

Axis Empires: Dai Senso!: War in the Pacific 1937-45



Takes the playable, unpredictable and enjoyable Krieg! system used for World War II in Europe and adapts it to tell the story of Japan's struggle.

Rating: Not Rated Yet

Price

Price £119.95

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Manufacturer [DECISION GAMES](#)

Description

This game stretches from the border clashes at Marco Polo Bridge and Nomonhan to the titanic battles of Midway, Guadalcanal and Leyte, to the firestorms of Tokyo, Hiroshima and Nagasaki and everything in between. No game tells the story of World War II in Asia and the Pacific like Dai Senso!

Dai Senso! takes the playable, unpredictable and enjoyable Krieg! system used for World War II in Europe and adapts it to tell the story of Japan's struggle from a unique perspective. Most other Pacific wargames focus on the operational aspects of the 1941-45 war. DS starts in 1937 for a true strategic experience from the beginning of World War II in Asia. As the leader of imperial Japan, and seeking complete domination ("hakko ichiu"), will you strike at China or Russia or the British Empire or the United States? Whichever you choose, you must eventually face the grim struggle of total war. All of these options are literally in the cards that form the strategy for the major powers.

Best of all, Dai Senso! **can be played linked with its new European companion game, Totaler Krieg!**, to play the joint Axis Empires scenario, a global eye opening look at all of World War II. The fate of the world is in your hands!

* Dai Senso! means Total War in Japanese. Total War refers to the moment in the game when play moves from Limited War with its combination of mobilization, maneuver, and diplomacy to Total War with it's all out warfare to achieve victory.

Includes:

Two 22 x 34 inch maps
560 counters
200 cards
A 64-page rulebook
A 24-page scenario book
Play aids and force pool displays