





## Setting The East Ablaze Cards

<b>Unit</b> Commissar Totzek (1) <span style="float: right; font-size: small;">PCOBCP</span>			<b>Unit</b> Samarkand Red Guards (10) <span style="float: right; font-size: small;">PCOBCP</span>			<b>Unit</b> The Gun <span style="float: right; font-size: small;">PCOBCP</span>			<b>Unit</b> Anti Aircraft <span style="float: right; font-size: small;">PCOBCP</span>		
<b>Player</b>	<b>C</b>	<b>M</b>	<b>Player</b>	<b>Irr</b>	<b>M4</b>	<b>Player</b>	<b>C3</b>	<b>M3</b>	<b>Player</b>	<b>C4</b>	<b>M4</b>
											
<b>Type/Weapons</b> Commissar +1			<b>Type/Weapons</b> Rifles, NO Bombs			<b>Type/Weapons</b> Field Gun			<b>Type/Weapons</b> Light Anti-aircraft Gun		
<b>Special:</b>			<b>Special:</b>			<b>Special:</b>			<b>Special:</b>		
<b>Unit</b> <span style="float: right; font-size: small;">KHOP</span>			<b>Unit</b> <span style="float: right; font-size: small;">KHOP</span>			<b>Unit</b> <span style="float: right; font-size: small;">KHOP</span>			<b>Unit</b> <span style="float: right; font-size: small;">KHOP</span>		
<b>Player</b>	<b>C3</b>	<b>M3</b>	<b>Player</b>	<b>C3</b>	<b>M3</b>	<b>Player</b>	<b>C3</b>	<b>M3</b>	<b>Player</b>	<b>C</b>	<b>M</b>
Picture			Picture			Picture			Picture		
<b>Type/Weapons</b>			<b>Type/Weapons</b>			<b>Type/Weapons</b>			<b>Type/Weapons</b>		
<b>Special:</b>			<b>Special:</b>			<b>Special:</b>			<b>Special:</b>		