

CIVILIZATION.DEFENSE_UNITS_STATS		
PF *	CIVILIZATION_ID	NUMBER
P *	UNIT_ID	NUMBER
	TYPE	VARCHAR2 (20 BYTE)
	ARMOR	NUMBER
	BASE_DAMAGE	NUMBER
	EXPERIENCE	NUMBER
*	SANCTIFIED	NUMBER (1)
PK_DUS (CIVILIZATION_ID, UNIT_ID)		
FK_DUS_CIVILIZATION (CIVILIZATION_ID)		
PK_DUS (CIVILIZATION_ID, UNIT_ID)		

CIVILIZATION.CIVILIZATION_STATS		
P *	CIVILIZATION_ID	NUMBER
	NAME	VARCHAR2 (50 BYTE)
	USERNAME	VARCHAR2 (50 BYTE)
	WOOD_AMOUNT	NUMBER
	IRON_AMOUNT	NUMBER
	FOOD_AMOUNT	NUMBER
	MANA_AMOUNT	NUMBER
	MAGICTOWER_COUNTER	NUMBER
	CHURCH_COUNTER	NUMBER
	FARM_COUNTER	NUMBER
	SMITHY_COUNTER	NUMBER
	CARPENTRY_COUNTER	NUMBER
	TECHNOLOGY_DEFENSE_LEVEL	NUMBER
	TECHNOLOGY_ATTACK_LEVEL	NUMBER
	BATTLES_COUNTER	NUMBER
	TIME_LEFT	NUMBER
CIVILIZATION_STATS_PK (CIVILIZATION_ID)		

CIVILIZATION.SPECIAL_UNITS_STATS		
PF *	CIVILIZATION_ID	NUMBER
P *	UNIT_ID	NUMBER
	TYPE	VARCHAR2 (20 BYTE)
	ARMOR	NUMBER
	BASE_DAMAGE	NUMBER
	EXPERIENCE	NUMBER
PK_SUS (CIVILIZATION_ID, UNIT_ID)		
FK_SUS_CIVILIZATION (CIVILIZATION_ID)		
PK_SUS (CIVILIZATION_ID, UNIT_ID)		

CIVILIZATION.ATTACK_UNITS_STATS		
PF *	CIVILIZATION_ID	NUMBER
P *	UNIT_ID	NUMBER
	TYPE	VARCHAR2 (20 BYTE)
	ARMOR	NUMBER
	BASE_DAMAGE	NUMBER
	EXPERIENCE	NUMBER
*	SANCTIFIED	NUMBER (1)
PK_AUS (CIVILIZATION_ID, UNIT_ID)		
FK_AUS_CIVILIZATION (CIVILIZATION_ID)		
PK_AUS (CIVILIZATION_ID, UNIT_ID)		

CIVILIZATION.BATTLE_STATS		
PF *	CIVILIZATION_ID	NUMBER
P *	NUM_BATTLE	NUMBER
PK_BATTLE_STATS (CIVILIZATION_ID, NUM_BATTLE)		
FK_BATTLE_CIVILIZATION (CIVILIZATION_ID)		
PK_BATTLE_STATS (CIVILIZATION_ID, NUM_BATTLE)		

CIVILIZATION.BATTLE_LOG_REPORTS		
PF *	CIVILIZATION_ID	NUMBER
PF *	NUM_BATTLE	NUMBER
	LOG_ENTRY	VARCHAR2 (4000 BYTE)
PK_BATTLE_LOG_REPORTS (CIVILIZATION_ID, NUM_BATTLE)		
FK_BATTLE_LOG_REPORTS (CIVILIZATION_ID, NUM_BATTLE)		
PK_BATTLE_LOG_REPORTS (CIVILIZATION_ID, NUM_BATTLE)		

CIVILIZATION.BATTLE_LOG_PASO_A_PASO		
PF *	CIVILIZATION_ID	NUMBER
PF *	NUM_BATTLE	NUMBER
P *	NUM_LINE	NUMBER
	LOG_ENTRY	VARCHAR2 (2000 BYTE)
PK_BATTLE_LOG_PASO_A_PASO (CIVILIZATION_ID, NUM_BATTLE, NUM_LINE)		
FK_BATTLE_LOG_PASO_A_PASO (CIVILIZATION_ID, NUM_BATTLE)		
PK_BATTLE_LOG_PASO_A_PASO (CIVILIZATION_ID, NUM_BATTLE, NUM_LINE)		