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KEY NOTE

The *RED* indicates that the text is new or has changed since the previous version of the document.

CORE BOX RULEBOOK

Page 18 – "Dice" example: add "Physical Defense" to the last sentence.

Page 30 – "E - Special Rules:" paragraph: add "requiring the Hero to make a Re-roll." to the last sentence.

Page 41 - "1 AP" and "2 AP": Change the last sentence with "Discard this Token at the end of the next character's activation".

CORE BOX CAMPAIGN BOOK

Page 14 – Spawning Point. Add the following sentence to the end of the paragraph:
"An Enemy Draft must be carried out for each Spawning Point (SP) on the map, unless otherwise specified by specific events or special mission rules".

Page 20 – Mission "Temple Raid". Change the Start Mission with: 5.5

Page 28 – Mission "Tribal Initiation ". Change the Start Mission with: 9.5; and change the End Mission with 12.5.

Page 30 - Mission "Evil Inside". Change the Start Mission with: 8.1.

Page 34 - Mission "Take Back your Destiny". Change the Start Mission with: 4.4.

Page 38 – Mission "Hamburger Hill". On the Mission map ignore the Enemy troop deployment point near the Heroes Deployment zone. In addition consider the 2 Mushroom in the lower side of the map as 2 Amanita.

(*Designer Note: When you prepare a Mission, ignore the Cycle dial on the Momentum figure, it's too little and hard to read, so we don't set it because of that. Refer ever to the Mission Time in the high right corner of the Mission page*)

BLACK HOLE BOX RULEBOOK

Page 17 – Paragraph "New Skills". Add the Eclectic Skill:
"**Eclectic**: An Enemy with this Skill can fight both with Ranged and Close Combat attacks. Enemies with this skill have two **Attack Skills**; the first form the top will always be a Ranged Attack; the second will always be a Close Combat attack. Usually, Enemies with this Skill will use the **Shooter** rule, but if they are adjacent to a Hero (or with a model considered as the Target), they ignore the Shooter rule and attack their target with the Close Combat Attack."

Page 17 – **Tetra Toxic Token**: Change the last sentence with "As long as Luperco has this token, he can ignore all the Immunity of Enemy Models he attacks.

Page 21 – In the Primaeval Campaign Map. Change "Dark Seed (Black Hole)" with "Dark Apprentice".

Page 21 - In the Primaeval Campaign Map. Change "Aim for the fat one" with "Aim for the big one".

Page 33 – Mission Unlocking: change "Blue Area" with "Green Area".

Page 35 – Enemy's Objective: change "Bad-Boom" with "Etna". **Survival Insitct**: In the last sentece change "Red Zone" with "Green Zone".

Page 39 – Enemy 's Objective: change "Dark Seed" with "Andromda 1.0"

BLACK HOLE BOX CARDS & SHEETS

Energy Halberd Lvl.1 (Beli'al Equipment Card) – Change "**ATB:2**" with "**ATB:1**".

Arcade Skill Sheet – Orbital Annihilation Lvl.3 Skill: change "**ATB:3**" with "**ATTACK DICE 5**". This means that when Arcade uses this Skill, he rolls 5 dice to determinate the number of damges suffered by the target(s), as for the Lvl.1 and Lvl.2 of this Skill but with the relative amount of dice.

Heroic Resoluteness (Wound Card) – Ignore the reminder string in the lower part of this cards.

Starbus Skill Datapad - There is an inconsistency between the Datapad skill and the tokens on the punchboard. The correct version is that of the Datapad Skill so Starbus can use the "Concentration" and "Focus" skills. You can use Achab tokens to replace two wrong tokens.

Molly Skill Datapad - There is an inconsistency between the Datapad skill and the tokens on the punchboard. The correct version is that of the Datapad Skill so Molly can use the "Vanish" skill. You can use the same Simonia skill token to replace the wrong token.

Ulisse Skill Datapad – Elettro Field: change "Derived 2 XP" with "Basic 1 XP". Neural Blast: Change "Basic 1 XP" with "Derived 2 XP".

Isaac Skill Datapad – Remote Control: Add "As for Sentinel Turret. In addition...".

Etna Sentinel Turret card and Barrier Turret card – Change "Isaac" In the back of both cards with "Etna".

Achievement Mission: Survivor – Change "SA" with "HE".

"Hunting and Discovery" Mission card – Change "Defcon Level 4" with "Defcon level 2".

KYRONE RULEBOOK

Page 17 – Paragraph "New Skills". Add the Eclectic Skill:
Eclectic: An Enemy with this Skill can fight both with Ranged and Close Combat attacks. Enemies with this skill have two **Attack Skills**; the first form the top will always be a Ranged Attack; the second will always be a Close Combat attack. Usually, Enemies with this Skill will use the **Shooter** rule, but if they are adjacent to a Hero (or with a model considered as the Target), they ignore the Shooter rule and attack their target with the

Close Combat Attack.

PANDORA RULEBOOK

Page 19 – Enraged Sphinx paragraph: Change the phrase "turn the card to the Enraged Sphinx side." with the phrase "discard the Sphinx Enemy card and from now on use the Furious Sphinx Enemy card".

F.A.Q.

- Special thanks to the BGG community! -

General

Q - Where, in the Rulebook, the Loot is explained? Is Loot always a random resource card?
A - On Page 40 of the Rulebook, in the paragraph Other Tokens you can found: "Loot - This token is positioned on the ground when an Enemy is killed. To "Hero," or to draw a Resource Card." Find another in-depth study of the rules on p. 33 in the red box: "... Tiny Enemy will never release a Loot Token on the battlefield". "... Big Guy Enemy will release two Loot Tokens".
Yes, a Loot is always a Random Resource card, otherwise specified in the text of particular missions.

Q - Can a Hero stand on the Spawning Point?
A - Yes, a Hero can stand on the Spawning Point.

Q - Can you play this game with only two characters, it is playable, but the game gets harder, or it's impossible because of the mechanics and structure of the game?
A - No, it is not possible to play with only two Heroes since each Mission has been balanced for this number of characters, this could mean that the Enemies will numerically be a big problem to face. Furthermore, you will find yourself forced in some Missions to "sacrifice" some characters to achieve your goals.

Q - Is there any right way to randomly generate/place those, so that they make sense for a Mission?
A - No, the Scenic Elements must be fished at random but positioned according to the indications on the map. By respecting the
 specifications shown on the Scenic Element card, you can place them to give you an advantage or to make the challenge more challenging. According to Lore, Achab owns the Holovisor, which can map an area to find the best place to face enemies; unfortunately, it is not always possible to fight at ease.

Q - Can you better explain how the Fly skill works?
A - Fly works slightly differently depending on whether the model that uses it is a Hero or an Enemy. Enemies use this ability precisely as described in the manual and are always considered active. Flying Heroes only apply the Fly effect during their movement, so in effect, they cannot be attacked when disengaging from an Enemy.

Q - Immunity (symbol) rules say that "you must eliminate that dice from the roll" Is this really meant to remove the entire die rolled that has the symbol on it? Or just lose the symbol you're immune to (and the rest of the symbols on that die face still count).
A- yes I confirm that you have to cancel the entire die rolled.

Q - To increase TV, do chain attacks count as 1 or 2 actions? As in if I wound with both parts of a chain attack, do I increase TV by 1 or 2?
A- Chain attacks count as 2 separate attacks, so in your example, you must increase your TV by 2.

Q - If you kill a Normal sized Enemy that had 1 Wound left before dying, do you gain 1 TV or 2 TV (1 for wounding + 1 for killing)?

A- 2 TV.

Q - Pg40 of the Rulebook says you cannot have more than 3 re-roll tokens, but the thick card summary sheet says 4, which is correct?
A- The right number is 3, as explained on page 40.

Q - Hindered: Does the model need to spent 2 additional AP's per Square moved? Can you give an example with Achab's charge skill?
A - Yes! in the case of Achab, he can move 2 square and make an attack.

Q - Nail down: Can you use skills to move (i.e., Achab's charge skill)?
A - No, a model with this status cannot move in any case.

Q - I have to draw an Event Card before a Narrative Mission?
A - No, but you can do it if you want to level up the game difficulty.

Q - Some scenic element could be push/move with telekinesis : could you push a scenic element on a square occupied by an enemy? If yes, what happens?
A - No, you cannot move a Scenery Element (mobile object) on a Square with a model (Enemy or Hero) already present on it.

Q - Dice rolling: You can use multiple / all icons from the same die face, right?
A - Yes, as long as the same symbol is not used for more than one skill from the same roll test.

Q - Does the immunity [symbol] skill remove the dice in the enemy abilities step? This would be consistent with the other defensive skills (like resistance), still, a pain to handle but not as overpowered against Andromeda, since her "roll an additional die" symbol is also on the shield side of the dice.
A - Yes, this is a choice to limit Andromeda's ability against the Kid, to make these little beings even more annoying. In this way, the possibility of Andromeda's Sustained Attack is halved, but it does not entirely prevent it. Also, remember that the immunity of the Enemy is activated before those of the Hero. This means that a shield result in subsequent Hero rerolls is considered valid.

Combat

Q - Hero engaged can attack a non-engaged enemy?
A - Yes, a Hero can attack a different Enemy than the one who engaged him, as long as the new Enemy is in range and in LoS with the Hero. Moreover, no Enemy must stand in the line of sight between the Hero and his target.

Q - How works LOS for a large figure that occupied multiple squares?
A - The standard line of sight rules applies, remembering that if the LOS of a Hero passes through one of the Squares occupied by an Enemy Model, the line of sight is considered obstructed.

Q - A Hero can attack multiple time?
A - Heroes can attack an unlimited number of times, as long as they have enough APs to use. For example, Andromeda's basic attack costs 3 AP, since Andromeda has a maximum of 5 AP, she could only attack once. But if Andromeda is granted + 1AP (for an ability, an object, or any other effect), it could attack twice with the basic attack (3 AP for each attack).
Enemies are forced to use all their APs, so if they can use all their attacks, even twice the same attack. If the Enemies have 2 attacks, the enemies will always perform the attack at the top and then the attack at the bottom shown on the card.

Q - Can you make a Melee Attack against a flying creature if you have Reach?
A - No, it's not possible.

Q - Can you make a Melee Attack with Reach through squares occupied by other models?
A - Yes, as long as the model that stands between the attacker and the target is of the same faction as the attacker. E.g., Jukas attacks a Hunter in a straight line that he can reach thanks to Reach. Achab's model is located between Jukas and the Hunter, but this does not prevent the Jukas attack from coming to the mark. The Hunter would like to attack Jukas for revenge, and he could do it without moving because he has "Reach," unfortunately, Achab stands between the Hunter and Jukas, which is why if Hunter intends to attack

Jukas, he will have to move at least one square. If any other Enemy had been in Achab's place, the Hunter could have hit Jukas without having to move.

Q - I thought some Enemies have the Shooter skill where they will move to a location where they can shoot the Hero (at max range).
In next activation, if the Hero moves to next to the Enemies to perform a melee attack, will this Enemies later (with Shooter) run away and shoot? Or the Enemies will stay next to the Hero and attack?
A - Yes, remember that Enemies are never considered engaged, which is why they can get away from the Heroes without any problems. Furthermore, as explained on page 42 of the Rulebook in the paragraph "Shooter," an Enemy with the Shooter ability that starts its activation with an adjacent Hero will first move away from the maximum Square possible that still allows him to make an attack. In this case, the Shooter skill prevails over making the enemy attack as many times as possible.
E.g., A Frag Spriggan (4AP) is located adjacent to Achab at the beginning of its activation. The Frag Spriggan has the Bullet Storm attack (2 AP RNG: 2-5), so the Frag Spriggan will move away from 2 Square to be able to fire his attack, staying as far away from the Hero as possible.

Q - Push: In which direction the target is push? Opposite of the Enemy? Random? At will?
A - The target is pushed Opposite the font of attack in a straight line.

Q - What happens if the target can't be push?
=> the target can't be push because she is next to a non-zone
=> the target can't be push because she is surrounded by a scenic element.
=> the target can't be push because she is surrounded by Enemy
=> the target could be pushed but not enough (need to be push 3 but only one square in a straight line).
A - If the model cannot be pushed, the push has no effect. If the model has to be pushed by 3 squares, but there is only one square available in a straight line, he is pushed of one Square, and then it stops before the Scenic Element or another impediment (another model for example).

Q - What happens if a hero is push: does he performs a disengaged action?
If a Hero engaged by an enemy is pushed away, the Hero loses the engaged token and is considered disengaged.

Q - Focus: I can save 1 die per equipment card, right? Are they limited to specific actions, or can they be added to every dice check (attack, defense, skills, sanity check, etc.)?
A - As written on page 25 of the Rulebook, in the FOCUS paragraph: "Each colonist can spend 1 Ap to focus before making any ATTACK". For this reason, Focus can only be used with the Attack Action. The die can only be placed on the Weapon that does that attack. Each Weapon cannot hold more than one Focus die.

Q - Focus: Can I spend 1 AP to focus a die, if I didn't have to roll dice this round? (Can I choose the die face then?)
A - No, the Focus is activated during an attack, you must perform an attack roll to select the die to place on the Weapon.

Q - Focus: Can I save a die from a failed attack/heal?
A - Yes, Focus is designed precisely for this. For example, you did only one damage that would probably be parried by the Enemy's defense. You can use Focus to save that useful result for a better shot. As already mentioned, Focus applies only to attack actions.

Q - Attack: If I roll 1 hit and the Enemy got 1 defense (so no damage would be generated), Can I choose to not use the success to deal damage? Will this generate threat?
A - In this case, the Enemy is not wounded, so the TV does not increase. You cannot decide not to apply the damage.

Q - Do attacks / heals that completely fail, generate threat?
A - No, attacks only generate threat if you injure and/or kill an enemy. Generate a threat if you heal at least one wound to an ally.

Q - Alexandra can use her to heal bot or heal skill multiple times per round, right? (as long as she got enough AP)
A - Yes, as long as a model has enough AP, it can use a skill or attack an unlimited number of times (unless otherwise specified on the skill or attack).

Q - Reach: Why do weapons with reach 2+ have "RNG 1"? Can I attack an enemy with reach 2, if there's 1 space between the Enemy and me? (--> "RNG=2")?
A - The RNG1 confirms that the Weapon in question makes a melee attack. Reach 2 is an additional skill to the type of melee weapon.
Yes, you can hit an enemy 1 square away, even if the square is occupied by one of your allies.

Q - If a hero goes KO, does he get all the wounds, or only up to his maximum health? This makes a huge difference when trying to put him back up again.
A -As soon as the Hero receives wounds equal to his ceiling, he automatically switches to KO, so further injuries are not considered.

Q - Isaac's flamethrower does arrow damage at Range 1 with an area attack. Is this a melee or a ranged attack?
A - The flamethrower is a special case. It has Range 1 but is considered a ranged weapon. Furthermore, the area of the flamethrower, unlike the normal spear area, is counted starting from a square adjacent of the owner of the flamethrower. Therefore all the models (friends or enemies) in the 4 squares in a straight line are hit by the attack of the flamethrower.

Campaigns

Q - About mini-campaigns, are they a separate campaign or you can play them during the main Campaign?
A - If for "mini-campaign" you mean those in the expansions Silicio and Pandora, these campaigns should be played in this sequence:
1° Main Campaign
2° Silicio
3° Pandora.

Q - Also the cards from Silicio expansion like wounds, events are used only during a mini-campaign or can you shuffle them with all other cards?
A - You can mix the cards of a specific expansion only when you play its Campaign, so for example, if play Silicio, you can add all its wounds cards to the standards wounds cards.

Q - Besides the separate campaigns, what can I mix into my first game? Can I combine in all Enemies?
A - By convention, all the Enemy Cards and Land Cards of expansion can only be used in the Campaign to which they belong (e.g., Silicio and Pandora). The other types of cards (Resources, Wounds, Events, etc.) present the name of the expansion at the bottom of the card in which they are to be used. If there is no limitation, that type of card can be added to the deck of any Campaign.
This limitation serves to keep the game's Lore more coherent, but nothing prevents you from mixing all the expansions cards you have to make the game very varied and unpredictable.

Q - Do Heroes heal up completely between missions? Do they keep saved dice?
A - Wounds, Status Tokens (negative and/or positive) and dice saved by Focus or other skills, are discarded at the end of the mission. Only the Serious Wound Cards remain anchored to the character until they are removed from the infirmary.

Heroes Managament

Q - Some items belong to a class (e.g., "Security") and not a specific Hero (e.g., "Drone DSA-1"). They also lack any build cost, so can I equip them freely with any applicable hero (e.g., "Ulisse"), because p14 in the Rulebook says "Between Missions each hero can change equipment to their liking"?
A - Yes, all Equipment has a restriction at the bottom of the card and a rank. The limitation can be a specific Hero or a particular Role. In the case of the DSA-1 Drone, the restriction is for the role of Security, the same of Ulisse. All Rank 1 Equipment does not require any material costs so that Ulisse can equip the Drone without any problems.

Q - REVENGE How to use this skill? This skill uses ap and waits for an enemy attack so I can use this skill when defense or use in Blessed Weapon activated?

A - Revenge is activated by paying the APs during the activation of the Blessed Weapons, while its effect is activated passively each time the condition of the ability is respected and lasts until the next activation of the Blessed Weapons.

Q - Could you give feedback about the balance implications? Examples:
- Security: Using the above example and sticking the DSA-1 on Ulisse is a straight power upgrade with no downsides or cost. To both, the character becomes stronger, and the game becomes easier.
A - We have chosen to leave you complete freedom to use all the equipment cards that you have obtained, in a completely independent way. Obviously, this could make the heroes have an advantage in the early stages of the game but the increasing difficulty of the scenarios, the unpredictability of the events and the dice rolls, will not make your gaming experience easier. Moreover, if you really wanted to raise the difficulty, you can use the Nightmare Mode Cards.

Q - Are all additional Heroes playable from the start, or do they have to be unlocked via missions?
A - Luperco, Etna, Arcade and Beli'ar should be added to your crew only when you win their special Mission (nemesis mission in the Beli'ar case). The others are already available at the start of your Campaign.

Q - After the first game of the Campaign, in the settlement phase in the Genesis, could heroes freely take/switch equipment cards that are available if they meet the requirements for using them for the next Mission?
A – Yes.

Q - Only the Heroes that were used in the last Mission can use the Genesis Sectors?
A - As explained to page 10 of the campaign book all the Heroes can do the rest phase in the Genesis, for a lot of Sector it's more useful use the heroes used in the last Mission.

Q - Question about a serious Wounds Card. How exactly did this Card work?
A - Serious Wound Cards (Heroic Resoluteness is an exception) are permanent malus, which can only be removed through the Genesis Infirmary Room.

Enemies Managament

Q - Enemy draft: I think we put the activation token on the phase where we do the enemy draft, but I didn't see anything confirming that.
A - Yes, if the Activation Token of the Enemy drawn with the Enemy Draft is not already present, the token must be positioned in the phase in which the enemy wave takes place.

Q - Where are the Enemies from the Enemy draft placed? I assume its next to a Spawn Point. But which one? Do I do an enemy draft for each Spawn point, or do I have to choose one?
A - Usually, an Enemy Draft must be carried out for each Spawning Point (SP) unless otherwise specified by specific events or special mission rules.
Enemy Models are placed in the square closest to the corresponding SP.
If there are no free squares adjacent to the SP, the model can be placed in the square available closest to the Spawning Point.
All models can cross or stop in a square that contains an SP, but no Enemy can be placed on a Spawning Point following an Enemy Draft.

Q - Spawned Enemy Initiative. When a new wave of Enemies spawns at say 2.6, where do I place them on the wheel? Do they even act immediately?
A - If the Drafted Enemies already have their Activation Token on the Momentum, nothing happens, and they will activate when the phase hand reaches their Sector. If the Enemies of the 2.6 Draft do not have their own Activation Token on the Momentum, they must be placed in the Sector where the Enemy Wave (2.6) occurred. Newly placed Enemies activate immediately, following the order of activation if there are other Activation Tokens in that Sector. At the level of Lore, they must be considered as enemy reinforcements that ambush you, so they are ready to act when they set foot on the battlefield.

Q - Is Dark Seed supposed to have the "Eclectic" skill? How do you decide whether he stays at the range or goes into melee without a skill like that?
A - Nope, Darkseed it's not a coward! He simply uses the most convenient attack in base of the situation, for example, if Darkseed is rounded by heroes may be more useful for him to use Kinetick blow to try to wound more Heroes at the same time.

Q - Is the max TA value 12? How are enemies select the target when all the Hero within the range have max TA value?
A - In this rare case, you must follow the Flow Chart at 44 "Enemy IA."

Q - What am I supposed to do with "Move the Shookoof adjacent to his target" on a melee attack, since he is already adjacent by definition?
A - If he is already adjacent to his target, he simply attacks him with "Bestial Dash" and trigger his chain attack.

Q - Enemy AI - Enemy attack: page 44 states to prioritize heroes with the highest TV, page 26 states "be mean" instead. In our games, focusing on heroes with lower TV had always been the meaner choice so far. For example: "Achab TV4, 0 Wounds" vs "Alexandra TV2, 3 Wounds". Which priority is more important? Going with the "be mean" option makes the TV-system unnecessary in our situations so far.
A - At the level of Lore, the Hero who has the most TV is the one who is considered by the enemies the greatest threat in the field, so they will not evaluate the wounds reported by other heroes in their control zone (there are particular enemies, such as the Nemesis, which in the case you reported they would attack Alexandra). Considering your example, in case of equal TV and distance, having to take sides with the enemies, the attack should be directed to the most injured (but this thing is left to your judgment).

Q - What happens if he is not adjacent since it is a melee attack? Does he move before the melee attack? And if so, can he also chain his attack?
A -If his target is within his CA (4 squares), he can use 4 Ap to move up to 4 Square (his AC) and make a chain attack. You have to be very careful the Shookoffs are not joking!

Q - Do enemies attack obstacles to get to the heroes? Especially large groups of melee enemies can get stuck in a choke point otherwise.
A - It is part of the "golden rule" to make the Enemy's interests, if for example the enemies cannot get in touch with their target, and are unable to hit any other Hero, they could try to destroy the obstacles.

Nemesis

Q - Ares Nemesis Mission(Blackhole Box, p24/25). How / where are the divine weapon tokens placed first in the Mission?
A - At the start of the battle, Ares has equipped with his weapons (shield and spear). Following particular actions he will throw them at a Hero, the corresponding weapon's marker will be placed adjacent to the hit Hero.

Missions

Q – Mission 1 (Main Campaign): If I defeat all Enemies before the Enemy draft I still have to play until the Enemy draft is done (and therefore eliminate the Enemies that come out of it)?
A - Yes, the goal of the Heroes is to not have the Enemies adjacent to the Antenna until the end of the time available for the Mission. The scenario can end prematurely in two cases:
After 2.1's Enemy Wave, there are no more Enemies on the field.
There are no more Enemies in the field, and you have destroyed both Spawning Points before 2.1's Enemy Wave. Remember that SPs have 10 health points and do not perform defense roll against attacks.

Q - Mission 1 (Main Campaign): Do the Spriggans attack the Heroes at all while their TV is less than 4? Rules say enemies don't do anything else other than following their objective. The Spriggan's objective is to stay next to the Antenna. I did notice that they have a second objective (attack heroes). So should it be played that they attack heroes but not move away from the Antenna? (thus satisfying both objectives at the same time?) or is the 2nd objective only used when a hero has 4 or more TV?
A- When Spriggans are adjacent to Antenna, they can attack the heroes without moving from their position.

Q - Mission 2 (Main Campaign):, you're supposed to do an Enemy Draft when the heroes go on a tile.

Is this only once when they enter the spawn points' tile or PER tile/connector entered?
A - Only when the first Hero enters in the tile with the 2 Spawning points.

Q - Enemy draft/setup: We don't get this at all. If the mission shows 10 troop markers (green markers), do I draw one enemy card for each green Marker and place the corresponding figure on the board? Do I shuffle the drawn Card back into the draft pile, so I can draw the same Enemy again for the second green Marker? If I draw an enemy with "horde 2", do I place 2 models for this one green Marker (1 of 10) or will the second model from "horde 2" fill up the second green marker "2 of 10"?
A - No, during Setup you run an Enemy Draft for Tile. It means that if I have 5 Troop Markers in a Tile, I will perform only one Enemy Draft and place the type of Enemy drawn for each Marker in the Tile. You will redo this operation for each type of Enemy Markers present in each Tile of the mission. In the Setup phase, the "Horde" rule should not be considered, it only applies when that Enemy is generated via Spawning Point.

Q - How do "Defeat all enemies" objectives work with the "Enemy gate" card (BH), do you only need to kill the enemies spawned by the scenario, or also the ones from the event card?
A - If the objective of a Mission is "Defeat All Enemies" and unfortunately you draw the "Enemy Gate" event card, you must necessarily destroy the spawning point (they have 10 hit points and no armor) in addition to eliminating all the enemies present in the battlefield.