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My database is for storing information about the different units in Hawk Wargames Dropzone Commander, which is a table top war game. I will be focusing on the original book released which detailed 4 factions, but since that time more has been released, including an entire new faction, and it seems very likely more will be released in the future. Each faction has its own roster of units it can draw from to make a force. Each faction also has a different way of grouping their units based on unit categories. Also, the factions have their own weaponry, but it not uncommon to see the same weapon mounted on different vehicles. This database could be used for army list creation, reference, and scoring, as at the end of game counting the point cost of units destroyed as well as sometimes counting the point cost of units within a certain area of the table determine the victor.

Every faction is composed of units, and each unit belongs to one faction. Factions have a name and hallmarks of their playstyle.

Every unit belongs to one faction, and has a name, and stats for armor, movement, countermeasures, damage points, points, type, category, squad size, and coherency. Some units also have additional special rules.

Units have a category which is used in roster creation. These categories sometimes have some special rules for being of that category of units (ie – Scout).

Units are formed together into squads. Some units have a fixed number(s) where as other have a range with a minimum and maximum number of units that can be in one squad.

Nearly all units have at least one weapon, and some have many. Weapons have a name, and stats for energy, shots, accuracy, range full, range countered, and arc of fire. Some weapons also have additional special rules. Many weapons belong to many units, and many units have many weapons. This is my many-to-many relationship.