Supergroups table			
LeaderId	int4		dbid of the leader -- not used
Motto	unicodestring[512]		sg motto
Name	unicodestring[128] indexed		sg name
Message	unicodestring[512]		sg motd
LeaderTitle	unicodestring[128]		leader title -- not used anymore, on sgrpCustomRanks now
CaptainTitle	unicodestring[128]		captain title -- not used anymore, on sgrpCustomRanks now
MemberTitle	unicodestring[128]		member title -- not used anymore, on sgrpCustomRanks now
Emblem	unicodestring[256]		index of the supergroup emblem
PrimaryColor	int4		first supergroup color
SecondaryColor	int4		second supergroup color
AllianceChatTalkRank	int4		min rank a person needs to be to talk
Description	unicodestring[1024]		sg description
Tithe	int4		percentage taken from supergroup earnings (not used)
DemoteTimeout	int4		time a leader has to be inactive to get demoted
Influence	int4		amount of influence a supergroup has... afaik unused because we switched to prestige
Prestige	int4		amount of prestige the supergroup has
PrestigeBase	int4		amount of prestige invested in a sg base
PrestigeAddedUpkeep	int4		prestige needed to upkeep base items
UpkeepRentDue	int4		amount of base rent due
UpkeepSecsRentDueDate	int4		time when rent is next due
BaseEntryPermission	int4		who is allowed to enter the base
SpacesForItemsOfPower	int4		the number of spaces for items of power in this group's base, includes IoP and mounts
PlayerType	int4		whether this is a hero or villain supergroup
Flags	int4		flags to track various things related to prestige
BadgesOwned	ansistring[264]		supergroup badges owned
BonusCount	int4		how much bonus prestige this group has (for the number of members it has)
DateCreated	datetime		The date that the supergroup was created.
Passcode	int4		Hashed passcode; allows visitors to enter the base.
Music	unicodestring[100]		Background music played inside the Supergroup base.
SuperGroupAllies	table		
	AllyId	int4	supergroup id of this ally
	DisplayRank	int4	minimum rank a person from this group must be to talk to my supergroup
	DontTalkTo	int4	if this is set this ally won't hear my sg chat
	AllyName	unicodestring[128]	sg name of this ally
SgrpRewardTokens	table		
	PieceName	attribute	reward token name
	RewardValue	int4	reward token value
	RewardTime	int4	reward token timer, usually last time rewarded
SgrpMembers	table		
	Dbid	int4	dbid of the sg member that has this rank
	Rank	int4	rank of this sg member
SpecialDetails	table		TODO

	Detail	attribute	special detail name
	Creation	datetime	time this detail was created
	Flags	int4	flags that are on this detail
	Expires	datetime	time this detail expires
Recipes	table		
	Recipe	attribute	recipe name
	Count	int4	number of this recipe the sg has
SgrpCustomRanks	table		
	Name	unicodestring[128]	display name of this rank
	Permissions	ansistring[8]	bitfield of permissions for this rank
SGTask	table		
	ID	attribute	Handle of the contact or storyarc from which this task came
	SubHandle	int4	Identifies which task this is within the contact or storyarc
	CompoundPos	int4	The step of a compound that the player is currently on
	Seed	int4	The random seed used to generate the task.
	State	int4	The current state of the task 0 = TASK_NONE 1 = TASK_ASSIGNED 2 = TASK_MARKED_SUCCESS 3 = TASK_MARKED_FAILURE 4 = TASK_SUCCEEDED 5 = TASK_FAILED
	Clues	ansistring[8]	Bitfield - Keeps track of the clues that the player has seen
	ClueNeedsIntro	int4	Marks which clue, if any, needs to be shown to the player next time they see the contact
	SpawnGiven	int4	Flags whether or not the encounter associated with the task has been spawned
	Level	int4	The 1-based level of the task.
	Timeout	int4	The time that the task timer will expire.
	AssignedDbId	int4	DB ID - ContainerID of the player the task was assigned to
	AssignedTime	int4	Keeps track of when the task was assigned
	MissionMapId	int4	Map ID - The map ID for the mission map
	MissionDoorMapId	int4	Map ID - The map ID for the map which contains the door to the mission.
	MissionDoorPosX	float4	The location on the MissionDoorMap of the door to the mission.
	MissionDoorPosY	float4	The location on the MissionDoorMap of the door to the mission.
	MissionDoorPosZ	float4	The location on the MissionDoorMap of the door to the mission.
	CompleteObjectives	ansistring[120]	Keeps track of which mission objectives have been completed
	VillainType	ansistring[512]	Deprecated: no longer used
	VillainCount	int4	Current number of villains killed for kill tasks
	VillainType2	ansistring[512]	Deprecated: no longer used
	VillainCount2	int4	Current number of villains killed for kill tasks, a second count for tracking a second villain group
	DeliveryTargetName	ansistring[512]	Deprecated: no longer used
	NextVisitLocation	int4	Index of the next location to visit(only for visit location tasks)
	SubtaskSuccess	int4	Bitfield - Marks whether each subtask within a compound task has been completed

Notoriety	int4	deprecated	
SkillLevel	int4	The skill level that this task was spawned at	
VillainGroup	int4	The randomly generated villaingroup that should be spawned within the mission	
MapSet	int4	The randomly generated mapset that is to be used for this task	
TeamCompleted	int1	An identical task has been completed with a group meaning this task can be prompted for completion. The value stored is the notoriety level that the task was teamcompleted on	
LevelAdjust	int4	Level adustment of enemies (-1 to +4)	
TeamSize	int4	Team size this player is treated as (1 to 8)	
UpgradeAV	int4	it true, don't downgrade AV to EB, otherwise always do	
DowngradeBoss	int4	if true, no bosses while solo	
TimerType	int4	The type of timer used on the task. 1 is count up, -1 is count down.	
FailOnTimeout	int4	Whether the task will fail when the timer expires.	
TimeZero	int4	The time when the timer equals zero. Differs from timeout on limited countups.	

SgrpPraetBonusIDs	table

ID int4 DBID of an ex-Praetorian who granted a Prestige bonus upon joining the SG