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| **Inferno cards:** | | |
| **Name** | **Basic values** | **Special abilities** |
| Imp | Attack: 2  Health: 2  Melee | **Card drawing**: when this unit is placed on the board, its owner draws a card from his deck.  **Pillager:** if this unit attack opponent directly, opponent loses 1 gold (gold reserve can’t be less than 0) |
| Gog | Attack:2  Health:2  Ranged | **Fireball:** when this unit attacks enemy card, cards to the left, to the right and behind the target loses 1 hp. If these fields are empty, no effect. |
| Hell Hound | Attack:6  Health:5  Melee | **Devourer:** if this unit attacks and kills the target, it restores half of the enemy’s base health as its own hp. |
| Demon | Attack:6  Health:6  Melee |  |
| Pit Fiend | Attack:7  Health:8  Melee | **Demonologist:** when this unit is placed on the board, it transforms all the imps in owner’s board into demons |
| Efreet | Attack:8  Health: 9  Flying | **Fire shield:** if this unit is attacked in melee and the attacker has 2 hp or less, the attacker dies, dealing no damage to this unit |
| Devil | Attack:10  Health:13  Flying | **Scourge:** every time this unit attacks, he deals 2 additional damage to the enemy directly (despite of having cards in front of it)  **Consume:** when this unit is placed on the board, it destroys the strongest unit in the enemy discards and adds this card attack and base hp to its own attack and hp respectively. |

**Base keywords:**

**Melee** – this unit attacks enemy in front of him and receives counterattack

**Ranged** – this unit attacks enemy in front of him and avoids counterattack. But when this unit is attacked, his counterattack is divided by 2, round down.

**Flying** – when this unit attacks, he can fly over enemy in front line and attack enemy in the back rank. He will always do it if the enemy in back rank is ranged. But flying units can’t do it to attack the enemy directly.

**Cost of unit** is always 2 + unit’s tier. Unit of 1st tier costs 2 gold, unit of 7th tier costs 8 gold, unless this is overridden by special abilities.