

OPERATIONAL ART OF WAR 1939-1955

Operational Art of War Series Positioning

Empire and Talon have unleashed the legendary Norm Koger to create the Ultimate wargame ! After 10 years with SSI developing such titles as Age of Rifles, Tanks and Red Lightning, Norm Koger has created the wargame series of his dreams: ***The Operational Art of War***. His tools, unmatched flexibility, complete scenario editing system, and state of the art graphics combined with a variable game scale, will prove to be the greatest achievement of his career !

Operational Art of War 1939-1955 Product Positioning

Relive every battle from 1939 to 1995 with the ***Operational Art of War***. Norm Koger's unrivalled wargaming system lets you replay every major conflict in this 16 year period, including the war with Germany and Japan, Hypothetical Patten vs the Russians, Hypothetical Hot War over the Berlin Airlift, the Korean War, and Hypothetical NATO vs Warsaw Pact in Europe during the early days of the Cold War.

Key Selling Points

- Norm Koger: a Legend among Wargamers
- Unparalleled comprehensiveness: 16 years of the most complex conflicts in history
- Flexibility second to none for an operational level game
 - Game Scale ranges from individual companies (120 men) to whole Corps (40,000 men & equipment)
 - Game Area ranges from 2.5 miles per hex to 25 miles per hex
- 12 complete scenarios included as standard: each of which could be sold as a standalone game
- Full-function map and scenario editors enable you to create your own battles
- Stunning 16-bit High Colour graphics
- "Tons" of player options that let each player choose the level of game complexity
- Follow-up CD *Operational Art of War 1956 – 2000* already planned