# WORLD at WAR

### **#53: STRIKE & COUNTER-STRIKE**

Strike & Counterstrike (SCS) is purpose-designed solitaire wargame that covers the Soviet counteroffensive against German Army Group Center (AGC) from early December 1941 to the end of April 1942. The single player actively commands the Soviet forces, while the rules system directs him in the deployment of the opposing German force. The player wins with the Soviets by seizing control of key territorial objectives. Games may also end in draws or German victories. Strike & Counterstrike shares the same system with Rampage, Stalingrad Cauldron, and Panzers East, there are differences in their details of play.

#### **Target Market**

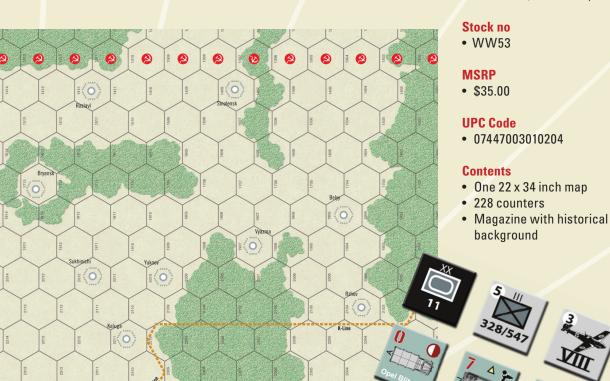
WWII history buffs

#### **Up-Sells & Cross-Sells**

- Dubno (WW Issue #31)
- Winter War (WW Issue #36)
- Stalingrad/Cauldron (WW Issue #40)
- Drive on Stalingrad (DG box game)
- Land Without End (DG box game)
- Lenningrad (DG box game)

#### **Selling Points**

- Easy to play system
- Great Value (boxed version) would be \$50 or more)



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