

Atlantic Sentinels Official Clarification Sheet

as of 27 September 2024

[5.2.3] (addition) – If you lose every 40,000 tons (or a fraction thereof) beyond 240,000 tons, the level of victory will shift once against you. *Historical Note: The victory conditions are a bit too lenient, especially if you sink a lot of U-boats. This rule will prevent excellent scores if you lose an inordinate amount of shipping.*

[5.2.4] (addition) - If you play the Canadian Escort Group C3, it does not receive the extra 40,000 tons added for victory conditions, as it never withdraws like the other Canadian groups.

[7.1.3] (clarification) – Players roll the weather before placing escorts or U-boats.

[7.1.3] (clarification) – Page 13 references a Chart [B8]. This chart is on the back cover of the rules.

[7.1.3] (addition) - The Attack Summary section (top right of page 14) states that players continue the Detection/Attack Cycle until they sink, scuttle, or undetect the U-Boat. However, players may end this at any time. This may be wise if playing with the Optional Rule [12.7] (Limited Depth Charges).

[7.1.6] (clarification) – A U-boat automatically attacks a Straggler, day or night.

[7.2.3] (correction) – Both references to chart [A4] should read [C4] instead.

[7.3] (clarification) – The first paragraph references a Chart [B8]. It is on the back page of the rulebook.

[8.0] (correction) – Escort movement – Only a *single* -1 DRM applies to Chart B3 for escort movement, even if several move [7.1.3]. This is correct; the example of play on page 20 gets this detail wrong.

[12.7] (addition) – The historical amount of reloads for Hedgehogs was six per escort so equipped.

Chart [A4] (correction) – You only ever roll in one column for air support. Stop rolling for Long Range Air in 3/43 and start rolling on the last column for CVE support.

Chart [B3] (clarification) – The DRM for the current year (1942 or 1943) ONLY applies post-attack. They are listed on Chart [B3] for this reason. They do not apply to HF/DF, initial ASDIC checks, or Type 271 radar.

Chart [B3] (addition) – No matter the DRMs, a U-boat always escapes detection with a roll of “2.”

Chart [B4] (correction) – The result of “12” should say “5 Hits” instead of “5 Set.”

Chart [B4] (clarification) – The +1 DRM for the River Class is for River Class FFs that may arrive 5/42+ as reinforcements, not for Canadian starting River DDs.

Chart [B9] (clarification) – The section on Variable U-boat quality is correct, although you can use the version in 12.3 of the rules if you wish.

Chart [C1] (correction) – The result of “**” says to fire 2 extra torpedoes. That would be for a Type IX U-boat – Type VII U-boats only have 1 aft tube and, therefore, would only fire 1 extra torpedo.

Chart [C4] (correction) – The result of “2” for Type 271 upgrade should say “1 Set” just like the others.

Chart [T-1B] (correction) – As should be obvious, this is the small convoy side; the two central rectangles should say “Small Convoy.” The large convoy side is Chart T-1A.

Chart [U-1] (correction) – Damage boxes for “Electric Engines” should read “Electric Motors.”

Counter Sheet (clarification) – Use any destroyer counter, such as the B, E, or F class counters for the two Canadian River Class destroyers. Note the River Class counter included is for the possible British-built, brand-new River Class frigates, not the older River DDs.

Counter Sheet (correction) – The torpedo counters should all be labeled G7a on the front (Steam) and G7e on the back (Electrics). Some incorrectly labeled Electrics have the correct color.