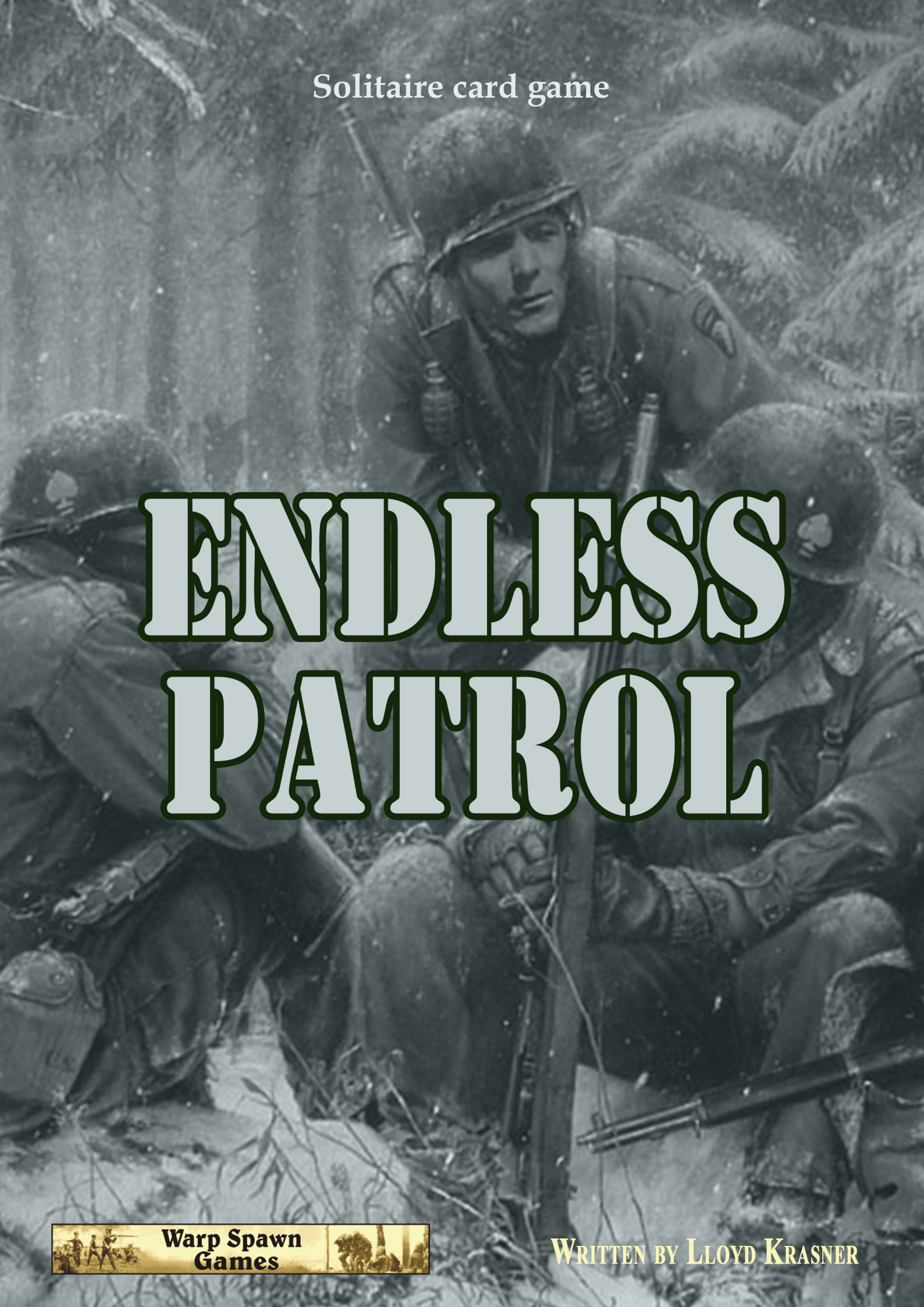

Solitaire card game
ENDLESS
PATROL
Warp Spawn
Games
Written by Lloyd Krasner

ENDLESS PATROL

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INTRODUCTION
Solo card game. WWII Western Front. Player controls a squad of American GI's on patrol. Fight German units.

THE DECKS
There are 2 separate decks: The GI Deck and the Patrol Deck. They have separate discard piles.

VICTORY
Get completely through the Patrol Deck. You lose if all of your squad members become casualties.

THE SQUAD
Your squad has 15 soldiers. Use tokens to keep track of soldiers.

SETUP
Start with a hand of 4 cards dealt from the GI deck.

TURN SEQUENCE
Each turn has 4 phases:
1. Supply Phase
2. Contact Phase
3. Fire Phase
4. Casualty Phase

1. SUPPLY PHASE
Draw 1 card from the GI deck and put it in your hand. Max hand size = 5 cards.
Discard excess cards. If the deck runs out shuffle the discard and draw from it.

2. CONTACT PHASE
Turn over the top card of the Patrol Deck.

3. FIRE PHASE
The Patrol card will have a number or an AT (Anti-Tank) symbol or both.
Play a GI card with an AT symbol to defeat a Patrol card with an AT symbol.
The number is called the Bullet Number.
Play GI cards with a total Bullet number that equals or exceeds the Bullet number of the Patrol card to defeat it.
Discard the defeated Patrol card, and all GI cards played to defeat it.

4. CASUALTY PHASE
If you did not defeat a Patrol card in play you take one casualty. Lose one soldier.
The Patrol card stays in play (face up on the table) until it is defeated. Each patrol card in play inflicts a casualty every turn it remains in play.

FAQ's
1) During the Fire Phase, you play GI cards against a patrol card, do you mean you play enough GI cards where the sum of the bullet #'s are greater than or equal to the patrol bullet #?
YES
2) And if you can't defeat a patrol card and it stays in play do you still on the next turn sequence draw an additional patrol card?
YES
3) How do the cards work with both AT and a bullet #?
Use either the bullet # or the at ability.

GI DECK CARD LIST

Card Name	Notes
Portable Flamethrower M1	3, AT
M3 Grease Gun	3
Thompson Sub-machinegun	4
Browning Automatic Rifle	4
Browning M1919 Machinegun	5
45 Colt automatic Pistol	1
M2 Carbine	2
M2 60-mm Mortar	4
M1 Garand Rifles	3
M1903 Springfield Sniper Rifle	4
Anti-tank Rifle Grenade M9A1	AT
M1 Bazooka	AT
Grenade down the hatch	AT
Satchel Charge	AT
Fragmentation Grenade	3, AT
Radio Artillery Support	AT
Radio Ground Support	AT
Fire Section	3
Assault Section	4, AT
Swarm Tank	4, AT
Reconnaissance	L
Binoculars	L
Tactics	L
Mission Briefing	L
Smoke Grenades	D
Camouflage	D
Combat Engineer	D
Behind Cover	D
Leadership	D
Medic	D

L = Look at next 5 cards in Either Deck then draw 1 GI card.

D = Discard to negate a casualty just incurred then draw 1 GI card.

PATROL DECK CARD LIST

Card Name	Notes
Flammenwerfer Team	AT, 2
Assault Pioneer Team	3
Concrete Emplacement	AT
Panzergrenadiers	5
Machinegun Team	4
Machinegun Nest	AT, 4
Pillbox	AT
House Clearing Infantry	4
SS Troops	5
Hitler Youth	3
Stormtroopers	5
Luftwaffe Paratroopers	5
Sniper	2
AT Gun Team	AT, 3
Wehrmacht Infantry	4
Tank Killer Squad	4
Mortar Team	AT, 3
Artillery Position	AT, 3
Nebelwerfer Unit	AT, 2
Flak Gun Position	AT, 3
Ammo Dump	AT, 2N
Fuel Depot	AT, 2N
Truck Convoy	AT, 2N
Airfield	AT, 2N
Supply Halftracks	AT, 2N
Cargo Tractor	AT, 2N
Armored Car	AT
Patrol Car	AT
Panzerspahwagen	AT
Troop Carrier	AT, 4
Volkswagen Kubel	AT, 2
Hummel SPG	AT
Panzer IV	AT
Junker Divebomber	9AAI
Me109 Strafing	9AAI
Minefield	I
Shelling	I
Panther Tank	AT
Tiger Tank	AT
Marder Tank Killer	AT
Reservists	2
Occupied Farmhouse	AT, 4
Bunker	AT

AA = GI cards with AT cannot be used.

I = This card makes only one attack and is then discarded.

N = This card inflicts no casualties. Draw 2 cards if you Defeat it.