Dropzone Commander Unit Database Proposal

Dropzone Commander (DZC) is a tabletop wargame. It has different factions which have different units. Units fall into different categories, have different weapon(s), and organize in different squad sizes. I will be sticking to units and factions found in the main rulebook v1.1.

The entities are:

* Factions - there are 4, and each unit belongs to one faction
  + ID (int) NOT NULL AUTO\_INCREMENT
  + Faction(int) NOT NULL this is the Faction Entity ID
  + name (varchar(21)) NOT NULL
* Units - there are 59
  + ID (int) NOT NULL AUTO\_INCREMENT
  + name (varchar(255)) NOT NULL
  + Armor(int) NOT NULL
  + Move(int) NOT NULL
  + Coutner Measures(charvar(21))
  + Damage Points(int) NOT NULL
  + Points(int)
  + Type(varchar(55)) NOT NULL
  + Category
  + Squad
  + Coherency(varchar(21))
* Category - there are 8
  + ID (int) NOT NULL AUTO\_INCREMENT
  + name (varchar(255)) NOT NULL
* Squad Sizes
  + Minimum(int) NOT NULL
  + Maximum(int) -not all units have a maximum (see below)
  + LegalSquadSizes(arrint) -some units only come in sets, such as 3/6/9
* Weapons - I have not counted, but most units have 1, no more than 3
  + ID (int) NOT NULL AUTO\_INCREMENT
  + name (varchar(255)) NOT NULL
  + Energy(int)
  + Shots(int) NOT NULL
  + Accuracy(int) NOT NULL
  + RangeFull(int) NOT NULL (there is infinite range which I plan to represent as -1)
  + RangeCountered(int) NOT NULL (there is infinite range which I plan to represent as -1)
  + MoveandFire(int) NOT NULL (there is infinite range which I plan to represent as -1)
  + Arc(varchar(6)) NOT NULL (Front, Left, Right, Rear, Narrow)

Relationships are:

* All units have exactly one faction
* All units have exactly one category
* All units have legal squad sizes
* Units have Weapons, many units can have many weapons