

A CONSTRUCTION SET OF WORLD WAR II COMBAT

PANZER

FOUGHT WITH INDIVIDUAL TANKS AND SQUADS

STRIKE!™

FEATURING GERMAN, BRITISH, RUSSIAN FORCES



C-64/128

5 1/4" disk

• Disk for the Commodore 64/128
with 64K minimum.



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FEEL THE FURY OF THE GERMAN BLITZKRIEG!



German PzII recons a Russian-held town.



Zoom out for a strategic map display of a battle in the snow...



Or zoom in for a tactical view of the same battle.

PANTHER						
	AM	S2	PN	AC	AG	IR
75L70	80	4	19	20	60	5
TMG	93	1	0	6	15	5
TMG	98	1	0	6	15	5
ARMOR						
	FT	FR	ST	SH	TP	
	14	18	6	6	4	
SIZE	5					
MAX SPEED	17					
MEN	5					
1ST SHOT	13					
RADIO	YES					RANGE 60
SKILL	2					ORDERS 5
MORALE	5					COMMAND 9
COST	18					CMD-CTRL YES
PRESS KEY TO CONTINUE ■						

Weapons data of a Panther tank.

PANZER STRIKE! boasts the highest resolution of any of our World War II titles. Each unit symbol represents either one tank/gun or a squad of infantry; each square of the 60x60 map, 50 yards. The action is so detailed, you'll feel like you're caught in the middle of the blitzkrieg of the German Army in all its major campaigns.

It also offers so much play flexibility that it qualifies more as a construction set than game. Powerful tools are provided to let you easily create your own maps, troops and missions.

Three theaters are covered: The entire Eastern Front; Western Front campaigns that do not involve American troops; and the North African campaign. This tactical game includes practically every ground weapon used in those theaters – from tanks, tank destroyers and artillery to trucks, mortars and machine guns. Pill-boxes, mine fields and dragon's teeth are also included.

The ratings for armored vehicles go beyond even our usual high standards for realism. For example, armor is segmented into front and side of hull, front and side of turret, and top. Tracks can also sustain damage.

You can choose to simulate single battles or an entire campaign. The former lets you play against another player or the computer and to depart from the historical setups already provided by making use of the construction features.

The campaign scenario pits you against the computer. It creates the maps and determines the type of battles and offensive/defensive missions. You "buy" tanks, infantry and support units (such as artillery and anti-tank guns).

The ultimate objective of the campaign game is to fight – and win – as many battles as possible before the war ends. If you suffer heavy losses during one battle, it will take a long time for you to replace and upgrade your forces before you can fight the next battle.

PANZER STRIKE!

It's the best construction set of World War II German, British and Russian combat!

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