

Individual State Variables	
<i>age</i>	The number of ticks or timesteps that an individual has been alive.
<i>energy</i>	The amount of energy an individual currently has.
<i>my-group</i>	The group to which an individual currently belongs.
<i>num_children</i>	The number of offspring an individual has produced.
<i>dying?</i>	This value is FALSE by default, but switched to TRUE if an individual's energy value falls below 0.
<i>purple-heart?</i>	This value is FALSE by default, but temporarily switched to TRUE if an individual was attacked and therefore suffered an aggression-cost during the current timestep.
<i>birthing?</i>	This value is FALSE by default, but temporarily switched to TRUE during a timestep when an individual is reproducing.
Group State Variables	
<i>territory-size</i>	Total count of all cells associated with a group.
<i>periphery-count</i>	Count of all territory cells that have
<i>population-size</i>	The total number of individuals who are members of a particular group.
<i>food-availability</i>	The total amount of energy currently available in patches within the territory of a group.
<i>total-death-count</i>	The total number of deaths recorded at the current timestep.
<i>war-death-count</i>	The total number of deaths due to warfare recorded at the current timestep.
<i>base-death-count</i>	The total number of deaths not due to warfare recorded at the current timestep.
<i>num-births</i>	The total number of births
<i>mean-age</i>	The average value for state variable age for individuals within the group.
<i>median-fertility</i>	The instantaneous median calculation of num_children for individuals within the group.
Patch State Variables	
<i>penergy</i>	The amount of energy available for consumption.
<i>pgroup</i>	The group whose territory currently includes the given patch.