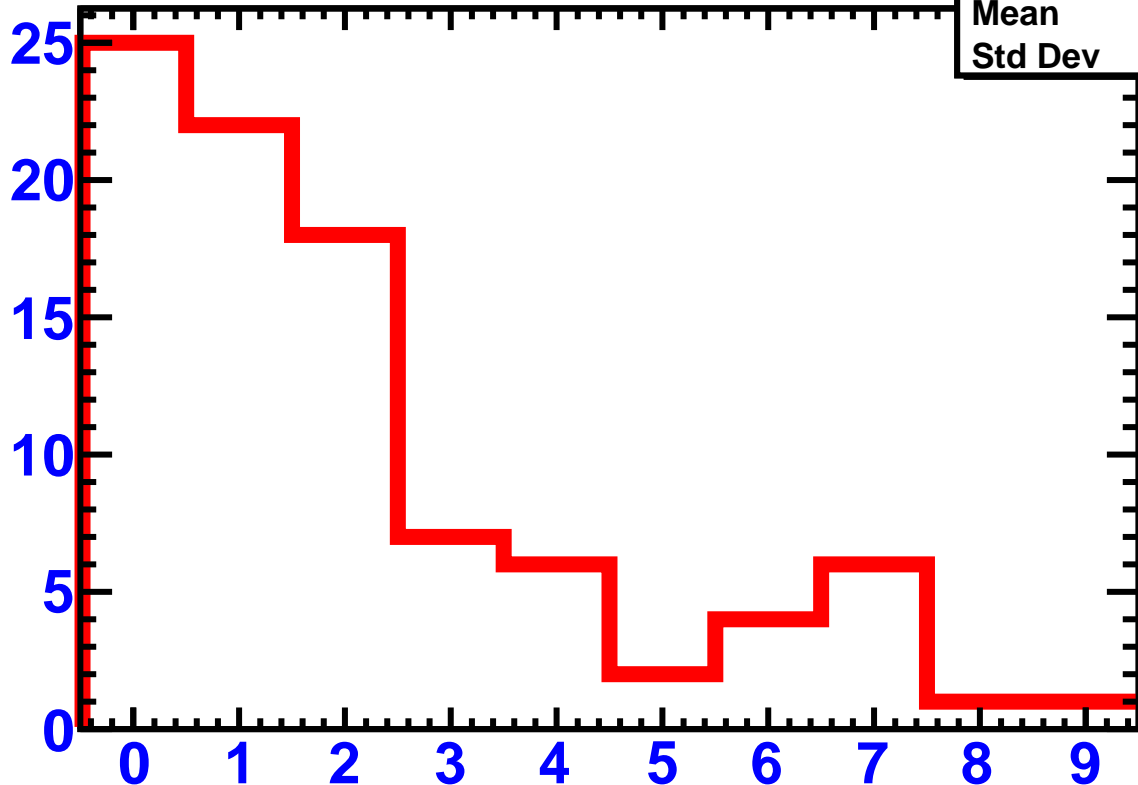


Counts/turn



n turn which the enemy escaped