Relational database model:

attack_table (**attack_id INTEGER PRIMARY KEY**, *extended* INTEGER, *nperps* INTEGER, *nperpcap* INTEGER, claimed BOOLEAN, *nkill* INTEGER, *nkillus* INTEGER, *nkillter* INTEGER, *nwound* INTEGER, *nwoundus* INTEGER, *nwoundte* INTEGER, *is_property_damage* BOOLEAN, *ishostkid* BOOLEAN, *ransom* INTEGER, *INT_LOG* BOOLEAN, *INT_IDEO* BOOLEAN,
id_time_table CHAR REFERENCES time_table (id), *id_location_table* CHAR REFERENCES location_table (id),
id_category_table CHAR REFERENCES category_table (id), *id_attack_type_table* CHAR REFERENCES attack_type_table (id),
id_victim_table CHAR REFERENCES victim_table (id), *id_perpetrator_table* CHAR REFERENCES perpetrator_table (id),
id_weapon_table CHAR REFERENCES weapon_table (id), *id_property_damage_table* CHAR REFERENCES property_damage_table (id));

attack_type_table (**id CHAR PRIMARY KEY,** *attacktype* CHAR);

category_table (**id CHAR PRIMARY KEY,** *category1* BOOLEAN, *category2* BOOLEAN, *category3* BOOLEAN);

location_table (**id CHAR PRIMARY KEY,** *country* CHAR, *region* CHAR, *provstate* CHAR, *city* CHAR, *latitude* DOUBLE, *longitude* DOUBLE);

perpetrator_table (**id CHAR PRIMARY KEY**, *gname* CHAR);

property_damage_table (**id CHAR PRIMARY KEY,** *property_damage* CHAR);

time_table (**id CHAR,** *year* INTEGER, *month* INTEGER, *day* INTEGER);

victim_table (**id CHAR PRIMARY KEY,** *targtype* CHAR, *targsubtype* CHAR, *target_name* CHAR, *target_natlty* CHAR);

weapon_table (**id CHAR PRIMARY KEY,** *weaptype* CHAR);