

## Setting The East Ablaze Cards

<b>Unit</b> Executioner		<b>Flag</b>	<b>Unit</b> Officer		<b>Flag</b>	<b>Unit</b> Officer		<b>Flag</b>	<b>Unit</b>		<b>Flag</b>
<b>Player</b>	<b>C</b>	<b>M</b>	<b>Player</b>	<b>C</b>	<b>M</b>	<b>Player</b>	<b>C</b>	<b>M</b>	<b>Player</b>	<b>C</b> 3	<b>M</b> 3
											
<b>Type/Weapons</b> sword			<b>Type/Weapons</b> pistol			<b>Type/Weapons</b> pistol, sword			<b>Type/Weapons</b> Field gun		
<b>Special:</b> exchange one head for one morale chit			<b>Special:</b> 2inC			<b>Special:</b> 2inC			<b>Special:</b>		
<b>Unit</b>		<b>Flag</b>	<b>Unit</b>		<b>Flag</b>	<b>Unit</b> Junk		<b>Flag</b>	<b>Unit</b> Mongol cavalry		<b>Flag</b>
<b>Player</b>	<b>C</b>	<b>M</b>	<b>Player</b>	<b>C</b>	<b>M</b>	<b>Player</b>	<b>C</b>	<b>M</b>	<b>Player</b>	<b>C</b> 4	<b>M</b> 3
											
<b>Type/Weapons</b>			<b>Type/Weapons</b>			<b>Type/Weapons</b>			<b>Type/Weapons</b> obsolete rifles		
<b>Special:</b>			<b>Special:</b>			<b>Special:</b>			<b>Special:</b>		