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| **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. |
| **Code** | **Ship Type** | **Notes** |
| 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 no 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. |
| **Code** | **Ship Type** | **Notes** |
| 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. |
| **Code** | **Ship Type** | **Notes** |
| 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. |