

War In The Pacific: Admiral's Edition **Ship Types**

Code	Ship Type	Notes
CVB	Aircraft Carrier, Battle	Variation of CV for historical accuracy. Primarily for US Midway Class and other very large carriers. Used identically to CV by the AI.
CV	Aircraft Carrier	Originally the designation for all aircraft carriers, by World War II this had evolved to indicate large, fast, fleet carriers.
CVL	Aircraft Carrier, Light	Smaller carriers capable of operating with the larger fleet carriers (CV).
CVE	Escort Carrier	A small, slow carrier for support use, including ASW Escort, Aircraft Ferry and Replenishment Carrier, and invasion support.
BB	Battleship	Large surface capital warships, including older, slower ships and fast modern ships.
BC	Battle Cruiser	A variation of Battleships that traded protection for speed. Originally included ships now classed as CB. By World War II, most of these had disappeared.
CB	Large Cruiser	Large, fast cruisers not of capital rank. Primarily for the US Alaska Class
CA	Heavy Cruiser	Larger cruisers. "Heavy" designation indicates guns larger than 6.1", not size of ship.
CL	Light Cruiser	Cruisers equipped with smaller guns. Some of the modern "Light" cruisers were nearly as large as "Heavy" cruisers. Note that the program AI will use size and speed of cruisers when auto-assigning ships to Task Forces. Smaller, slower cruisers will be assigned to subsidiary roles if possible (convoy escort, etc.).
CLAA	Anti-Aircraft Cruiser	Cruisers especially adapted for anti-aircraft roles, with AA guns as primary armament.
CS	Aircraft Cruiser	A large, faster ship specially adapted to carry and operate float-type aircraft. These ships were generally capable of underway operation of their air groups.
DD	Destroyer	General purpose fleet escort, varying in size and speed with age.
DE	Escort Destroyer	A variation of destroyer with reduced speed. Used to escort slower combat Task Forces and transports
TB	Torpedo Boat	Smaller versions of Destroyers that resulted from a clause in the Naval limitation treaties. Not as capable as Destroyers but sometimes assigned the same roles.
E	Escort	A Japanese navy designation used for several classes of warships that fell somewhere between Patrol Craft and Destroyer Escort.
PG	Patrol Gunboat	Smaller warships of several types, varying from small coastal vessels to large ocean going warships.
PF	Patrol Frigate	A fast escort and patrol vessel. Primarily included for the British River Class and variations.
KV	Corvette	Slower ocean-going ASW escorts. Primarily for Flower and Castle class.
PC	Patrol Craft	A general purpose patrol ship of varying types, mostly for ASW.
PB	Patrol Boat	A Japanese designation historically covering a wide range of ships, from converted destroyers to modified fishing trawlers. Effectively the same as Patrol Craft to the AI.
SC	Sub Chaser	Smaller, short ranged ASW vessels.
PT	Patrol, Torpedo	Small fast craft armed with torpedoes and a few small guns.

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MTB	Motor Torpedo Boat	Identical in usage to PT, included for historical accuracy.
MGB	Motor Gun Boat	Small craft, in the same general size range as PTs, but armed only with guns.
ML	Motor Launch	A British designation, primarily used for Fairmile B Motor Launches. Used similarly to SC. Note: previous ML designation of "Mine Layer" is now CM/CMc.
SS	Submarine	Submersible warships generally armed with torpedoes and a few deck guns.
SST	Transport Submarine	A submarine primarily used for transport of supplies instead of offensive/defensive operations.
SSX	Midget Submarine	Primarily the Japanese Koryu series does not include Kaiten. These are the units used at Pearl Harbor, Sydney, and Diego Suarez and that could be carried by a few larger I-Boats.
AMC	Armed Merchant Cruiser	An Auxiliary Escort Cruiser converted from a faster merchant ship (usually an ocean liner). Capable of performing escort roles and of carrying troops and supplies.
CM	Minelaying Cruiser	Larger and faster ships primarily used for offensive minelaying or operations in dangerous waters.
CMc	Coastal Minelayer	Smaller and slower ships primarily used for defensive minelaying.
DM	Destroyer Minelayer	A destroyer specifically modified to lay mines.
DMS	Destroyer Minesweeper	A destroyer specifically modified to sweep mines
AM	Minesweeper	A small, usually purpose build minesweeper. Previously MSW.
AS	Submarine Tender	An auxiliary used to tend submarines, including repair and rearming.
AD	Destroyer Tender	An auxiliary used to tend destroyer type ships, including repair and rearming.
AV	Aircraft Tender	An auxiliary used to tend float planes and flying boats. Differs significantly from CS in that AV type ships do not operate aircraft while underway and generally do not carry aircraft themselves.
AVD	Aircraft Tender, Destroyer	A destroyer modified to tend aircraft. Retains destroyer ASW capability.
AVP	Aircraft Tender, Patrol	Smaller converted and purpose-build aircraft tenders. Designation included for historical accuracy.
AR	Auxiliary Repair Ship	An auxiliary used to repair damage to other ships.
ARD	Auxiliary Repair Dock	A floating dry-dock used to repair damage below the waterline. ARDs can only repair hull damage but do it much better than any other type of tender or repair ship.
AGP	Torpedo Boat Tender	A tender for PT type craft, capable of repairs and full rearming (including torpedoes).
AG	Miscellaneous Auxiliary	A general purpose auxiliary with several uses. As a base ship, can tend small craft – performing repair and rearming (not including torpedoes). Can also carry cargo if used in cargo Task Forces. Note: previous AG is now LB.
AO	Oiler	A ship specially equipped to carry fuel and to refuel other ships while underway. Note that many ships with the historical designation of Oiler were not capable of underway replenishment and should be classified as Tanker (TK) in WITP.

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AE	Ammunition Ship	A ship specially equipped to carry ammunition and to rearm other ships while underway. Underway rearming is only available late in the war – until then AEs function as AKE.
AGC	Command Ship	An auxiliary specially modified to carry Amphibious Headquarters units and to provide command and control functions during amphibious landings.
APA	Attack Transport	A transport ship specially modified to land troops and equipment during amphibious landings. Carries large number of landing craft and can unload at an accelerated rate during amphibious operations.
LSIL	Landing Ship, Infantry, Large	A British designation, included for historical accuracy. Used identically to APA.
LSIM	Landing Ship, Infantry, Medium	A British designation, included for historical accuracy. Used identically to APA.
LSIS	Landing Ship, Infantry, Small	A British designation, included for historical accuracy. Used identically to APA.
APD	Destroyer Transport	A destroyer specially modified for transport of troops and light equipment.
AKA	Attack Cargo Ship	A cargo ship specially modified to land equipment and supplies during amphibious landings. Carries large number of landing craft and can unload at an accelerated rate during amphibious operations.
LSD	Landing Ship, Dock	A special purpose landing ship with a floodable dock. Capable of direct load of troop into landing craft in the well deck prior to flooding. Carries large number of landing craft and can unload at an accelerated rate during amphibious operations.
LSV	Landing Ship, Vehicle	A cargo ship specially adapted to unload larger vehicles during an amphibious landing. Carries large number of landing craft and can unload at an accelerated rate during amphibious operations.
AP	Transport	A ship specifically designed to transport troops. May also carry equipment and cargo. Designation meant for commissioned naval “AP” types.
AK	Cargo Ship	A ship specifically designed to carry cargo, including military equipment, supplies, and resources. Designation meant for commissioned naval “AK” types.
AKV	Aircraft Transport	A ship specifically designed to transport aircraft as cargo. Aircraft carried on AKV are not disassembled and crated and therefore are not disabled when loaded.
AKE	Ammunition transport	A ship specifically adapted to carry ammunition but not to perform underway rearming. Can rearm other ships when in both ships are anchored at the same location. Can also transfer cargo to Ammunition Ships (AE).
AKL	Cargo Ship, Light	A small cargo ship. The AI will not select AKL for major convoys, otherwise identical to AK.
TK	Tanker	A ship specifically adapted to carry fuel or oil as cargo. Cannot perform underway replenishment but can refuel other ships when both ships are anchored in the same port.
LST	Landing Ship, Tank	A large, slow ship designed to beach and land tanks and other military equipment directly onto shore.

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LCI	Landing Craft, Infantry	A beaching craft specifically designed to land troops directly onto shore. Note that this type should be designed as Landing SHIPS, Infantry due to size but retained the LCI designation to prevent confusion with larger British Landing Ships.
LCI(G)	Landing Craft, Infantry (Gun)	An LCI modified to provide gunfire support during landings instead of landing troops.
LCI(M)	Landing Craft, Infantry (Mortar)	An LCI modified to provide mortar support during landings instead of landing troops.
LCI(R)	Landing Craft, Infantry, Rocket	An LCI modified to provide rocket support during landings instead of landing troops.
LSM	Landing Ship, Medium	A general purpose beaching craft for landing of troops and military equipment.
LCT	Landing Craft, Tank	A beaching craft capable of landing one or more tanks directly onto shore.
LB	Landing Barge	General purpose landing barges of various types – primarily the Japanese Daihatsu and similar vessels. Formerly AG
LCVP	Landing Craft, Vehicle and Personnel	A small beaching craft capable of landing a single vehicle or small troop formation directly onto shore.
LCS(L)	Landing Craft, Support (Large)	A small craft modified to close inshore support of amphibious landings.
YO	District Oiler	Although carrying the prefix “Y” for Yard, this is a district craft capable of operating along the coast or between nearby islands. Effectively a light tanker, with all TK abilities except will not be selected for tanker TFs by the AI.
ACM	Minefield Tender	A small mine serving craft to repair and update large defensive minefields. Presence of an ACM at a port will prevent decay of portions of the defensive minefields at that port.
YMS	District Minesweeper	A smaller, general service minesweeper. Official designation is “Yard Minesweeper” but capable of world wide deployment.
YP	District Patrol Craft	A small patrol craft for local duties. Meant to include only the larger “Yard Patrol” craft of sufficient size to operate away from bases.
HDML	Harbor Defense Motor Launch	A variation of YP included specifically for the larger numbers of Fairmile Harbor Defense Motor Launches used worldwide.
AMc	Coastal Minesweeper	A smaller, local service minesweeper. The AI will only select these ships for local minesweeping duties.
APc	Coastal Transport	A small, local service transport for coastal and inter-island usage. AI will not select APc for Amphibious Operations but will add them to barge TFs.
xAP	Transport	Civilian passenger ships useful for carrying troops (and supplies) from port-to-port. Has no amphibious bonus.
xAPc	Coastal Transport	Civilian Coastal Transport. Smaller inter-island ships.
xAK	Cargo Ship	Civilian cargo ships, used to move goods, including military equipment, supplies, and resources from port-to-port. Has no amphibious bonus.
XAKL	Cargo Ship, Light	A smaller civilian cargo ship, generally similar to xAK except for size.