

BaseRaids table		TODO
AttackerSG	int4	attackers supergroup id
DefenderSG	int4	defenders supergroup id
Time	int4	time the raid will start (seconds since 2000)
Length	int4	length of time for raid (seconds)
CompleteTime	int4	when the raid was completed (seconds since 2000)
ScheduledTime	int4	when the raid was scheduled (seconds since 2000)
AttackersWon	int4	1 if the attackers won the raid
Instant	int4	1 if the raid was an instant raid
MaxParticipants	int4	the maximum participants the raid will allow on each side
ForfeitChecked	int4	1 if the raid has already been checked for player forfeit
AttackerParticipants	table	TODO
	DbId	int4
DefenderParticipants	table	TODO
	DbId	int4