such as disabling support weapons or flanking a position quickly. They are not invincible and will be destroyed if they encounter a superior enemy. They are more expensive than your standard infantry but they have potential to deliver more damage to your opponents.

Without upgrades they are just a tougher and more expensive version of a mainline infantry.

Officers

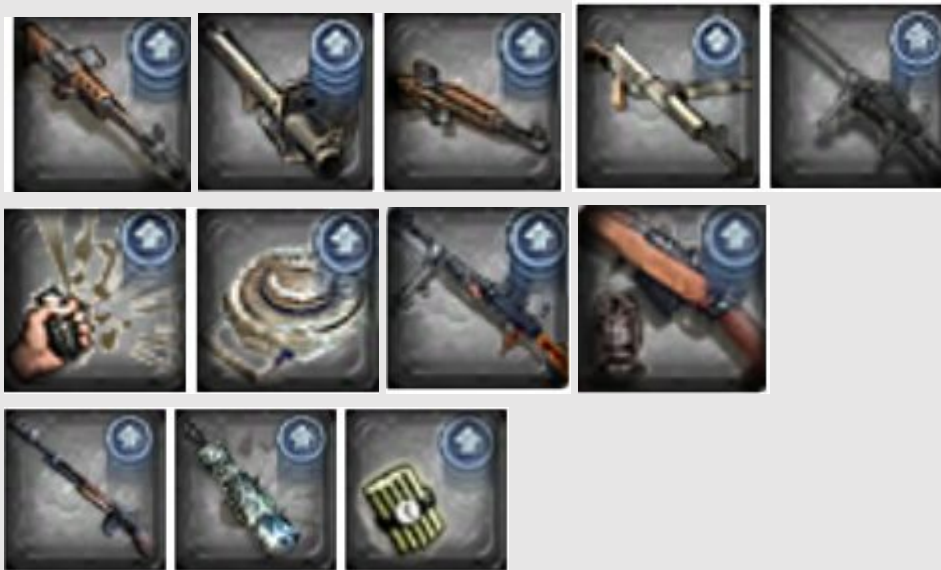


In the base game the British faction is reliant on officer bonuses which increases their combat performance and allows them to run on enemy and neutral territory. In Europe in Ruins they run at normal speed whether officers are present or not. Also unlike in the base game, Officer bonuses don't stack with one another, so having more than one officer present does not increase the unit performance. Officers are 3 to 4 man squads and come with the officer model and retinue. They increase the squad's combat performance and increase their survivability. If the officer model is killed, the command squad will no longer provide bonuses to surrounding infantry squads.

Officers provide useful abilities for squads, some offer cooldown reductions, others artillery strikes or smoke strikes. They are used as a supporting unit and they will get better with veterancy.

Officer buffs are either passive or activation based and it depends on the officer. Each of the British and Panzer Elite units have passive abilities whilst the German and American officers are ability based.

Weapon upgrades



Weapon upgrades are weapons such as hand grenades, sticky bombs, mines, flamethrowers, rifle grenades, light machine guns and anti-tank weapons that can be given to infantry to improve their combat effectiveness. Weapon upgrades mostly cost munitions. Users can choose whether to spend their available munitions into weapon upgrades or for alternative methods.

Giving a Panzerschreck to a grenadier squad changes their role into an anti-tank unit but one Panzerschreck by itself will not be enough to handle a tank. A LMG42 for a grenadier squad turns it into a dangerous anti-infantry platform. Giving BARs to a rifleman squad will significantly buff their DPS output and gives them the ability to suppress targets in the open. On the same note giving a sticky bomb to a rifleman squad will turn it into a threat to axis armour due to limited repairs. A damaged engine will hinder vehicles significantly.

Purchase of a hand grenade and or a sticky bomb gives users often 2 uses of said grenades and sticky bombs. Satchel charges, bundles, mines, demolition charges and goliaths are one per use and are deployed on the field. When deploying a mine or a goliath, please do not move the unit as if you do, they will stop what they are doing and cancel it. **Cancellation of structure, mine or goliath cancels the use and depletes the ability.**

Support Weapons

Support weapons are mainline support for mainline infantry and vehicles. Their primary purpose is to hold territory that you have captured or aid the frontlines by providing suppression, long range anti-tank fire or indirect support. They are vulnerable squads if they are flanked or overwhelmed but if pointed at the direction of the enemy, they can put out more damage and suppression than any other weapon. Capturing enemy support weapons is a good idea, or destroying them so that the enemy cannot reclaim them later.

Machine Guns



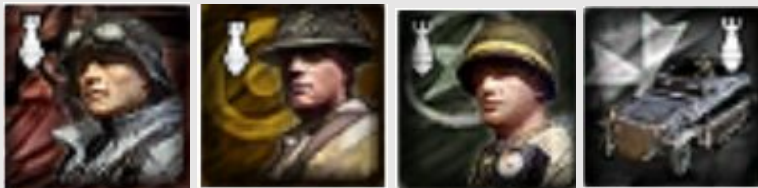
Primary purpose of a machine gun is to provide crowd control. Infantry caught under machine gun fire will get suppressed which will slow down their movement and their rate of fire. Suppressed infantry have a hard time dodging hand grenades or escaping when they come under heavy attack. Suppression is an excellent tool to control blobs and is a very dangerous ability. Unlike in the base game, in Europe in Ruins retreating will take units offmap rather than back to the HQ. Because of this suppressed infantry have to crawl away from the line of fire or line of sight of the machinegun to minimize received damage.

Machine Guns are excellent at controlling infantry and are often prime targets for armour and indirect fire. However, since their deployment takes a moment and they have an arc of fire, they can be flanked and annihilated with grenades so machine guns by themselves won't be able to hold the line.

Due to machinegun's utility they cost a lot of manpower and munitions.

Indirect fire

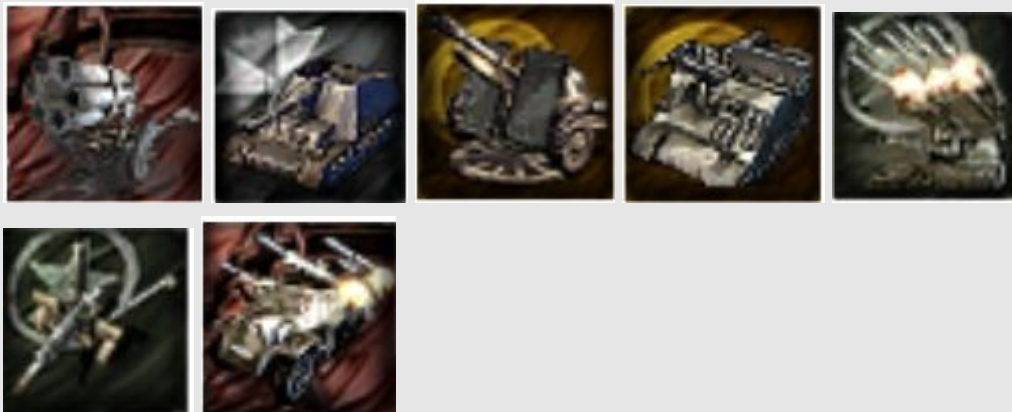
Mortars



Mortars are often used to soften enemy positions. These units are capable of dealing damage without being in the harm's way themselves. They can be used to force the enemy to switch positions or risk losing their support weapons or infantry units. Mortars are a good way to force the enemy to adapt and to engage you, but they can also try to counter mortar you. Mortar duels are a common occurrence in Europe in Ruins, so keeping your mortar team mobile is important.

While mortars can destroy support weapons such as anti-tank positions and machine guns, they can also deploy Smoke rounds. Smoke makes infantry take less received accuracy and will also prevent them from getting suppressed. Flamethrowers for instance don't suffer negative penalties in smoke and smoke can be used to get infantry close to the nests to demolish them with hand grenades. Smoke is one of the important keys in achieving victory and pushing forward. Due to their utility mortars are fairly expensive and cost both manpower and munitions.

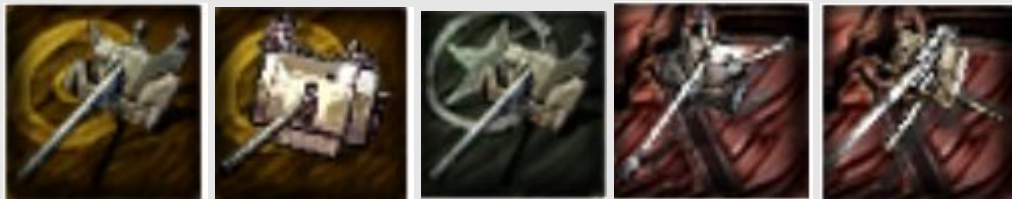
Artillery



Artillery is the king of indirect but as a result they have long cooldowns between barrages and often cost a lot of population. Artillery prime target is to eliminate blobs, support weapons and prevent concentrated pushes from the enemy. It is often tempting for players to bring more than one barrel to the field due their ability to deliver a powerful barrage for a high pop-cost. Artillery can be a game changer for the good of your team or for the enemy team.

Artillery doesn't cost munitions but they will cost fuel. Artillery is also inaccurate when the barrage is ordered into fog of war (FoW) and will often miss their intended targets when fired in the FoW.

Anti-tank guns



Anti-tank guns are the backbone for anti-tank roles for both Axis and Allies factions. Their ability to deliver long-range fire makes them quite high in utility. They can bring down structures and vehicles alike. They however are not good at sniping infantry or other anti-tank guns due to their accuracy modifiers. They can however occasionally destroy enemy anti-tank guns. These units cost manpower and have a high munition cost and are often the most sought out units to be destroyed. Elimination of an anti-tank gun is a blow to anyone since if you run out of them, you will struggle against armour heavy companies.

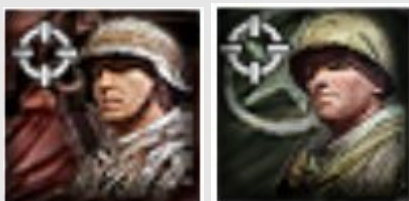
Anti-tank guns should cover your tanks, your infantry and your mainline from enemy armour and should always be protected by mainline infantry or by other support weapons. Their ability to take out enemy armour makes them the most effective unit in the entire mod.

British get both 6pdr and 17pdr as foot models where they can be moved around like any other anti-tank gun in the base game.

Flak 36 8.8 cm gun is an exception to munition rule and it costs fuel. It is an immobile anti-tank position that outranges every anti-tank gun and tank in the base game and in the mod. Their main purpose is to be a solid backline defence unit. Be wary though, enemies can capture it and turn it against you, so be mindful when you deploy one. Especially if there are a lot of shot blockers.

Panzer Elite does not receive any anti-tank guns. Their tank hunting is vehicle based.

Snipers



Snipers are solo units with low survivability. They only cloak in cover but they can out range every infantry in the game and in the mod. Their primary purpose is to eliminate key targets and force the enemy to invest their forces in eliminating your sniper. If left alone the sniper can cause devastating losses to your opponent. They are weak to recon and vehicle rushes due to lack of cloak and should be adequately supported.

They have high cost in manpower, munitions and population due to their ability to kill models with one shot. Both snipers are equalized with their rate of fire. In the base game the Wehrmacht Sniper has a higher rate of fire. Both British and Panzer Elite can get their own snipers as doctrine unlocks.

Light Vehicles

Light Vehicles are lightly armoured and highly mobile vehicles that do best in a pack of two to three. They can roam the flanks and eliminate solo infantry squads. Their mobility allows them to even flank the enemy frontline and engage vulnerable backlines and engage support weapons and reinforcing infantry. They are often outmatched when they encounter enemy armour though and must trust in their mobility and dodge to escape harm's way. Bad pathing usually ends up being their downfall. They have increased health from base game and some are specialized in a singular task or are multipurpose.

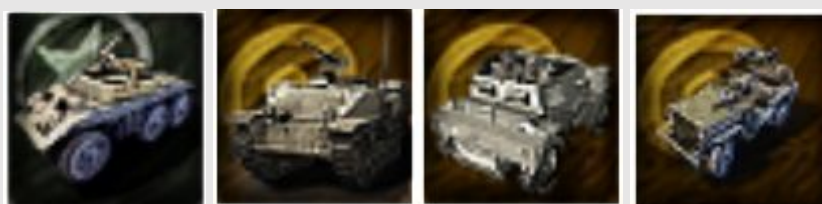
Light vehicles can also be recon units or transport halftracks such as infantry halftracks, armoured cars and other

Recon/Scout



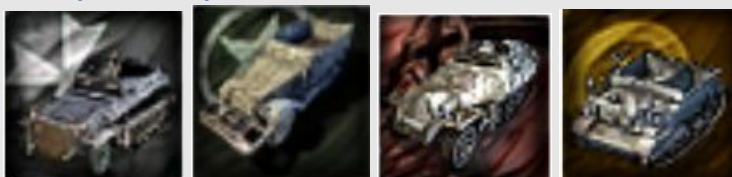
Recon is important in Europe in Ruins modification. Scouting gives you an idea what the enemy is doing, how they are deploying their units and their current positions. It also allows increased accuracy for your artillery. A unit that gets recon can react better in time and also utilize their maximum range. This being the case with tanks, anti-tank guns and other weapons that cannot see as far as they can shoot. Eliminating enemy scouting whilst maintaining your own is a game changing feature.

Doctrinal recon:



These require doctrinal unlock but will perform similar roles as scouts above with varying degrees of success.

Troop Transports



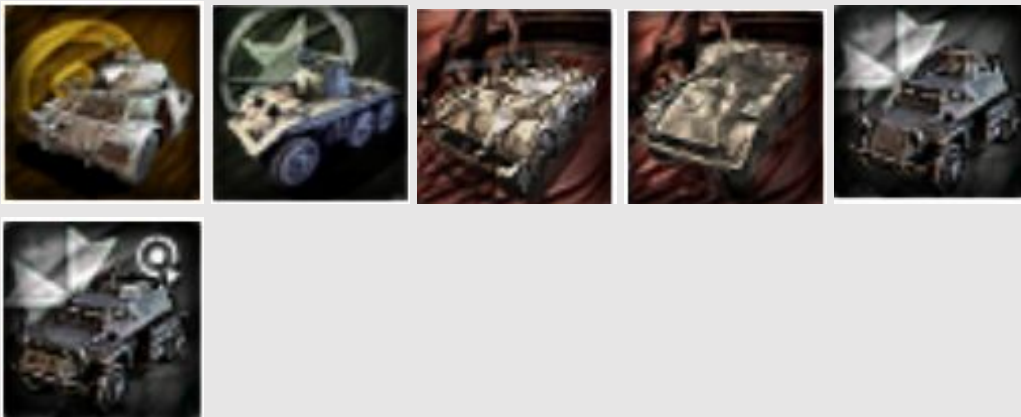
Troop transports can be used to do flanking tasks and take infantry closer to their intended target without receiving any damage on the duration. They are often fragile and won't last long if they

come in contact with an anti-tank weapon. Unlike in the base game, the Wehrmacht and US Half-tracks don't need to have infantry inside them to use the machine gun they come with. They will offer some utility but only some. Their fragility and limited combat purpose make them an ideal flanker but definitely not a mainline unit.

Exception to the rule is the Panzer Elite Infantry halftrack which is their bread and butter means for combat. It comes normally without its machinegun, but can be equipped with it. Infantry can fire outside of it with 4 firing slots and it can engage enemy infantry without risking your own as they are covered by steel. This same rule applies to brengun carrier though it isn't as good as the Panzer elite variant.

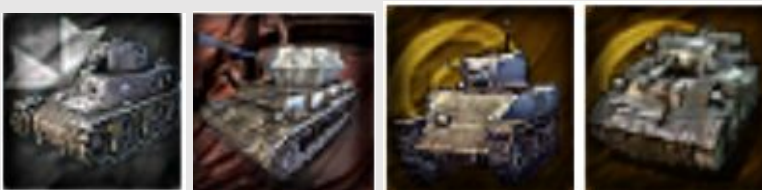
Brengun carrier MMG version is more preferable and can act as a support vehicle whilst it cannot carry troops it can offer suppressive fire support for your main line infantry.

Armoured Cars



Armoured cars are fast mobile wheeled vehicles that roam the battlefield. They are capable of flanking enemy positions and hunt lone infantry units and support weapons. Their main role is not to fight on the frontline as they will not last long there. They are at their best when unleashed on the flanks and where they can enter enemy backlines to harass and destroy enemy units and support weapons. Their core targets are solo squads, lightly armoured vehicles, support weapons and artillery. When they are by themselves, they are not much of a threat, but when they operate in a wolf pack of two or more, they become significantly more terrifying. Though they suffer from bad pathing which can lead to their demise. They are also not good against enemy tanks. They can offer frontline support and tie enemy forces to a sector where they don't want to be at that moment, and are capable of cutting off enemy reinforcements.

Light Tanks

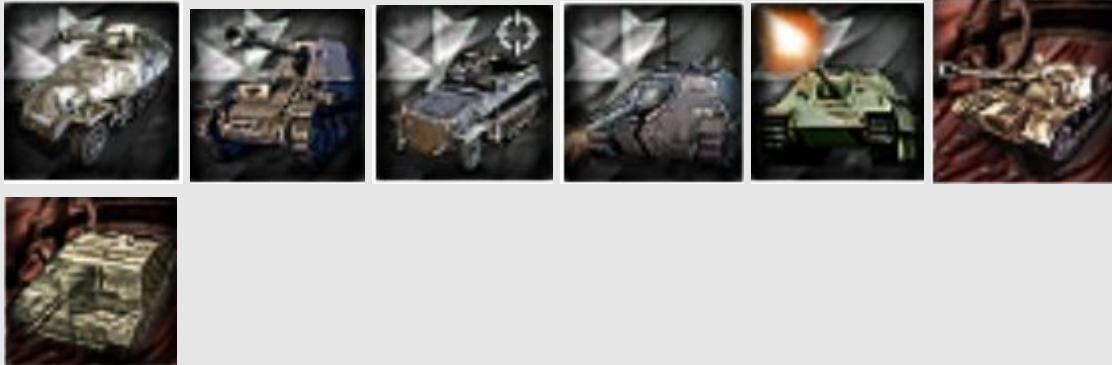


Light tanks have a similar role to armoured cars and don't differ much from that role. They can be slower or more specialized. Such as Stuart is more tank hunting focused vehicle and ostwind is an ideal support vehicle versus light vehicles and against infantry. Both Hotchkiss and tetrarch serve a multipurpose role where it is good against light vehicles and infantry but not so good against tanks.

Tank Destroyers

Tank destroyers come in two different forms. Turreted and non-turreted. Their intended role is to attack enemy armour and disable, or destroy it. Some tank destroyers can offer a multipurpose role, but their anti-infantry abilities can vary.

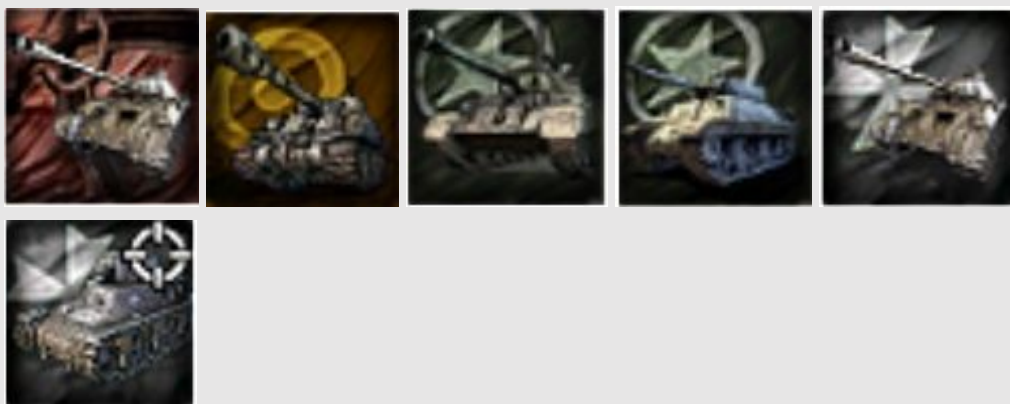
Turretless



Turretless tank destroyers require that their hull is pointing at their intended targets. This makes them vulnerable to being circle strafed by agile enemy units. Some of them have miniscule anti-infantry abilities whilst others do not. StuGs have a good machine gun to suppress and fight infantry whereas Hetzer and Jagdpanther have less useful machine guns on them. These tank destroyers often out range their intended targets and have strong front armour to take damage from enemy tank guns. They are not great against anti-tank guns and will not fight well versus anti-tank infantry. They often come with a lower pop cost than turreted tank destroyers.

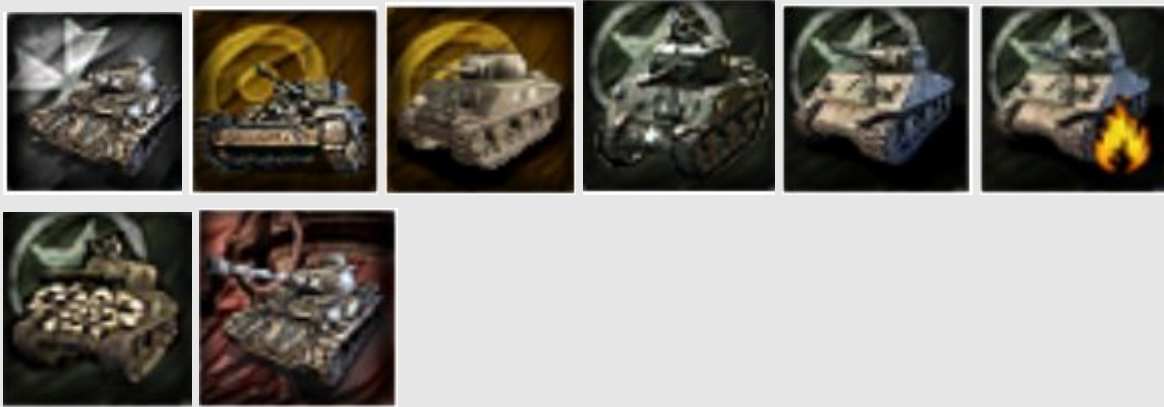
To use most of these, the user must understand and know how the vehicle behaves in situations and how they rotate and turn and when to charge in and when not. They require support from other sources of anti-tank if enemy tanks get close enough to circle around them.

Turreted



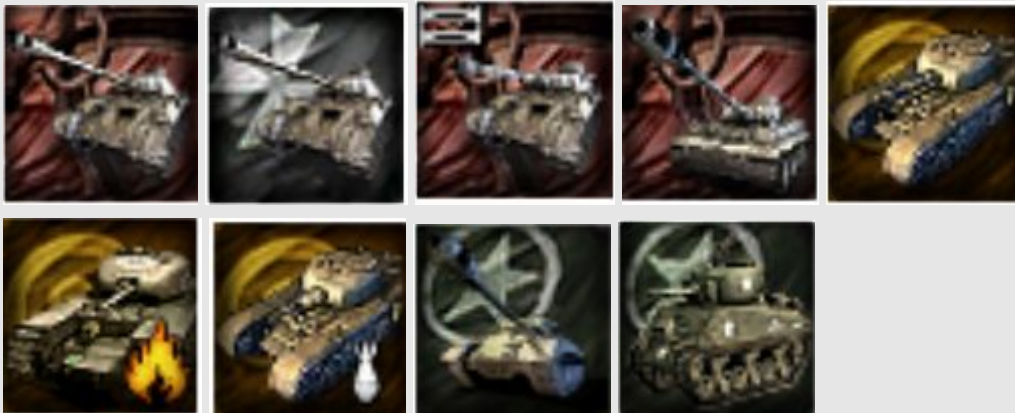
Turreted tank destroyers have rotational turrets which means they cannot be circle strafed as easily. They also carry longer range than other tanks. Their main role is to eliminate enemy tanks. To some degree Panther is capable of being both a tank destroyer and a heavy tank.

Medium Tanks



Medium tanks are the workhorse of their respective nations. They can perform both anti-tank and anti-infantry roles. Some perform more anti-tank, others more anti-infantry. Generally, their purpose is to support and push frontlines in numbers and overwhelm enemy positions with attrition. Their performance depends on the environment which they are running in. They don't do well when targeted by multiple anti-tank guns and they will not be able to stand against heavier tanks. They are general utility vehicles that can perform flanking and provide a cannon to back up an area that lacks one. They have relatively average pop cost and resource cost.

Heavy Tanks



Heavy tank mission is to act as a breakthrough tank or provide ample firepower and support to a frontline which requires it. They are often generalist in purpose and can serve both anti-tank and anti-infantry roles admirably with a high pop and resource cost. Due to this they are often limited in numbers. They can however shatter a hole in enemy defences which then can be exploited. They can win or lose the game. Like Medium tanks, their effectiveness can vary and are often best to deploy at the mid phase of the match. Heavy tanks will require support from additional units, such as recon and infantry.

Super Heavy Tanks



King Tiger's only purpose is to push forward and defeat its opponents. It is the most expensive tank pop cost and resource cost wise. It has high firepower and a good health pool which to use when it engages enemy targets. It'll become a key target for enemy anti-tank guns which allows your team to push in with theirs whilst the King tiger distracts the opponent, or breaks their frontline. Super heavies are good at breaking through enemy lines, but by themselves they become easy prey to infantry anti-tank and agile tank destroyers.

Combined Arms

Combined Arms is an important aspect of Europe in Ruins. The use of support weapons together with anti-tank assets, anti-infantry assets, vehicle assets and with infantry assets. Each unit is able to provide support for the other. A unit by themselves rarely works well.

A mortar and a machine gun team for instance can work quite well together. The machine gun suppresses and pins the enemy squad while the mortar drops grenades into the midst of the squad. The same way mortar can deploy smoke to allow infantry to advance toward enemy machine gun positions and get to their ideal combat range without suffering losses.

A tank surrounded by anti-tank infantry can offer the tank a better fighting chance against vehicles it would otherwise struggle. Turretless tank destroyers backed by Panzerschrecks will make circling them much harder as the supporting unit will be able to damage the attacker. Same way infantry can advance anti-tank guns and force them to redeploy or eliminate the opposition to clear a pathway for the armour to move in.

Keeping this in mind it is important to build your company to have as much support as you believe you will need.

Building a Company

Now that you have a basic understanding of how each individual unit will perform, it is time to base a theme or design for your company. Purchasing units and spending those resources of yours on units that you want and will need. Company building will be a huge factor when deciding what will happen in-game. As much as it is tempting to skim on anti-tank by trusting your own vehicles to do it for you, it is guaranteed that enemy armour supported by anti-tank guns will defeat your armour without anti-tank support.

It is also tempting to focus on artillery but in doing so you will put stress on your team mates who must then hold the line while your artillery is on cooldown.

Infantry heavy builds are a fairly reliable way to engage and overwhelm an enemy but they require anti-tank support because without it they are easy prey to enemy tanks and they need smoke for else they fall as easy prey to machine guns.

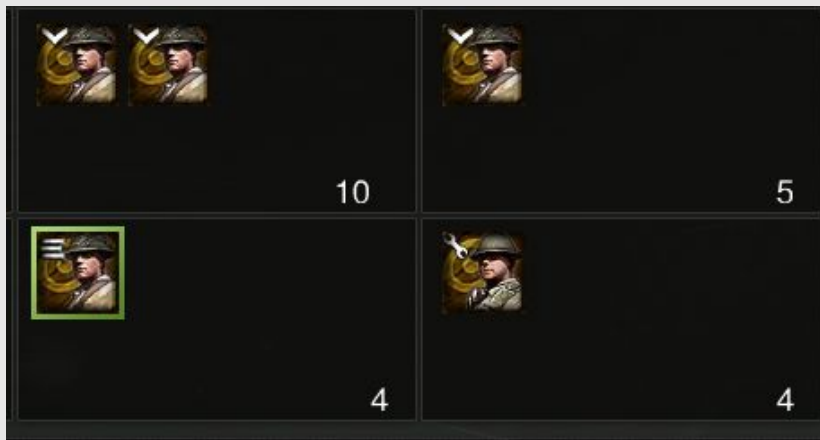
Thematic companies can be armour focused, infantry focused or support focused. Doctrines support all kinds of combat focuses and companies can be built around themes and certain ideas or unit types.

Once you've decided on a company it is time to design it by starting from the first call-in. First calling should always be as close to 25 pop as possible. This will be your starting calling that will be taking to the battlefield. It should have a decent amount of anti-tank and decent amount of anti-infantry and scouting. It is always important to see what the enemy is bringing.

Example of a starting calling:



This calling has two sources of anti-tank, a 6pdr and a PIAT squad to support it. It is backed with a Bren equipped tommy squad and has a recon unit in a brengun carrier. All of this is then supported by a British officer to give them a combat bonus. The highlighted 1 in Marksman squad and Brengun carrier means that the marksman starts inside the brengun carrier. To assign unit to a transport, simply right click the desired unit. Remember that transports have limited transport capacity, and keep that in mind when assigning units in them. Always check if the transport connection has dropped, in those cases simply reassign it with a right click.



Here is an example of reinforcements that we will be calling in during the battle. These pop callings offer an idea what to call in and when. The general rule is 8-10 pop is ideal reinforcement call-in but it isn't always possible to call in 10 pop. Thus, users can have smaller pop callings such as single squad, machine gun or an even smaller squad. The number represents the population cost of the calling.

In the Armour tab I've set a few tank callings that would suit this company's needs.



Players can start with a tank in their starting calling, but tanks do cost more pop than infantry, so it needs to be supported still. Individually set up tanks like these will be called on field later in the battle or when needed.

Anti-tank is an important aspect of Europe in Ruins and having insufficient amounts of it can lead into a desperate struggle without it.



Having up to 4 to 5 anti-tank guns is recommended for new players. These ones are set as single call-ins. Anti-tank preservation is an important aspect of the game, same with anti-infantry.



Having a solid infantry line is also a desired result. Without infantry, you cannot cap and without capping the defeat is quite certain.



Once you have set your company on how you think it should be, then press Accept Changes.



If you wish to save this company as a template, then press “Save Template”. This means if you make any changes to the company or you have suffered losses after a battle, just hit “Load Template”. This will bring the saved template back into action.

Please note that Reward units will automatically go into the holding zone, and destroyed reward units won't be returned by Load Template.

Changes after battle

Once you've gotten a hang of your company, you can change it however you like. If you find yourself lacking a unit, you can shift things around to acquire what you need. Building and maintaining the company are part of Europe in Ruins experience. You will gain veterancy and lose it as well.

Changing the company is easy, delete or move units to the holding zone to free up resources and then build it. Always remember to Accept Changes.

Europe in Ruins battles

Game modes

ENGAGEMENT	35%
REINFORCEMENTS	35%
AXIS ATTACK	15%
ALLIES ATTACK	15%

This shows the potential game modes that are available

Engagement, Reinforcements, Axis attack, Allies attack.

Each game mode is assigned a random chance to happen and the percentage values are available when the game is full.

Engagement

Engagement is also known as Meeting Engagement. In this each player on both sides deploy at the same time.

Reinforcements

Reinforcement is a game mode where some players arrive to the battle later than the others. The reinforcing party will be joining the others later and have a timer before they can deploy.

Axis or Allied Attack

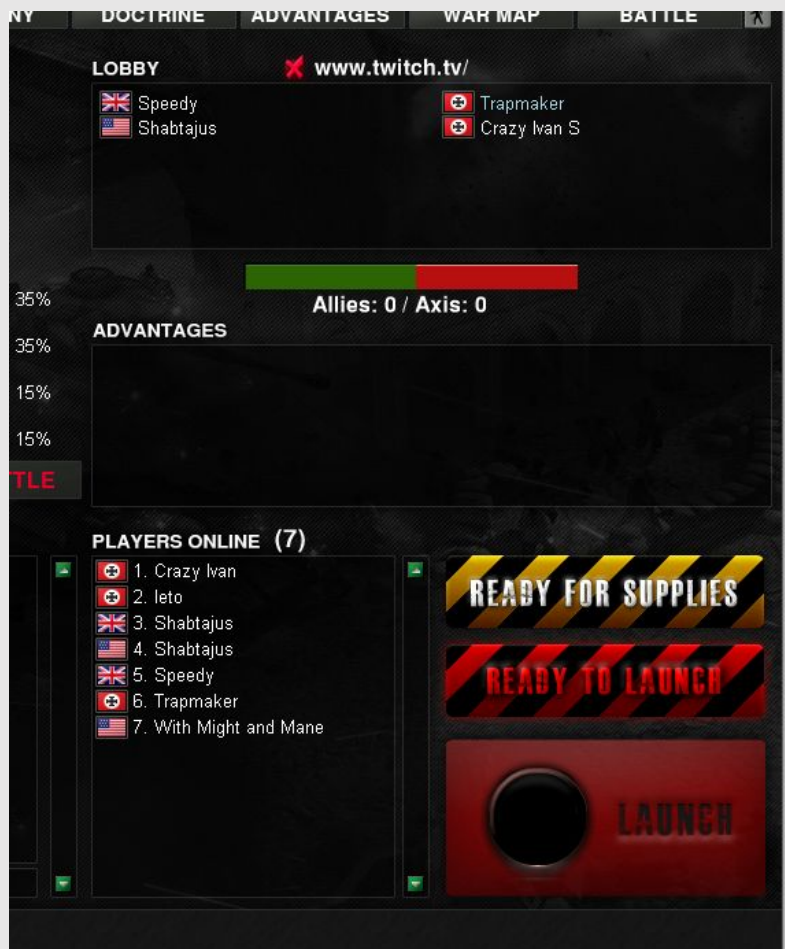
The attacking side will have a timer whilst the defending time has none. They can deploy beforehand and will have field dominance before the attacking side enters the field. The defending side will have field artillery protection so that the enemy side cannot push down to your spawn. Units too close to

the attacking side's deployment zone will receive a warning message. Ignoring the warning message will ensure immediate artillery barrage to the location. Units caught in this will have low chance of survival. Once the timer runs out this protection ends.

Joining a battle

As handled earlier in the Battle section, once a player joins the battle they have to wait until the battle fills up. Due to time zones and differences there are varying times when there are players online to get a game going.

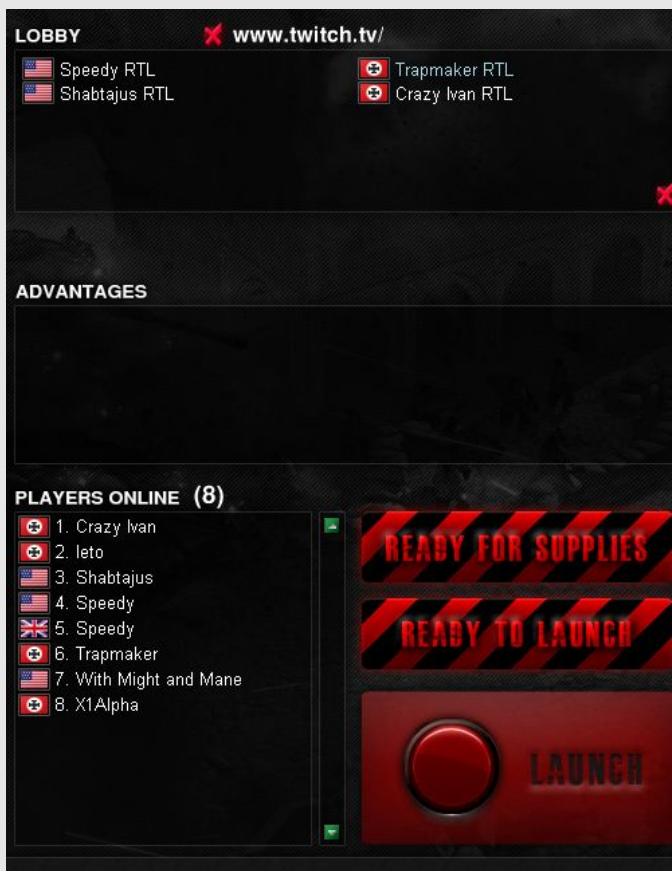
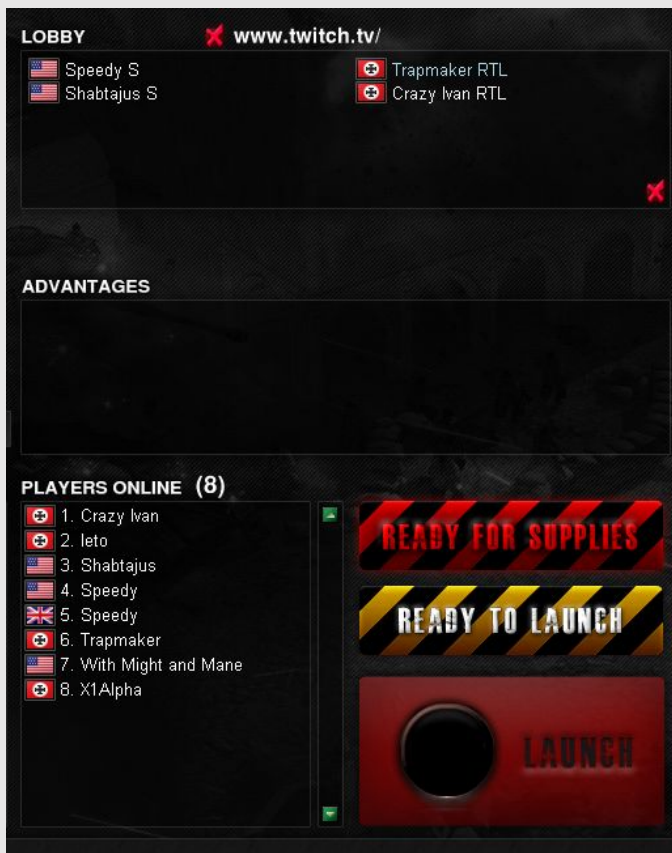
Once the game fills up, press "Ready for Supplies"



After that once everyone has pressed Ready for Supplies. A S marking appears on their name. After everyone is ready, press ready to launch. This is called RTL. When everyone is RTL then the Launch button becomes available.

Launch will take you to the Company of Heroes game with Europe in Ruins themes. Next thing to do, is find the game with the players, choose a map, and start playing!

Please note that your Steam name must match your company name 100%. If they do not match, you cannot call in any units and your company will be annihilated.



Once pressing the launch button, Company of Heroes will launch.



You are taken to the main screen from where you can head to multiplayer.



Locate or host your game



Choose your correct faction and wait for others to join.

While waiting for the game to fill, you can head to “Rewards tab” and then choose vehicle tab in-game. From there you can view some historical skins that have been included with Europe in Ruins for your infantry and armour and details of the companies they served.





Once everyone is ready, you are good to go!

Victory Conditions

Europe in Ruins has 3 Victory conditions.

Annihilation, Territory Loss and Surrender.

Please note that even if you are out of the battle, you are not out of the game. You should stick in the game and watch how it plays out. **Returning back to the launcher won't let you participate in another game because your company is still in the previous battle.**

Annihilation

Annihilation comes when you've run out of callings and your last units have retreated or been destroyed. You are no longer part of the battle outside of being an observer at that point, thus you can listen to the map and point out intelligence to your teammates even if you are out of the match itself.

Territory Loss

Unlike in the base game, Europe in Ruins does not have capture points or resource points. Instead each point in the map is a sector and units don't have any capture sector points, instead units can walk on the territory and automatically capture it. The team that holds most of the territory gains more population which is shown where the Victory Point Icon normally is in game.





This icon shows each team's population gain. It will slowly increase to higher values which means that in the first 10 minutes the population gain is under 1 but at the later game like in the 40-minute mark the population gain is already +2 or more per minute. The team with most territory will always have positive population gain and the team with less territory will have less population gain. Once the population has reached 40 which is the max population without doctrine benefits, then the side with less territory will gain a negative population gain.

If your team does not push territory the negative population gain will start giving the enemy team an advantage. When the enemy or your team's population drops down to under 20, then the enemy team will automatically win and order for your units to retreat is issued. Winning team will receive 80 population and may call in the remaining units to the battle. Losing team has 0 which means they cannot call in anything and they have to retreat before the timer runs out. Any units still on field when the timer runs out, will be treated as destroyed.

Surrender

Surrender happens automatically when you have no units on the field and are not fielding any to the battle. After 60 seconds you will surrender and are no longer part of the battle. If you lose connection or drop from the battle, all your units will automatically retreat the combat. Units that get destroyed while retreating will be destroyed.

Gameplay

In Europe in Ruins the gameplay and unit control are similar to that of a game in the base Company of Heroes without tiers, economy and without base building. Units control and handle similarly with the exception that tank pathing has been improved from the base game and they behave less strangely.

The mod is fast paced action of combined arms strategies involving both support weapons, vehicles and infantry pushes and defending. The gameplay has no sides or lanes where players are focusing in their fight. There are regions which players can hold but each player is expected to push and coordinate together. Teams with better coordination often win the engagements.

Every time a player calls in reinforcements the calling timer increases. This means that early call-ins arrive earlier unless the player has doctrine abilities that reduce call-in times. The more call-ins have been called to the field, the longer it takes for the remainders to be called. Call-ins will have a timer appear which shows when the call-in will deploy.

When first deploying your units, they will start with a spawn protection buff meaning that they cannot be killed and will fire faster. This buff is only temporary and will deplete after a few seconds. It is to protect your units and prevent the enemy from locking you right into your spawn.

Zoom Mod

With the inclusion of the Zoom mod you will be able to get a far wider view of the battlefield than in the base game. Zoom mod should come with the installation of Europe in Ruins.



This picture shows the maximum zoom back of the zoom mod.

This is base game max zoom:



If units begin to disappear in the max zoom, don't worry as this can be fixed by increasing the "Model Details" in-game.



Radio Triangulation



Radio triangulation is still in Europe in Ruins, but it is set differently. It is a one-man unarmed commando that gets paraded into the field. They have limited uses of radio triangulation and once they set one up you will receive radio triangulation.

Indication of a radio triangulation arriving is always when a recon plane flies over the map when there is a Commando doctrine player. Sometimes they do a brief run at the very corner of the map, so it is easier to miss.



To make it easier to spot they always are built in a crater like such:



Players must examine the map every now and then and send scouts to destroy these items. The radio triangulation men have 5 uses of this ability and can call in 2 of them total, so destruction of 3 of them ensures they cannot reset the triangulation.

Rehosting

If players get disconnected before a 5-minute mark, the game doesn't count and the game can be hosted in-game rather than the launcher. If a person is permanently gone, then the game can be forced in the launcher and rehosted there.

Rehost in the launcher is needed if a player has not rebuilt their company or has to go.

Forcing a game

Forcing a game is when one player is inactive and not present. This includes pressing the Red X button when joining a game. This will mark you as OUT. If more players on either side presses the Force button then the game gets cancelled and can be rehosted in the launcher.



Force button only becomes active once everyone has readied for supplies.

How to watch and save Replays

Exceptional games can be shared in the Discord and in the forums for others to enjoy. Watching replays gives you a new view of the battle and also gives ideas what went wrong.

To save a replay, you will need 2 files. Replay file and the EuropeInRuinsBattle file.

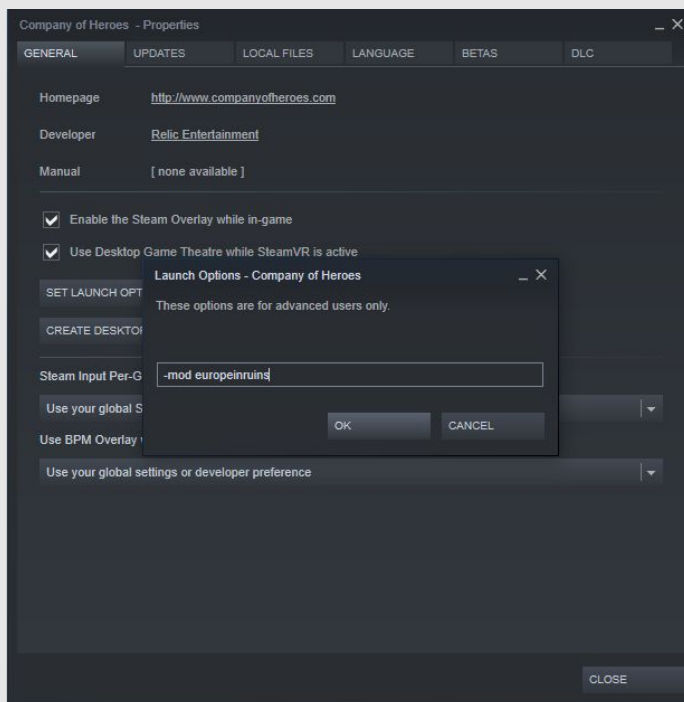
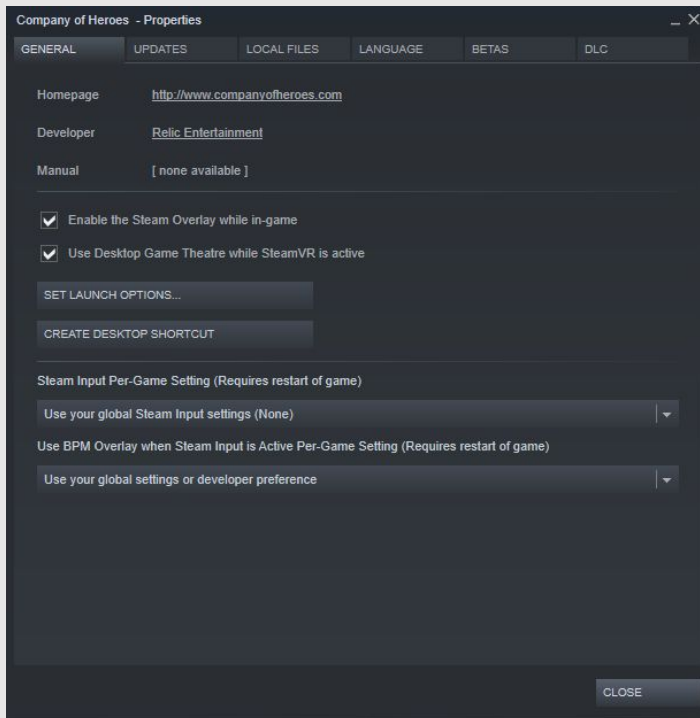
Replay file can be found from Documents/My Games/Company of Heroes Relaunch /playback/temp.rec

Battlefile will be in your Company of Heroes Europe in Ruins folder.

Program Files (x86)\Steam\steamapps\common\Company of Heroes Relaunch\EuropeInRuins\Archives\EuropeInRuinsBattle.sga

Once you've gathered these two files, you can then pack them up and share them with the EiR Community.

To launch Europe in Ruins without the Launcher, you will need to set a launch option in Steam.



-mod europeinruins

Once this has been set, the game launches Europe in Ruins automatically, and you can watch replays.

Note: If there has been a recent patch out, then previous replays and battlefiles will no longer work. This will work only on the current patch.