**Core**

**TROS\_Buildings.sql** (InGame → UpdateDatabase)

* **Types** (Type, Kind)
* **Traits** (TraitType, Name)
* **CivilizationTraits** (CivilizationType, TraitType)
* **BuildingReplaces** (CivUniqueBuildingType, ReplacesBuildingType)
* **Buildings** (BuildingType, Name, Description, PrereqTech, PrereqDistrict, PurchaseYield, Cost, AdvisorType, Housing, Entertainment, TraitType)
* **Building\_YieldChanges** (BuildingType, YieldType, YieldChange)

**TROS\_Civilizations.sql** (InGame → UpdateDatabase)

* **Types** (Type, Kind)
* **Civilizations** (CivilizationType, Name, Description, Adjective, StartingCivilizationLevelType, RandomCityNameDepth, Ethnicity)
* **CityNames** (CivilizationType, CityName)
* **CivilizationCitizenNames** (CivilizationType, CitizenName, Female) -- other columns: modern
* **CivilizationInfo** (CivilizationType, Header, Caption, SortIndex)
* **StartBiasFeatures** (CivilizationType, FeatureType, Tier) -- check out other StartBiases
* **StartBiasTerrains** (CivilizationType, TerrainType, Tier)

**TROS\_Civilizations\_Icons.sql** (FrontEnd → UpdateIcons)

* **IconTextureAtlases** (Name, IconSize, IconsPerRow, IconsPerColumn, Filename)
* **IconDefinitions** (Name, Atlas, 'Index')

**TROS\_Civilizations\_Traits.sql** (InGame → UpdateDatabase)

* **Types** (Type, Kind)
* **Traits** (TraitType, Name, Description)
* **CivilizationTraits** (CivilizationType, TraitType)
* *Modifiers and Requirements*

**TROS\_Colors.sql** (FrontEnd → UpdateColors)

* **PlayerColors** (Type, Usage, PrimaryColor, SecondaryColor) -- Alt1PrimaryColor, Alt1SecondaryColor, etc.
* **Colors** (Type, Color) -- Red, Green, Blue, Alpha

**TROS\_Config.sql** (FrontEnd → UpdateDatabase)

* **Players** (Domain, CivilizationType, CivilizationName, CivilizationIcon, CivilizationAbilityName, CivilizationAbilityDescription, CivilizationAbilityIcon, LeaderType, LeaderName, LeaderIcon, LeaderAbilityName, LeaderAbilityDescription, LeaderAbilityIcon)
* **PlayerItems** (Domain, CivilizationType, LeaderType, Type, Icon, Name, Description, SortIndex)

**TROS\_Config\_Text.sql** (FrontEnd → UpdateText)

* **LocalizedText** (Tag, Language, Gender, Plurality, Text)

**TROS\_Leaders.sql** (InGame → UpdateDatabase)

* **Types** (Type, Kind)
* **CivilizationLeaders** (CivilizationType, LeaderType, CapitalName)
* **Leaders** (LeaderType, Name, InheritFrom, SceneLayers, Sex)
* **LeaderQuotes** (LeaderType, Quote) – QuoteAudio
* **LoadingInfo** (LeaderType, ForegroundImage, BackgroundImage, PlayDawnOfManAudio) -- EraText, LeaderText (leer in DebugGameplay.sqlite)
* **DiplomacyInfo** (Type, BackgroundImage) -- leer in DebugGameplay.sqlite
* **FavoredReligions** (LeaderType, ReligionType)

**TROS\_Leaders\_Agenda.sql** (InGame → UpdateDatabase)

* **Types** (Type, Kind)
* **Agendas** (AgendaType, Name, Description)
* **Traits** (TraitType, Name, Description)
* **AgendaTraits** (AgendaType, TraitType)
* **HistoricalAgendas** (LeaderType, AgendaType)
* **ExclusiveAgendas** (AgendaOne, AgendaTwo)
* *Modifiers and Requirements*

**TROS\_Leaders\_Icons.sql** (FrontEnd → UpdateIcons)

* **IconTextureAtlases** (Name, IconSize, IconsPerRow, IconsPerColumn, Filename)
* **IconDefinitions** (Name, Atlas, 'Index')

**TROS\_Leaders\_Text.sql** (FrontEnd → UpdateText)

* **LocalizedText** (Tag, Language, Text)

**TROS\_Leaders\_Trait.sql** (InGame → UpdateDatabase)

* **Types** (Type, Kind)
* **Traits** (TraitType, Name, Description)
* **LeaderTraits** (LeaderType, TraitType)
* *Modifiers and Requirements*

**TROS\_Text.sql** (FrontEnd → UpdateText)

* **LocalizedText** (Tag, Language, Text)

**TROS\_Units.sql** (InGame → UpdateDatabase)

* **Types** (Type, Kind)
* **TypeTags** (Type, Tag)
* **Traits** (TraitType, Name)
* **CivilizationTraits** (CivilizationType, TraitType)
* **Units** (UnitType, Cost, Maintenance, BaseMoves, BaseSightRange, ZoneOfControl, Domain, Combat, FormationClass, PromotionClass, AdvisorType, Name, Description, PurchaseYield, MandatoryObsoleteTech, PrereqTech, TraitType)
* **UnitUpgrades** (Unit, UpgradeUnit)
* **UnitAiInfos** (UnitType, AiType)
* **UnitReplaces** (CivUniqueUnitType, ReplacesUnitType)
* *Modifiers and Requirements*