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This Company of Heroes 3 missions list will let you know exactly what you need to do to unlock each story mission in the RTS game's big Italian campaign. Dave Irwin Published: Apr 25, 2023 Company of Heroes 3 There are plenty of Company of Heroes 3 missions in the Italian campaign. In addition to all the tactical battles, you'll need to manage the overall Allied war effort in central Italy. It can be a bit confusing – especially with some key story missions gated off until you complete specific objectives. Our Company of Heroes 3 missions guide will ensure you don't get stuck in the Apennines on your way to Rome. While you'll be fighting skirmish battles against the Germans whenever your forces meet across Italy in Company of Heroes 3, the major story missions have spectacular set-pieces and major battles. This RTS game journey begins in Sicily with Operation Husky, in Gela, before landing on the Italian mainland at Salerno. From there, you've got free rein to approach the campaign as you see fit – and our Company of Heroes 3 tips will come in handy. All Company of Heroes 3 missions Here are the major story missions in Company of Heroes 3: Gela (Operation Husky) Salerno (Operation Avalanche) Potenza (The City of Power) Foggia (Grounding the Luftwaffe) Anzio (Operation Shingle) Ortona (Operation Morning Glory) Monte Cassino (The Battle of Monte Cassino) The Winter Line (The Winter Line) As noted above, the missions in Gela and Salerno are self-explanatory and part of the tutorial, so you'll complete these automatically when you begin a new campaign. After landing at Salerno, you'll need to break out of the pocket around the city by defeating German companies nearby. Once that's done, you can move on to the new objective of breaking the Volturno Line. You'll need to complete this objective before you can capture Ortona in Operation Morning Glory or take out the German rail artillery at Anzio. Anzio lies on Italy's west coast, north from Naples. Crucially, it's beyond the Gustav Line – which you won't be able to cross prior to completing the Battle of Monte Cassino. Instead, you'll need to send a company of your choice from one of your ports to land alongside the Allied invasion. Garrison a company at a port city – Naples and Salerno both work nicely, but if you've already pushed north up to the line, Gaeta is a perfect launch site, too. Once you've garrisoned a company in the port city, select the city and click the Transfer Company button (hotkey Q). Then, left-click on the beach near Anzio, and you'll launch the mission to take out 'Anzio Annie,' the German artillery piece the American general constantly complains about. To break the Gustav Line, you'll need to win the Battle of Monte Cassino. You'll be able to uncover that site on the map pretty quickly, but you'll need to complete a few objectives before launching the operation. How to start the Battle of Monte Cassino mission Here's what you need to do to open up the Battle of Monte Cassino mission in Company of Heroes 3: Complete any two of the following objectives: Secure an airfield near Monte Cassino Fly a reconnaissance mission over Monte Cassino Capture Ortona Capture Anzio A good airfield to target, if you're going to go the reconnaissance route, is at Pignataro Maggiore, which is directly north of Naples. However, the airstrip at nearby Aquino works, too. The final main mission, the Winter Line, can be launched once you've completed the Battle of Monte Cassino Mission. That done, you'll have wrapped up the Italy campaign in Company of Heroes 3. Check out our Company of Heroes 3 review to learn more about what we thought of the latest strategy game from Relic, and be sure to check out our list of the best WW2 games available on PC, too. Original guide by Ian Boudreau. Listen up, maggots! It's briefing time. Company of Heroes 3 has four playable factions, the US Forces, the British Forces, the Wehrmacht, and the Deutsche Afrikakorps. Three of these factions are playable in the game's singleplayer campaigns, while the fourth—the Wehrmacht—is exclusive to multiplayer and skirmishes. Each of these armies has its own strengths and weaknesses, which you'll need to exploit if you don't want to end up sprawled in the dirt crying for mama. To help keep your sorry asses alive, I'm giving you an overview of how these factions operate. I'll go over each army's abilities and specialisations, as well as breaking down the battlegroups. What are battlegroups, you ask? Good question! What are battlegroups?(Image credit: Sega)Now pay attention, I'm only going to say this once. Battlegroups are miniature skill-trees that appear in Company of Heroes 3's multiplayer and skirmishes. Every army has three battlegroups, each of which is split into two different sub-groups. As you progress through a skirmish or multiplayer match, you'll accrue Command Points used to unlock abilities within these battlegroups. When you select your first ability, you're stuck with that battlegroup for the rest of the match, so choose wisely. Battlegroups also have four tiers of abilities, and you can only pick one ability from each tier, further refining your faction's playstyle as you go. You may like Here's the list of the battlegroups attached to each faction: US Forces: Airborne Battlegroup, Armored Battlegroup, Special Operations BattlegroupBritish Forces: Indian Artillery Battlegroup, British Armored Battlegroup, British Air and Sea Battlegroup Wehrmacht: Mechanized Battlegroup, Breakthrough Battlegroup, Luftwaffe BattlegroupAfrikakorps: Italian Infantry Battlegroup, Italian Combined Arms Battlegroup, Armoured Support Battlegroup We clear? Good. Now let's dive into the factions, where you'll learn about their broad strategies, and what each battlegroup progression tree offers. US Forces faction(Image credit: Sega)America's army is a capable fighting force in all departments, but it particularly excels in two areas: aerial supremacy and crack infantry units. The US can access a wide range of air-support abilities from supply drops and reconnaissance aircraft to P-47 rocket strikes and devastating carpet-bombing runs. Alongside the standard array of riflemen, engineers, and machine gunners, US Forces can also recruit specialised infantry units like Commandos, who are equipped with both BAR assault rifles and bazookas, making them highly flexible in combat. Paratroopers are an essential component of the US's fighting force. Paradrop abilities let you quickly reinforce your frontline with fresh soldiers, or drop soldiers behind enemy lines to harass your opponent from the rear.Keep up to date with the most important stories and the best deals, as picked by the PC Gamer team.Primary tactics Tactical infantry assaults are this faction's strength. Special Forces Commandos can adapt to fight infantry or armour on the fly, while paradrops enable the US Forces to keep the pressure on the frontline. Infantry can also rely on extensive air support to keep German tanks at bay.Weaknesses You'll be vulnerable to artillery and anti-infantry units. You can field capable armour, but it's generally weaker than that of the Wehrmacht. Battlegroups (Image credit: Sega)Aerial Support (Airborne Battlegroup)This tree is focussed on direct support from aircraft. Unlockable abilities include smoke-bombing runs, rocket strikes, and carpet-bombing.Paradropped Infantry (Airborne Battlegroup)With this tree you can paradrop various units into battle, such as rifleman squads, machine gun crews, and anti-tank guns.Engineering Corp (Armored Battlegroup)Pick this tree if you want to focus on keeping your vehicles moving. It enables vehicles to auto-repair, and unlocks the M31 Recovery vehicle, letting you restore destroyed vehicles in the field, including wrecked enemy vehicles.Armoured Doctrine (Armored Battlegroup)Another vehicle-themed tree, this one provides general vehicle oriented buffs, letting you field more vehicles at a faster rate, while increasing their speed and firepower.Combat Support (Special Operations Battlegroup)Here you'll find abilities that support your infantry units. It unlocks rapid deployment of M-29 'Weasel' vehicles that can spawn heavy-infantry weapons like machine gun crews and mortars. It also lets you field the M-4A1 Sherman 'Whizbang' Tank, equipped with medium-range rockets. The P-47 Strafing Run ability will also make quick work of enemy infantry and light vehicles. Combat Operations (Special Operations Battlegroup) This tree is all about spec-ops tactics, letting you deploy Commando Squads, drop smoke artillery and raiding flares, as well as speeding up your ability to capture control points, quickly giving you a leg up and ensuring you'll generate resources quickly.British Forces faction(Image credit: Sega)Since the invention of the longbow, the Brits have enjoyed a long and proud history of fighting their enemies from as far away as possible. So it's little surprise that the British Forces in Company of Heroes 3 specialise in artillery bombardments. The Brits have access to unique units like Indian Heavy Mortar Crews, BL5.5 Artillery Emplacements, M1 Pack Howitzers, and the Bishop Self-Propelled Artillery Platform. These long-range weapons let them soften up their opponents from afar, before assaulting enemy positions with tough infantry units like Royal Commandos and British Gurkha Rifles, who can flush enemies from cover with their grenade assault ability. Primary tactics Long-range suppression of enemy forces is where this faction shines. Focus on pummelling enemy positions with artillery, then using aggressive infantry units to mop up the stragglers WeaknessesArtillery units are generally slow to deploy and pack up, making them vulnerable to flanking manoeuvres and ambushes.Battlegroups (Image credit: Sega)Infantry Assault (Indian Artillery Battlegroup)This tree boosts the attack, defence, and reinforcement capabilities of infantry, and enables quick deployment of powerful Gurkha Rifle Sections.Artillery Support (Indian Artillery Battlegroup)Here you can unlock rapid deployment of specialised artillery units like the Indian Heavy Mortar and BL5.5 Artillery emplacement. Unlockable abilities enable longer barrages and artillery overwatch of all captured sectors on the map.Heavy Armour Support (British Armored Battlegroup)If you like your tanks, this one's for you. This tree boosts general tank capabilities, and unlocks rapid deployment of the Crusader AA Medium Tank, and the formidable Churchill 'Black Prince' Heavy Tank.Field Support and Logistics (British Armored Battlegroup)With this tree you can boost your army's repair and recon abilities. Unlockable abilities make engineers cheaper, let you construct the Forward Repair Assembly for quicker vehicle patch-ups, and enables Recon Artillery that reveals an area of the map and automatically strike any units inside it.Royal Navy Support (British Air and Sea Battlegroup)This support-themed tree lets you call in recon flares and artillery strikes from off-map, while the Naval Blockade ability temporarily prevents enemies from snagging capture points.Royal Air Force (British Air and Sea Battlegroup)Get the drop on your enemy from above with this tree. It lets you paradrop in Royal Commandos for quick frontline reinforcement, and also lets you call in incendiary bombing runs, and Hawker Typhoons to loiter above an area while firing rockets at hostile units.Wehrmacht faction(Image credit: Sega)Like the US, the Wehrmacht is a capable fighting force in all areas, but where the Americans lead with air-supported infantry, armoured vehicles form the backbone of the Wehrmacht's fighting force. This includes familiar German tanks like the Panzer IV and the Tiger Heavy Tank, but also anti-infantry vehicles like the 8-Rad Armoured Car, and the Wibelwind Flakpanzer. The latter is technically an anti-air gun, but is equally effective at holding the line against enemy infantry. But the Wehrmacht isn't all about armour. The Germans also field powerful infantry units like Jager Squads and Stoßtruppen units, the latter of which are strong enough to wield an MG42 on the move. Primary tactics Combined arms assaults are this faction's speciality. You'll want to use tanks and other armoured units to terrorise enemy forces, with support from powerful infantry squads.WeaknessesWatch out from assaults from above, as you'll be vulnerable to British artillery and American air supremacy. Battlegroups(Image credit: Sega)Mechanized Armour (Mechanized Battlegroup)This tree enables rapid deployment of powerful armoured units, like the Panther Heavy Tank and 8-Rad Armoured car. It also includes the Raid Package ability, letting light vehicles capture territory.Mechanized Support (Mechanized Battlegroup)Here you'll unlock rapid deployment of Stoßtruppen units and Wibelwind Flakpanzer, while letting you suppress infantry with off-map artillery barrages.Assault Forces (Breakthrough Battlegroup)With this tree you'll unlock access to smoke and incendiary bombing runs, letting you charge in under cover or wipe out large forces that are grouped together. The Breakthrough ability, meanwhile, speeds up territory capture.Armoured Offensive (Breakthrough Battlegroup)An ultra-aggressive tree, it lets you take advantage of Blitzkrieg tactics, increasing the speed of vehicles and vehicle manufacturing, and enabling rapid deployment of the Panzer IV Medium Tank and Tiger Heavy Tank.Luftwaffe Air-to-Ground Support (Luftwaffe Battlegroup)Here you can unlock some nasty Stuka strafing runs and fragmentation bombing runs, as well as using your air support to get a better view of the battlefield. For some extra help in a pinch, you can drop Fallschirmjager Squads onto the map from above. Luftwaffe field support (Luftwaffe Battlegroup)This tree enables construction of the handy Flak 36 Anti-Tank Guns, while the Infantry Reserves ability reduces cost of all infantry units. Like the other tree, you can also paradrop a unit, specifically the Fallschirmpioneer Squad. Afrikakorps faction(Image credit: Sega)The Afrikakorps is even more tank-centric than the Wehrmacht. Rommel's mechanised army has access to most of the same armoured units as the Wehrmacht, but adds unique units like the Flammpanzer III, which can incinerate infantry units with an attached flamethrower. Afrikakorps soldiers are also capable engineers, able to repair vehicles on the fly and salvage fuel from wrecks. But its secret weapon is the 18-ton Recovery Half-track, used to restore destroyed tanks and other vehicles into fighting condition.Unlike the Wehrmacht, this faction isn't exclusively German, able to field unique Italian units like Bersaglieri Sharpshooters and Guastatori Squads, who use smoke grenades and gas-masks to conduct surprise assaults on enemy positions. Primary tacticsThis faction loves an armoured assault, using armoured units and extensive repair abilities to roll over enemy positions and make quick, deadly attacks. In more open maps, where vehicles can let rip, it really excels. WeaknessesGiven the abundance of tanks in its roster, the Afrikakorps is vulnerable to anti-tank weapons, and you'll want to watch out for those devastating artillery strikes. Battlegroups(Image credit: Sega)Field Engineering (Italian Infantry Battlegroup)This tree grants rapid deployment of punchy Guastatori Squads, while also letting your Guastatori and Panzerpioneers build defensive fortifications and lay traps.Defensive Warfare (Italian Infantry Battlegroup)Here you'll get access to the L6/40 Light Tank Combat Group, giving you a pair of quick armoured vehicles. It also grants light and heavy artillery barrages, and lets you drop propaganda leaflets onto enemy positions, forcing the targeted units to retreat. Combined Arms (Italian Combined Arms Battlegroup)Built around Bersaglieri Sharpshooters, this battlegroup tree enables rapid deployment of Bersaglieri, and lets you increase their squad size and outfit them with light machine guns.Italian armour (Italian Combined Arms Battlegroup)Here you'll get access to more light tanks—the Carro Armato Light Tank and Semovente Assault Gun—while reducing the cost of light armour. You can also get some assistance from above with artillery cover and strafing runs. Support and airpower (Armored Support Battlegroup)With the Panzer Storm ability, this tree increases the speed of all vehicles and beefs up their defensive capabilities by making them immune to engine criticals while it's active. It also lets your units salvage fuel from wrecks, and grants limited air support, including Stuka dive-bombing runs.Armoured Warfare (Armored Support Battlegroup)This tree enhances the Afrikakorps' armoured speciality, enabling rapid deployment of Flammpanzer III and Command Panzer IV Medium Tank. It also improves penetration of tank fire and makes mounted machine guns more efficient. Out now on console! The Hammer & Shield pack introduces two new Battlegroups, a new Campaign Company, and Cosmetics. Company of Heroes 3 is a highly anticipated addition to the acclaimed Company of Heroes game series. This real-time strategy game immerses players in pivotal World War II battles, combining tactical depth with stunning visuals. It offers an engaging single-player campaign, where players command troops through historical events, and a robust multiplayer mode that tests strategic skills against others worldwide. With its intricate gameplay mechanics, authentic historical settings, and emphasis on teamwork, Company of Heroes 3 promises an unforgettable gaming experience for both fans of the series and newcomers alike. How Does the CoH3 Wiki Work? The CoH3 Wiki is made up of a combination of actual game data and statistics extracted directly from the Company of Heroes 3 game files adding contributions by the community. By design, users are not able to change any of the raw data that comes from the game files, but are able to add pieces of information that are not available in the game files such as tips, tricks, and strategies. Who Maintains the CoH3 Wiki? The CoH3 wiki is maintained by a joint effort of the CoHdex dev team and the Company of Heroes 3 wiki community. The CoHdex dev team is responsible for ensure that the data is extracted from the game files and is up to date. If any CoH3 stats are incorrect the CoHdex team may need a nudge! Please notify us on our Discord Server! How Often Does the CoH3 Wiki Update? The CoH3 Wiki currently updates around every single Company of Heroes 3 patch, both minor and major. Can I contribute to the CoH 3 Wiki? Yes, you can contribute to the CoH 3 Wiki! The wiki is a collaborative platform where players like you can share information, strategies, tips, and more about Company of Heroes 3. Feel free to add your knowledge, update existing pages, create new ones, and help build a comprehensive resource for the CoH 3 community. Just make sure to follow any guidelines or rules set by the wiki administrators to ensure the accuracy and quality of the content you contribute. If you have any questions, please contact us on our Discord Server! What kind of information can I find on the Company Of Heroes 3 Wiki? This wiki covers a wide range of topics related to Company of Heroes 3. You can find articles about factions, units, gameplay mechanics, strategies, maps, campaigns, and more. It's a one-stop source for everything related to the game. Remember that the CoH3 Wiki is community-driven, so the information can vary in accuracy and completeness. Always cross-reference information when possible, especially for gameplay mechanics and strategies. If you can't find what you're looking for, consider contributing by adding missing information or improving existing content. Why are some of the CoH3 stats wrong? The CoH3 Wiki runs updates on it's data every patch. However, sometimes there is a delay with extracting the Company of Heroes 3 game data. There also may be discrepancies in the data. For example, a unit may cost 400 manpower when built from a building, but 500 manpower when called in from a battlegroup. If the problem persists please notify us on our Discord Server! Why Are There Some Duplicate Units? The CoH3 Wiki extracts all of the units from the game files. The game files sometimes duplicates a unit if they are in different factions. For example, the Panzergrenadier is a unit that is available to both the Wehrmacht and Afrika Korps factions.The CoH3 Wiki will create pages for both. There are currently no plans to consolidate these pages as the units may have a different set of abilities, upgrades and CoH3 stats. We also believe the units can be played differently under each faction so there is value to having different pages for each unit. There are some Units in here that I've never seen before! Where'd they come from? Company of Heroes 3 has units that are in the campaign that are not available in multiplayer. We did not feel that blacklisting the units from the campaign was necessary. However, because this wiki is currently targeted at providing information for CoH3 Multiplayer, if we feel that the campaign units are obfuscating the multiplayer units, we may consider blacklisting them in the future. Why Can't I Edit the CoH3 Wiki? Currently, the ability to edit the Company of Heroes 3 Wiki requires that users make a CoHdex account. This may be subject to change in the future. Why Can't I Edit the CoH3 Stats on any of the pages? The stats on the pages of the CoH 3 wiki are imported in from the game to ensure accuracy. If you feel that the stats are incorrect, please notify the CoHdex team on our Discord Server! Can I Ask Questions on the Wiki? The wiki is primarily a resource for factual information, wikis typically focus on compiling information, guides, and resources rather than facilitating discussions or Q&A sessions. For more immediate interaction and direct question-and-answer sessions, you might want to consider joining gaming forums, social media groups, or online communities dedicated to Company of Heroes 3. This includes the Company of Heroes 3 Discord server, the CoH Reddit, Forums, our CoHdex Discord Server! , and more! What's New in Company of Heroes 3? Company of Heroes 3 is the latest installment in the popular real-time strategy (RTS) series. It is set in the Mediterranean theater of war, which includes Italy and North Africa. The game features three new factions: the United States, the British, and the Italians. It also introduces a new tactical pause system, a deeper strategic layer, and improved graphics and sound. The Tactical Pause feature in Company of Heroes 3 allows players to control the pace of the game. At any time during a campaign mission or single-player skirmish against AI opponents, players can pause the game to assess the battlefield, make adjustments to their strategy, and queue up commands.While in pause mode, players can issue the same commands as they would in real time, including move and attack orders, ability activations, and build commands. Once players are ready to resume the game, they can simply unpause and watch their queued commands unfold in real time.This feature is a great way for players to slow down the game and make sure they are making the best possible decisions. It is also helpful for players who are new to the game or who want to learn the different units and abilities. In Company of Heroes 3, elevated terrain is no longer just a matter of cover. It is now a key strategic asset that can give players a significant advantage in battle. Units that occupy higher ground have improved weapon accuracy and can see further, giving them a clear advantage over enemies on lower ground. Additionally, elevated terrain can provide cover from enemy fire, making it a valuable defensive position. The strategic layer in Company of Heroes 3 is deeper than ever before. Players can now build infrastructure on the campaign map, which will give them access to new units and abilities. This adds a new layer of complexity and strategy to the game. Company of Heroes 3 features improved graphics and sound that bring the battles to life. The units and environments look more realistic than ever before, and the sound effects are immersive and impactful. This makes the game more visually appealing and exciting to play. This Company of Heroes 3 missions list will let you know exactly what you need to do to unlock each story mission in the RTS game's big Italian campaign. Dave Irwin Published: Apr 25, 2023 Company of Heroes 3 There are plenty of Company of Heroes 3 missions in the Italian campaign. In addition to all the tactical battles, you'll need to manage the overall Allied war effort in central Italy. It can be a bit confusing – especially with some key story missions gated off until you complete specific objectives. Our Company of Heroes 3 missions guide will ensure you don't get stuck in the Apennines on your way to Rome. 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Unlockable abilities make engineers cheaper, let you construct the Forward Repair Assembly for quicker vehicle patch-ups, and enables Recon Artillery that reveals an area of the map and automatically strike any units inside it.Royal Navy Support (British Air and Sea Battlegroup)This support-themed tree lets you call in recon flares and artillery strikes from off-map, while the Naval Blockade ability temporarily prevents enemies from snagging capture points.Royal Air Force (British Air and Sea Battlegroup)Get the drop on your enemy from above with this tree. It lets you paradrop in Royal Commandos for quick frontline reinforcement, and also lets you call in incendiary bombing runs, and Hawker Typhoons to loiter above an area while firing rockets at hostile units.Wehrmacht faction(Image credit: Sega)Like the US, the Wehrmacht is a capable fighting force in all areas, but where the Americans lead with air-supported infantry, armoured vehicles form the backbone of the Wehrmacht's fighting force. This includes familiar German tanks like the Panzer IV and the Tiger Heavy Tank, but also anti-infantry vehicles like the 8-Rad Armoured Car, and the Wibelwind Flakpanzer. The latter is technically an anti-air gun, but is equally effective at holding the line against enemy infantry. But the Wehrmacht isn't all about armour. The Germans also field powerful infantry units like Jager Squads and Stoßtruppen units, the latter of which are strong enough to wield an MG42 on the move. Primary tactics Combined arms assaults are this faction's speciality. You'll want to use tanks and other armoured units to terrorise enemy forces, with support from powerful infantry squads.WeaknessesWatch out from assaults from above, as you'll be vulnerable to British artillery and American air supremacy. Battlegroups(Image credit: Sega)Mechanized Armour (Mechanized Battlegroup)This tree enables rapid deployment of powerful armoured units, like the Panther Heavy Tank and 8-Rad Armoured car. It also includes the Raid Package ability, letting light vehicles capture territory.Mechanized Support (Mechanized Battlegroup)Here you'll unlock rapid deployment of Stoßtruppen units and Wibelwind Flakpanzer, while letting you suppress infantry with off-map artillery barrages.Assault Forces (Breakthrough Battlegroup)With this tree you'll unlock access to smoke and incendiary bombing runs, letting you charge in under cover or wipe out large forces that are grouped together. The Breakthrough ability, meanwhile, speeds up territory capture.Armoured Offensive (Breakthrough Battlegroup)An ultra-aggressive tree, it lets you take advantage of Blitzkrieg tactics, increasing the speed of vehicles and vehicle manufacturing, and enabling rapid deployment of the Panzer IV Medium Tank and Tiger Heavy Tank.Luftwaffe Air-to-Ground Support (Luftwaffe Battlegroup)Here you can unlock some nasty Stuka strafing runs and fragmentation bombing runs, as well as using your air support to get a better view of the battlefield. For some extra help in a pinch, you can drop Fallschirmjager Squads onto the map from above. Luftwaffe field support (Luftwaffe Battlegroup)This tree enables construction of the handy Flak 36 Anti-Tank Guns, while the Infantry Reserves ability reduces cost of all infantry units. Like the other tree, you can also paradrop a unit, specifically the Fallschirmpioneer Squad. Afrikakorps faction(Image credit: Sega)The Afrikakorps is even more tank-centric than the Wehrmacht. Rommel's mechanised army has access to most of the same armoured units as the Wehrmacht, but adds unique units like the Flammpanzer III, which can incinerate infantry units with an attached flamethrower. Afrikakorps soldiers are also capable engineers, able to repair vehicles on the fly and salvage fuel from wrecks. But its secret weapon is the 18-ton Recovery Half-track, used to restore destroyed tanks and other vehicles into fighting condition.Unlike the Wehrmacht, this faction isn't exclusively German, able to field unique Italian units like Bersaglieri Sharpshooters and Guastatori Squads, who use smoke grenades and gas-masks to conduct surprise assaults on enemy positions. Primary tacticsThis faction loves an armoured assault, using armoured units and extensive repair abilities to roll over enemy positions and make quick, deadly attacks. In more open maps, where vehicles can let rip, it really excels. WeaknessesGiven the abundance of tanks in its roster, the Afrikakorps is vulnerable to anti-tank weapons, and you'll want to watch out for those devastating artillery strikes. Battlegroups(Image credit: Sega)Field Engineering (Italian Infantry Battlegroup)This tree grants rapid deployment of punchy Guastatori Squads, while also letting your Guastatori and Panzerpioneers build defensive fortifications and lay traps.Defensive Warfare (Italian Infantry Battlegroup)Here you'll get access to the L6/40 Light Tank Combat Group, giving you a pair of quick armoured vehicles. It also grants light and heavy artillery barrages, and lets you drop propaganda leaflets onto enemy positions, forcing the targeted units to retreat. Combined Arms (Italian Combined Arms Battlegroup)Built around Bersaglieri Sharpshooters, this battlegroup tree enables rapid deployment of Bersaglieri, and lets you increase their squad size and outfit them with light machine guns.Italian armour (Italian Combined Arms Battlegroup)Here you'll get access to more light tanks—the Carro Armato Light Tank and Semovente Assault Gun—while reducing the cost of light armour. You can also get some assistance from above with artillery cover and strafing runs. Support and airpower (Armored Support Battlegroup)With the Panzer Storm ability, this tree increases the speed of all vehicles and beefs up their defensive capabilities by making them immune to engine criticals while it's active. It also lets your units salvage fuel from wrecks, and grants limited air support, including Stuka dive-bombing runs.Armoured Warfare (Armored Support Battlegroup)This tree enhances the Afrikakorps' armoured speciality, enabling rapid deployment of Flammpanzer III and Command Panzer IV Medium Tank. It also improves penetration of tank fire and makes mounted machine guns more efficient. Company of Heroes 3's single-player campaigns remix the series' signature WW2 combat, but they wrap it up in a boring, buggy strategic map and a mismatched story.Read ReviewCompany of Heroes 3 NewsLoad More 2023 video gameCompany of Heroes 3Developer(s)Relic EntertainmentPublisher(s)SegaDirector(s)David LittmanProducer(s)David LittmanDesigner(s)Andrew DenaultMatt PhillipSacha NarineArtist(s)Tristan BrettPatrick LopetroneChristine HubbardWriter(s)Philip HarrisComposer(s)Tilman SillescuBenny OschmannSeriesCompany of HeroesEngineEssence Engine 5.0[1]Platform(s)WindowsPlayStation 5Xbox Series X/SReleaseWindowsFebruary 23, 2023PlayStation 5, Xbox Series X/SMay 30, 2023Genre(s)Real-time strategyMode(s)Single-player, multiplayer Company of Heroes 3 is a real-time strategy game developed by Relic Entertainment and published by Sega for Windows. A sequel to Company of Heroes 2, the game features new mechanics and modes and is set in the Italian and North African theaters of World War II. In Company of Heroes 3, the players take the role of Allied Forces during their invasion of Italy and Axis forces in the North African campaign.[2] The game has features new to the series such as the Tactical Pause system, which allows the player to pause a battle and queue up commands to be done after the game is resumed.[3][4] Company of Heroes 3 also has an improved destruction system that gives the title more granular destruction, such as individual tiles and bricks crumbling off buildings.[5] Italian Partisans are allied NPCs that can either be used on the map or be called in during battles.[6] The story is dynamic, and the player's interactions with the game's various commanders can affect the narrative's ending.[7] Relic Entertainment led the game's development. The team chose the Mediterranean theatre as the setting allowed the inclusion of a variety of environments, which is a feature frequently requested by players of older games. In addition, the team added that the Italian areas in the game offered "broader palette for environmental gameplay" and players can make use of verticality of the maps to plan their moves and attacks.[8] At the beginning of development, the studio recruited modders and competitive players to form a player council. The council worked with Relic during preproduction to determine what the new entry should focus on mechanically and where the game should take place. The executive producer commented on how it was chosen: "And we all agreed that we wanted a new theatre, we didn't want to revisit the Western Front or the Eastern Front. So really, the only two things left were the Mediterranean and Pacific. We put them both on the board, and it was just 10-0. Mediterranean over Pacific." Player testing for Company of Heroes 3 started in prior to the official announcement through Amplitude's Games2Gether program.[9] A demo for the game was available for a limited time shortly after the announcement.[10] The game was officially announced for Windows by Relic and publisher Sega in July 2021.[11] It was originally set to be released on November 17, 2022,[12] but it was delayed to February 23, 2023.[13] Versions for PlayStation 5 and Xbox Series X/S were announced during The Game Awards 2022.[14] In August 2022, the Polish toy company Cobi announced that they acquired a license with Relic Entertainment to publish North Africa and Italy themed brick sets.[15] On April 13, 2023, it was announced that the PlayStation 5 and Xbox Series X/S versions of game would release on May 30, 2023.[16] ReceptionAggregate scoreAggregatorScoreMetacriticPC: 81/100[17]PS5: 70/100[18]XSX: 79/100[19]Review scoresPublicationScoreFamitsu29/40[20]IGN6/10[21]NME[22]PC Gamer (US)82/100[23]PC Games (DE)8/10[27]PCGamesN7/10[24]Shacknews8/10[25]TouchArcade[26] Company of Heroes 3 received "generally favorable" reviews, according to review aggregator Metacritic on the PC and Xbox Series X versions. The PlayStation 5 version received "mixed or average" reviews.[17] The game was nominated for "Best Sim / Strategy Game" at The Game Awards 2023.[28] PC Gamer thought that the Italian campaign was "fundamentally broken", with AI lacking aggressiveness and the implementation of subcommanders which they described as "confused".[23] PCGamesN felt that although the gameplay lacked innovation, it lived up to previous entries, "The central story missions don’t do a lot to innovate on what Company of Heroes 2 established almost a decade ago, but they’re a hell of a lot of fun".[24] While feeling mixed on the North African campaign's portrayal of Erwin Rommel, Eurogamer enjoyed the game's bombastic spectacle, writing, "Everything can be blown to bits, which dovetails rather nicely with a campaign about shooting things with tanks".[29] IGN liked the set piece encounters of the Italian campaign, but criticized the overall experience, "Every decision on the campaign map is just so low-stakes that it just feels like a waste of time".[21] Polygon praised the new active pause system, saying "it makes for a vastly more approachable game".[30] Rock Paper Shotgun felt that while some elements of the game were unpolished, the overall scope of the campaign made up for it "Still, the sheer breadth of what's on offer here in the Italian campaign is mightily impressive for a first attempt at this style of war gaming... it feels like precisely the sort of homecoming you'd want from this prodigal RTS series".[31] Kotaku noted that Company of Heroes 3's new setting proved a match for interesting tactical encounters, "In Italy the series has found an even better match between setting and gameplay".[32] TouchArcade wrote that the visuals proved inconsistent on a small screen but the overall gameplay remained intact, "As of its most recent patch, I’m very pleased with Company of Heroes 3 on Steam Deck, and you will find a lot to like here assuming you’re OK with the controls".[33] NPR criticized the repetitiveness of the Italian campaign, but liked the co-op experiences possible in multiplayer, "Multiplayer gameplay is nothing like the methodical campaign skirmishes — it's fast, intense, and unrelenting".[34] ^ Takahashi, Dean (July 13, 2021). 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