MaxBuildingLevels

MaxBarracksLvl Integer M
MaxDiplomacyLvl Integer M
MaxHospitalLvl Integer M
MaxWarehouseLvl Integer M
MaxResearchLvl Integer M
MaxMarketLyl Integer M

UnitStats

UnitName Varchar(20) M
AttackValue Integer M
DefenseValue Integer M
MobiltyValue Integer M
TrainingTimePerUnit Time M
TrainingCostInGold Integer M

 Campaign

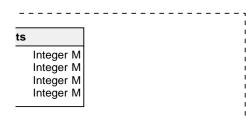
 LevelNum
 Integer
 M

 Enemies
 Varchar(514)
 M

 EnemiesCount
 Varchar(514)
 M

 RewardString
 Varchar(102)
 M

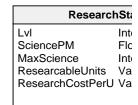
Lvl MaxUnitCount MaxTrainingAmount MaxAttackRange

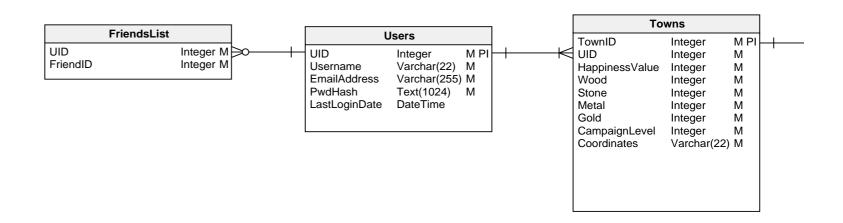


| TrainingCostInFallen Integer M | Warehouse | TrainingCostInFallen Integer M | TrainingCostInFalle

DiplomacyStats		Hos	
vI MaxAllyCount MaxAllyRange	Integer M Integer M Integer M	Lvl HealingTime MaxHealingCod Effectivity MaxHealedUnit	

WarehouseStats				
Lvl	Integer	М		
MaxBrigadeCount	Integer	M		
TrainingCostWood	Integer	M		
TrainingCostStone	Integer	M		
TrainingCostMetal	Integer	M		
TrainingCostGold	Integer	M		
WoodCollectionPM	Float(2)	M		
StoneCollectionPM	Float(2)	M		
MetalCollectionPM	Float(2)	M		
GoldCollectionPM	Float(2)	M		





Integer M

Integer M

Integer M

ats	
eger	М
oat(2)	Μ
eger	M
rchar(514)	Μ
rchar(514)	M

Game Constants

	В		
- ≮	BuildingID	Integer	M PI
	BuildingType	Varchar(22)	M
	TownID	Integer	M
	BuildingLvI	Integer	M
	Params	Varchar(512)	M