



The Hachiman

A single Uller was sold to Japan in early 1943, but was never delivered thanks to an Allied commando operation. Later that year another Uller – including all necessary blueprints to rebuild the walker - was successfully delivered to Japan by a Yanagi mission. The walker was renamed Hachiman, as the Shinto god of war and divine protector of Japan and the Japanese people.

As with the Watasumi walker, Japanese engineers could benefit greatly from German experience during development of the German original. It was soon decided to make the armour on the heavy Hachiman walker a little bit thinner on the sides to decrease the weight of the walker. Mobility and engine endurance was more important in jungle warfare than thick armour.

The Type 3 Hachiman was initially to be powered by a Diesel engine, but the advancements needed to provide the necessary horsepower were never realized, and a 800 HP V-12 gasoline-driven aircraft engine designed by BMW in Germany and licensed to Kawasaki Heavy Industries in Japan was selected instead. The "Kawasaki Type 98 800 HP engine Ha-9-IIb" was detuned for the walker to 550 HP. The engine performed better than the original Uller engine, which required continuous maintenance.

In June 1943 the first production Hachiman walkers immediately shipped to frontline units in the Solomon Islands and the rest of the Pacific theatre.

7. Japanese Combat Walker Command Asset

Type 1 Kachu-senshi Shireikansha “Shiki” 41 Command Walker – 150 points

In Service: 1941 **Availability:** R **Asset:** Command

During 1941 a limited number of Shiki 41 were modified to serve as command (司令官車 - Shireikansha) walkers. The hull was the same as a basic Shiki 41, though the turret was slightly modified and additional radio equipment was added. The Teppoyari anti-tank lance was rarely carried since it was not expected for a Command walker to charge enemy vehicles.



Modeling Notes: This is a very interesting but easy to do conversion. Build a Shiki 41 as normal but do not add the Teppoyari anti-tank lance, then add a suitable commanding officer miniature, maybe even a sashimono banner and as many jerry cans, ammo boxes and stowage as you can fit around the turret and hull. Add huge radio aerials and you are done!

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
Shiki 41 Command	G/2, W/3	G/5", W/4"	G/2xD10, W/3xD6+	Front	7+	5+	9+	Command, Hits/2, Independent, Lumbering, Multiple Movement System, Wheels/12", Walker/8"
				Sides	7+	5+	8+	
				Rear	7+	5+	8+	

Unit: Shiki 41 Command with one turret mounted MG and one rear turret mounted MG, Anti-Tank Explosives

Amphibious: The vehicle is capable of crossing water. While in the water the vehicle cannot use its special movement method.

Rear Turret Mounted: Some Japanese tanks and walkers featured MGs that were mounted in the back of turret. In order to fire it the turret had to be turned around. This weapon may not be fired with the same Shoot action that the main weapon is fired. This MG can only shoot in the fire arc opposed to the main weapon.

Supporting Artillery (if purchased): Calling in Supporting Artillery requires a Ready action. This is used as an Artillery attack, but the initial Impact Point must be in the unit's Line of Sight. There is no minimum range for this attack (yes, you can call it down right on your own head!).

Weapon	Range	Damage	Traits
Anti-Tank Explosives	Placed	D10	Lethal Zone/2", One-Shot, Piercing/2
Heavy Artillery	Special	2xD6+1	Lethal Zone/4", One-Shot
Light Artillery	Special	D6	Lethal Zone/4", One-Shot
MG	24"	3xD6	Auto, Double Suppression

Options:

- A Teppoyari anti-tank lance may be added for +15 points.
- This unit may purchase up to 3 uses of Supporting Artillery. Light Artillery costs +50 points per use, while Heavy Artillery costs +100 points per use.