BIOBORG: _____

CURRENT CONTRACT: _____

RIVALS

1.	
2.	
3.	

ALLIANCE STANDINGS:

	+	=	-
CRIMSON MOON			
FOWLOTE			
LAB RATS			
RAYZORS			
MEN IN BLACK			
DAH BOYZ			

W/L Tracker grids (five W/L row pairs)

W																					
L																					

WIN %		BATTLE STREAK [W]	
DISTANCE TOUR		BATTLE SLUMP [L]	
VICTORY!			

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*Current Contract: The Alliance you chose for the current game.

*Rivals: Top 3 Bioborgs you have faced in battle (win or lose), more times than any of the others.   The more times you have faced a Bioborg, the higher on the rank they are.

*Win%:   Take the number of battles won, and divide by how many battles you have engaged in.
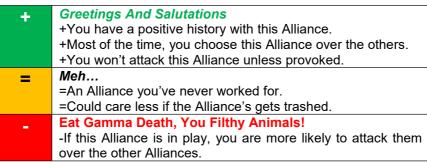
W / Total Battles = Win%

W/L Example: During a game, Elvin wins 2 battles, loses the next 3, then wins another 1.
His W/L Tracker would look like:

W	X	X				X	
L			X	X	X		

In addition, it would make his W% 0.5, or 50%.

*Alliance Standings:

+	**Greetings And Salutations** +You have a positive history with this Alliance. +Most of the time, you choose this Alliance over the others. +You won't attack this Alliance unless provoked.
=	*Meh…* =An Alliance you've never worked for. =Could care less if the Alliance's gets trashed.
-	**Eat Gamma Death, You Filthy Animals!** -If this Alliance is in play, you are more likely to attack them over the other Alliances.

New Bioborgs being for the first time always start at *Meh*.

*Distance Tour: Total number of spaces the Bioborg has moved in all games.

*Battle Streak/Slump: Longest consecutive wins or losses for the Bioborg.   Looking at Elvin again, his W/L track above would translate to: **Battle Streak: 2**, and **Battle Slump: 3**.

*Victory!: Number of games won using this Bioborg.