

These scenario documents all originate from the files and Prima strategy guide of Jane's 688i Hunter Killer, a submarine simulation released in 1997. The game is still purchasable on Steam if you are interested (albeit with the "Jane's" part removed).

Some notes:

- For Time Frame, nothing is really specified, but since the simulator was released in 1997, for dating purposes (both scenario time and unit DB entry) you should probably assume 1997-2000.
- Pay close attention to the messages provided in the documents. They should be used as special messages in the scenario, and they provide important information to the scenario builder on such things as allied assets in the area as well as merchant traffic.
- Nothing was specified on biologics, although whales were present in the simulator. For Command, biologics and/or false targets must be included for realism, although the specifics are absolutely up to the scenario builder.
- The simulator allows the player to select any of the boats in the 688i (Improved Los Angeles) Class of attack submarines. Every message listed has a placeholder for the boat's name. For any Command scenarios, choose the boat you like from the 688i subclass, although in campaigns it should be the same boat across the campaign.

The Boats in the Improved Los Angeles SubClass are:

San Juan (SSN-751)
Pasadena (SSN-752)
Albany (SSN-753)
Topeka (SSN-754)
Miami (SSN-755)
Scranton (SSN-756)
Alexandria (SSN-757)
Asheville (SSN-758)
Jefferson City (SSN-759)
Annapolis (SSN-760)
Springfield (SSN-761)
Columbus (SSN-762)
Santa-Fe (SSN-763)
Boise (SSN-764)
Montpelier (SSN-765)
Charlotte (SSN-766)
Hampton (SSN-767)
Hartford (SSN-768)
Toledo (SSN-769)
Tucson (SSN-770)

Columbia (SSN-771)
Greeneville (SSN-772)
Chyenne (SSN-773)

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