ReportSession

ServerID : int64
SessionID : int64
SessionTime : int32
Players : varchar - Array of UCID
NumConnects : int32
NumDisconnects : int32
NumAirKills : int32
NumGroundKills : int32
NumObjectivesCaptured : int32
NumObjectivesLost : int32
NumResupplies : int32
NumSlingLoads : int32
NumInfantryTransported : int32
NumSideMissionsCompleted : int32
NumSideMissionsFailed : int32

ReportSortie

SortieID
ServerID : FK
SessionID : FK
PlayerUCID : FK
SortieTime : int32
Departure : varchar
Arrival : varchar
Status : varchar
AirKills : int32
FighterKills : int32
StrikerKills : int32
AttackHeloKills : int32
TransportHeloKills : int32
GroundKills : int32
ArmorKills : int32
InfantryKills : int32
SAMKills : int32
AAAKills : int32
BuildingKills : int32
SeaKills : varchar
FriendlyKills : int32
ObjectivesCaptured : int32
Resupplies : int32
SlingLoads : int32
InfantryTransported : int32
SideMissionsCompleted : int32
Weapon1Name : varchar
Weapon1Shots : int32
Weapon1Kills : int32
Weapon2Name : varchar
Weapon2Shots : int32
Weapon2Kills : int32
Weapon3Name : varchar
Weapon3Shots : int32
Weapon3Kills : int32
Weapon4Name : varchar
Weapon4Shots : int32
Weapon4Kills : int32
Weapon5Name : varchar
Weapon5Shots : int32
Weapon5Kills : int32

ReportPlayer

UCID : varchar
GameTime : int32
Sessions : int32
Sorties : int32
SortiesSuccess : int32
SortiesFail : int32
SortieSuccessRate : int32
TakeOffs : int32
Landings : int32
ObjectivesCaptured : int32
Resupplies : int32
SlingLoads : int32
InfantryTransported : int32
SideMissionsCompleted : int32
BombsDropped : int32
MissilesFired : int32
ATGMsFired : int32
CannonFired : int32
FriendlyKills : int32
AirKills : int32
FighterKills : int32
StrikerKills : int32
AttackHeloKills : int32
TransportHeloKills : int32
GroundKills : int32
ArmorKills : int32
InfantryKills : int32
SAMKills : int32
AAAKills : int32
BuildingKills : int32
SeaKills : varchar
Top1Weapon : varchar
Top1WeaponKills : int32
Top2Weapon : varchar
Top2WeaponKills : int32
Top3Weapon : varchar
Top3WeaponKills : int32