



Cache loop

1 x Number 1
2 x High value
6 x Low value
3 x Ambush
4 Empty



White star event loop

5 x light
6 x artillery
2 x white star move
2 x communist artillery
1 x friendly fire

Communist event loop

4 x new unit
4 x new sapper
3 x white star artillery
2 x communist shock assault
3 x communist artillery