

Kantai Collection RPG Equipment Ability List

Development Tables

See the Main Rulebook for information on how to use the regular Development Table.
See Construction Book 1 for information on how to use the advanced Development Tables.

1D6 - Development Table	
1	Roll on Equipment Table 1
2	Roll on Equipment Table 1
3	Roll on Equipment Table 2
4	Roll on Equipment Table 2
5	Roll on Equipment Table 3
6	Roll on Equipment Table 4

1D6 - Equipment Table 1	
1	Small-caliber Naval Gun
2	10cm Twin High-angle Gun Mount
3	Medium-caliber Naval Gun
4	15.2cm Twin Gun Mount
5	20.3cm Twin Gun Mount
6	Torpedo Tube

1D6 - Equipment Table 2	
1	Secondary Gun
2	8cm Secondary Gun
3	Large-caliber Naval Gun
4	41cm Twin Gun Mount
5	46cm Triple Gun Mount
6	Machine Gun

1D6 - Equipment Table 3	
1	Carrier-based Bomber
2	Carrier-based Torpedo Bomber
3	Carrier-based Fighter
4	Reconnaissance Aircraft
5	Radar
6	25mm Twin Autocannon

1D6 - Equipment Table 4	
1	Suisei
2	Tenzan
3	Type 52 Zero Fighter
4	Saiun
5	61cm Quad O2 Torpedo Tube
6	Improved Steam Turbine

4D6 - Gun Development Table (Fuel 3, Ammo 6, Steel 6, Bauxite 3)			
4	Development failure!*	15	Small-caliber Naval Gun
5	Development failure!*	16	Medium-caliber Naval Gun
6	Type 3 Shell	17	10cm Twin High-angle Gun Mount
7	25mm Twin Autocannon	18	20.3cm Twin Gun Mount
8	41cm Twin Gun Mount	19	61cm Quad O2 Torpedo Tube
9	8cm Twin High-angle Gun Mount	20	46cm Triple Gun Mount
10	15.2cm Twin Gun Mount	21	15.5cm Triple Gun Mount (Secondary)
11	Torpedo Tube	22	61cm Quint O2 Torpedo Tube
12	Machine Gun	23	53cm Hull-mount O2 Torpedoes
13	Small-caliber Naval Gun	24	Type 91 Armor-Piercing Shell
14	Medium-caliber Naval Gun		

4D6 - Aircraft Development Table (Fuel 3, Ammo 6, Steel 3, Bauxite 6)			
4	Development failure!*	15	Carrier-based Bomber
5	Development failure!*	16	Carrier-based Torpedo Bomber
6	Development failure!*	17	Saiun
7	Development failure!*	18	Suisei
8	Development failure!*	19	Tenzan
9	Ju87C Kai	20	Zuiun
10	Ryuusei	21	Suisei Model 12A
11	Shiden Kai Ni	22	Ryuusei Kai
12	Type 52 Zero Fighter	23	Reppuu
13	Carrier-based Fighter	24	Type 0 Observation Plane
14	Reconnaissance Aircraft		

2D6 – New Special Development Table (Fuel 6, Ammo 3, Steel 6, Bauxite 3)			
2	Development failure!*	8	Improved Steam Turbine
3	Ka-type Observation Autogyro	9	Type 94 Depth Charge
4	Type 3 Sonar	10	Type A Ko-hyoteki
5	Drum Canister	11	Type 33 Surface Radar
6	Searchlight	12	Anti-torpedo Bulge (Medium)
7	Radar		

*No Equipment Ability is gained and all resources spent are lost.

Equipment Capabilities

Aerial Attack	Auto	Used during the Aerial Combat Phase
Torpedo Launch	Auto	Increases Accuracy by the indicated value
Anti-Submarine	Auto	Used during the Torpedo Attack Phase
Stabilization	Auto	Prevents the effects of the Rough Seas Battlefield type
Reconnaissance	Sub	May be used when determining the Cruising Formation, before the positions have been revealed. If you succeed on an Enemy Awareness check, choose 1 enemy ship whose position is then revealed. The higher the value of the Reconnaissance Capability, the more difficult it becomes for Anti-Aircraft and Extended AA to prevent its effect. A Reconnaissance Capability of “-” cannot be prevented by Anti-Aircraft or Extended AA.
Anti-Aircraft	Sub	May be used when you are the target of Reconnaissance or take damage from an Aerial Attack Equipment Ability. Spend 2 points of Energy and roll a number of d6 equal to your Anti-Aircraft Capability to find your Air Superiority Score. If your Air Superiority Score is higher than an enemy's Reconnaissance Score, prevent the effects of Reconnaissance. Reduce the damage you take from an aerial attack by your Air Superiority Score.
Extended AA	Sub	May be used when any allied ship is the target of Reconnaissance, takes damage from an Aerial Attack Equipment Ability, or when an enemy ship uses Anti-Aircraft or Extended AA. Spend 2 points of Energy and roll a number of d6 equal to your Extended AA Capability to find your Air Superiority Score. If your Air Superiority Score is higher than an enemy's Reconnaissance Score, prevent the effects of Reconnaissance. Reduce the damage the allied ship takes from an aerial attack by your Air Superiority Score. Reduce an enemy ship's Air Superiority Score by an amount equal to your Air Superiority Score.
Battlefield Control	Sub	May be used whenever you roll on the Battlefield Table. You may increase or decrease the result of the roll by an amount equal to your Battlefield Control Capability (it may not be increased above 6 or below 1).
Opening Torpedo Attack	Auto	Allows Opening Torpedo Strikes
Accuracy	Auto	Increases Accuracy by the indicated value
Anti-Submarine	Auto	On a successful hit on a character in the Submerged state, only the Anti-Submarine value is added to the total firepower.
Armor Piercing	Auto	When using a Main Gun Equipment Ability, the attack is a Special on a Firing Roll of 11 or more. In addition, when determining damage using a Main Gun, the target's Armor is treated as X lower, where X is this equipment's Armor Piercing value.
Armor	Auto	Increase your Armor equal to this equipment's Armor value. In addition, your Evasion is reduced by 1.

Illumination	Sub	You may use this at the start of the Night Battle phase. For the duration of this phase, all friendly characters get a +1 modifier to their Firing Checks. In addition, all enemy characters may attack the character using this equipment, regardless of their position in the cruising formation.
Transport	Auto	When you gain a Resource in an Expedition Event, you may gain an additional amount of the same Resource equal to your Equipment's Transport value.
Underwater Detection	Auto	Your Depth Charge Equipment Abilities have their Anti-Sub value increased by 1 (multiple Equipment Abilities with Underwater Detection do not stack).
Highlight	Sub	You may use this at the start of the Night Fighting Phase. Make a Shelling check. If successful, all members of your fleet deal an extra 2 Damage in this Night Fighting Phase.
Night Recon	Sub	You may use this at the start of the Night Fighting Phase. Make a Night Fighting check. If successful, for the duration of this Night Fighting Phase, whenever you roll a 9 on the 2D6 rolled for a Firing Check, it becomes a Special.
High-Performance	Auto	Your Energy is increased equal to the High-Performance value.
High Muzzle Velocity	Auto	You may use this Equipment at one or more steps closer Range than normal. If you use it during the Short Range Phase, apply a modifier to the Firing Check equal to its High Muzzle Velocity value.
Dazzle Camouflage	Auto	When you are the target of an attack, reduce the Accuracy of the enemy ship by 1 (to a minimum of 0).
Repair Slip	Auto	When you are the Scene Player, costs of Docking is reduced by 1 of each resource.
High Output	Sub	You may use this when you are dealt damage from a Torpedo Attack. Spend Energy equal to [High Output Value]D6 to reduce the damage dealt by an amount equal to the Energy spent + your Evasion.
Air Defense	Auto	You may use your Equipment Abilities with the Anti-Air Capability to reduce damage from Aircraft Equipment Abilities with the Aerial Attack Capability to yourself or a number of allied ships in the same position in the Cruising Formation equal to your Air Defense Capability.
Effective Maintenance	Sub	You may use this during the Long-range Shelling Phase. Pay 1 Energy to set the Range of your Aircraft Equipment Ability to Long (if its Range is – then it remains unchanged).
Message Received	Auto	During the Skirmish or Decisive Battle part of Combined Fleet Operations, if you use Support, treat your Relationship score towards the supported character as 1 higher.
Offshore Supply	Sub	If the Ocean Map is used, you may use this during a Normal Scene. Pay 2 Fuel. If you are at a Checkpoint with the Open Sea type, PCs appearing in the Scene may resupply.

Equipment Abilities

Main Guns

Small-caliber Naval Gun							
Type	Main Gun	Range	Short	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	
	CV	AV	BB	BBV	SS	SSV	

10cm Twin High-angle Mount							
Type	Main Gun	Range	Short	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-Aircraft 2
	CV	AV	BB	BBV	SS	SSV	

12.7cm Twin Mount Type-B Kai Ni							
Type	Main Gun	Range	Short	Accuracy	1	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	
	CV	AV	BB	BBV	SS	SSV	

Medium-caliber Naval Gun							
Type	Main Gun	Range	Medium	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	
	CV	AV	BB	BBV	SS	SSV	

15.2cm Twin Gun Mount							
Type	Main Gun	Range	Medium	Accuracy	1	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	Not available to Kongou-class
	CV	AV	BB*	BBV	SS	SSV	

20.3cm Twin Gun Mount							
Type	Main Gun	Range	Medium	Accuracy	0	Firepower	3
Available Classes	DD	CL	CLT	CA	CAV	CVL	Not available to Kongou-class
	CV	AV	BB*	BBV	SS	SSV	

20.3cm(no.2) Twin Gun Mount							
Type	Main Gun	Range	Medium	Accuracy	2	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	*Not available to Kongou-Class
	CV	AV	BB*	BBV	SS	SSV	

20.3cm (no.3) Twin Gun Mount							
Type	Main Gun	Range	Medium	Accuracy	1	Firepower	3
Available Classes	DD	CL	CLT	CA	CAV	CVL	*Not available to Kongou-Class
	CV	AV	BB*	BBV	SS	SSV	

Large-caliber Naval Gun							
Type	Main Gun	Range	Long	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	
	CV	AV	BB	BBV	SS	SSV	

35.6cm Twin Gun Mount (Dazzle Camouflage)							
Type	Main Gun	Range	Long	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-Aircraft 2 Dazzle Camouflage
	CV	AV	BB	BBV	SS	SSV	

Prototype 35.6cm Triple Gun Mount							
Type	Main Gun	Range	Long	Accuracy	1	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	High Muzzle Velocity
	CV	AV	BB	BBV	SS	SSV	

41cm Twin Gun Mount							
Type	Main Gun	Range	Long	Accuracy	0	Firepower	3
Available Classes	DD	CL	CLT	CA	CAV	CVL	
	CV	AV	BB	BBV	SS	SSV	

Prototype 41cm Triple Gun Mount							
Type	Main Gun	Range	Long	Accuracy	1	Firepower	3
Available Classes	DD	CL	CLT	CA	CAV	CVL	High Muzzle Velocity
	CV	AV	BB	BBV	SS	SSV	

46cm Triple Gun Mount							
Type	Main Gun	Range	Extreme	Accuracy	-1	Firepower	4
Available Classes	DD	CL	CLT	CA	CAV	CVL	
	CV	AV	BB	BBV	SS	SSV	

Prototype 51cm Twin Gun Mount							
Type	Main Gun	Range	Extreme	Accuracy	-1	Firepower	5
Available Classes	DD	CL	CLT	CA	CAV	CVL	-1 Evasion Only Yamato-class, Nagato Kai and Mutsu Kai
	CV	AV	BB	BBV	SS	SSV	

Secondary Guns

Secondary Gun							
Type	Secondary Gun	Range	Medium	Accuracy	0	Firepower	1
Available Classes	DD	CL	CLT	CA	CAV	CVL	
	CV	AV	BB	BBV	SS	SSV	

8cm Twin High-angle Gun Mount							
Type	Secondary Gun	Range	Short	Accuracy	0	Firepower	1
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-aircraft 2
	CV	AV	BB	BBV	SS	SSV	

15.5cm Triple Gun Mount (Secondary)							
Type	Secondary Gun	Range	Medium	Accuracy	1	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	
	CV	AV	BB	BBV	SS	SSV	

12.7cm Twin High-angle Mount							
Type	Secondary Gun	Range	Short	Accuracy	1	Firepower	1
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-Aircraft 2
	CV	AV	BB	BBV	SS	SSV	

Anti-Aircraft Guns

Machine Gun							
Type	Machine Gun	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-Aircraft 2
	CV	AV	BB	BBV	SS	SSV	

25mm Twin Autocannon							
Type	Machine Gun	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-Aircraft 3
	CV	AV	BB	BBV	SS	SSV	

25mm Triple Autocannon							
Type	Machine Gun	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-Aircraft 4
	CV	AV	BB	BBV	SS	SSV	

12cm 30-tube Rocket Launcher							
Type	Machine Gun	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Extended AA 3
	CV	AV	BB	BBV	SS	SSV	

BI-type 40mm Twin Machine Gun							
Type	Machine Gun	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	AA 4
	CV	AV	BB	BBV	SS	SSV	Hi-Performance 1

Torpedoes

Torpedo Tube							
Type	Torpedo	Range	Short	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	Torpedo Launch 2
	CV	AV	BB	BBV	SS	SSV	

61cm Triple O2 Torpedo Tube							
Type	Torpedo	Range	Short	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	Torpedo Launch 2 Armor 1, Evasion 1
	CV	AV	BB	BBV	SS	SSV	

61cm Quad O2 Torpedo Tube							
Type	Torpedo	Range	Short	Accuracy	0	Firepower	3
Available Classes	DD	CL	CLT	CA	CAV	CVL	Torpedo Launch 3
	CV	AV	BB	BBV	SS	SSV	

61cm Quint O2 Torpedo Tube							
Type	Torpedo	Range	Short	Accuracy	1	Firepower	3
Available Classes	DD	CL	CLT	CA	CAV	CVL	Torpedo Launch 4
	CV	AV	BB	BBV	SS	SSV	

53cm Hull-mount O2 Torpedoes							
Type	Torpedo	Range	Short	Accuracy	1	Firepower	4
Available Classes	DD	CL	CLT	CA	CAV	CVL	Torpedo Launch 5
	CV	AV	BB	BBV	SS	SSV	

53cm Submarine Bow Torpedo Mount (8 tubes)							
Type	Torpedo	Range	Short	Accuracy	2	Firepower	4
Available Classes	DD	CL	CLT	CA	CAV	CVL	Torpedo Launch 5
	CV	AV	BB	BBV	SS	SSV	

Aircraft

Reconnaissance Aircraft							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Reconnaissance 9
	CV	AV	BB	BBV	SS	SSV	

Saiun							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Reconnaissance 10 Battlefield Control
	CV	AV	BB	BBV	SS	SSV	

Zuiun							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 2 Reconnaissance 8 Anti-Sub 2
	CV	AV	BB	BBV	SS	SSV	

Type 0 Observation Plane							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Reconnaissance 12 Anti-sub 2
	CV	AV	BB	BBV	SS	SSV	

Prototype Seiran							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 4 Reconnaissance 8 Anti-sub 3
	CV	AV	BB	BBV	SS	SSV	

Ka-type Observation Autogyro							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-sub 3
	CV	AV	BB	BBV	SS	SSV	

Type 2 Recon Aircraft							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Reconnaissance 14
	CV	AV	BB	BBV	SS	SSV	

Zuiun (634 Air Group)							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 3 Reconnaissance 8 Anti-Sub 3
	CV	AV	BB	BBV	SS	SSV	

Type 98 Recon Seaplane (Night Scout)							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Reconnaissance 7 Night Recon
	CV	AV	BB	BBV	SS	SSV	

Type 3 Spotter/Liaison (ASW)							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Reconnaissance 5 Anti-Sub 2
	CV	AV	BB	BBV	SS	SSV	

Zuiun Model 12							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 3 Reconnaissance 8 Anti-Sub 3, Accuracy 1
	CV	AV	BB	BBV	SS	SSV	

Shiun							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Reconnaissance 13
	CV	AV	BB	BBV	SS	SSV	

Carrier-based Bomber							
Type	Aircraft	Range	Short	Accuracy	0	Firepower	4
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 2
	CV	AV	BB	BBV	SS	SSV	

Suisai							
Type	Aircraft	Range	Short	Accuracy	0	Firepower	4
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 3
	CV	AV	BB	BBV	SS	SSV	

Ju87C Kai							
Type	Aircraft	Range	Short	Accuracy	0	Firepower	5
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 3
	CV	AV	BB	BBV	SS	SSV	

Suisai Model 12A							
Type	Aircraft	Range	Short	Accuracy	0	Firepower	5
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 4
	CV	AV	BB	BBV	SS	SSV	

Type 99 Dive Bomber (Egusa Squadron)							
Type	Aircraft	Range	Short	Accuracy	1	Firepower	5
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 4 Anti-Sub 2
	CV	AV	BB	BBV	SS	SSV	

Suisai (Egusa Squadron)							
Type	Aircraft	Range	Short	Accuracy	1	Firepower	5
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 5 Anti-Sub 2 Hi-performance 2
	CV	AV	BB	BBV	SS	SSV	

Carrier-based Torpedo Bomber							
Type	Aircraft	Range	Short	Accuracy	0	Firepower	3
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 2
	CV	AV	BB	BBV	SS	SSV	

Tenzan							
Type	Aircraft	Range	Short	Accuracy	1	Firepower	3
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 3
	CV	AV	BB	BBV	SS	SSV	

Ryuusei							
Type	Aircraft	Range	Short	Accuracy	0	Firepower	4
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 4
	CV	AV	BB	BBV	SS	SSV	

Ryuusei Kai							
Type	Aircraft	Range	Short	Accuracy	0	Firepower	5
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 5
	CV	AV	BB	BBV	SS	SSV	

Type 97 Torpedo Bomber (Tomonaga Squadron)							
Type	Aircraft	Range	Short	Accuracy	1	Firepower	4
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 4 Reconnaissance 9
	CV	AV	BB	BBV	SS	SSV	

Tenzan Model 12 (Tomonaga Squadron)							
Type	Aircraft	Range	Short	Accuracy	2	Firepower	4
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 5 Reconnaissance 9 Hi-performance 2
	CV	AV	BB	BBV	SS	SSV	

Carrier-based Fighter							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Extended AA 2
	CV	AV	BB	BBV	SS	SSV	

Type 52 Zero Fighter							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Extended AA 3
	CV	AV	BB	BBV	SS	SSV	

Shiden Kai Ni							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Extended AA 4
	CV	AV	BB	BBV	SS	SSV	

Reppuu							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Extended AA 5
	CV	AV	BB	BBV	SS	SSV	

Type 62 Zero Fighter-bomber							
Type	Aircraft	Range	Short	Accuracy	0	Firepower	4
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 2 Extended AA 2
	CV	AV	BB	BBV	SS	SSV	

Reppuu Kai							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Extended AA 6
	CV	AV	BB	BBV	SS	SSV	

Radar and Anti-Submarine

Radar							
Type	Radar	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Reconnaissance - Stabilization
	CV	AV	BB	BBV	SS	SSV	

Type 33 Surface Radar							
Type	Radar	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Reconnaissance - Accuracy 1 Stabilization
	CV	AV	BB	BBV	SS	SSV	

Type 21 Air Radar							
Type	Radar	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Reconnaissance - AA3
	CV	AV	BB	BBV	SS	SSV	

Type 94 Depth Charge							
Type	D. Charge	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-sub 1
	CV	AV	BB	BBV	SS	SSV	

Type 3 Depth Charge							
Type	D. Charge	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-sub 2
	CV	AV	BB	BBV	SS	SSV	

Type 93 Sonar							
Type	Sonar	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-sub 2 Underwater Detection
	CV	AV	BB	BBV	SS	SSV	

Miscellaneous Equipment Abilities

Type 3 Shell							
Type	AA Shell	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Extended AA 2
	CV	AV	BB	BBV	SS	SSV	

Type 91 Armor Piercing Shell							
Type	AP Shell	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Armor Piercing 1
	CV	AV	BB*	BBV	SS	SSV	

Type 1 Armor Piercing Shell							
Type	AP Shell	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Armor Piercing 2
	CV	AV	BB	BBV	SS	SSV	

Anti-aircraft Fire Director							
Type	Anti-aircraft Fire Director	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-Aircraft 1 Air Defense 1
	CV	AV	BB	BBV	SS	SSV	

10cm Twin High-angle Mount + Anti-Aircraft Fire Director							
Type	Main Gun	Range	-	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	AA2 Air Defense 1
	CV	AV	BB	BBV	SS	SSV	

Type A Ko-hyoteki							
Type	Torpedo	Range	Short	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	Torpedo Launch 4 Opening Torpedo
	CV	AV	BB	BBV	SS	SSV	

Star Shell							
Type	Star Shell	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Highlight
	CV	AV	BB	BBV	SS	SSV	

Improved Steam Turbine							
Type	Engine	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Evasion 1
	CV	AV	BB	BBV	SS	SSV	

Enhanced Steam Boiler							
Type	Engine	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Evasion 1 High Output 1
	CV	AV	BB	BBV	SS	SSV	

New High Pressure-Temperature Steam Boiler							
Type	Engine	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Evasion 1 High Output 2 High-performance
	CV	AV	BB	BBV	SS	SSV	

Anti-torpedo Bulge (Medium)							
Type	Armor	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Armor 1
	CV	AV	BB	BBV	SS	SSV	

Anti-torpedo Bulge (Large)							
Type	Armor	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Armor 2
	CV	AV	BB	BBV	SS	SSV	

Searchlight							
Type	Searchl.	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Illumination *Only Kongou-Class
	CV	AV	BB*	BBV	SS	SSV	

Daihatsu-class Landing Craft							
Type	Landing Craft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Transport 2
	CV	AV	BB	BBV	SS	SSV	

Drum Canister							
Type	Transport Equipment	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Transport 1
	CV	AV	BB	BBV	SS	SSV	

Skilled Carrier-based Aircraft Maintenance Personnel							
Type	Aviation Personnel	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Effective Maintenance
	CV	AV	BB	BBV	SS	SSV	

Ship Repair Facility							
Type	Facility	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Repair Slip
	CV	AV	BB	BBV	SS	SSV	

Fleet Command Facility							
Type	Command Facility	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Message Received Offshore Supply
	CV	AV	BB	BBV	SS	SSV	

Sortie Book Equipment Update

– For Kongou-class Battleships

In Construction Book 1, Kongou-class battleships were not able to equip Type 91 Armor-Piercing Shells. However, if the Admiral decides to use this update, Kongou-class battleships will be able to equip this Equipment Ability. (Update included in the entry above).

– For Amphibious Assault Ship

Amphibious Assault Ships may equip all Engine type Equipment Abilities.

– Basic Armament

Type: Integral Range: Short Accuracy: 0 Firepower: 1