

## allies

Column	Type	Null	Default	Comments
codexID	int(255)	No		
allyCodexID	int(255)	No		
typeOfAlliance	char(50)	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	codexID		A	No	
				allyCodexID	1	A	No	

## artifacts

Column	Type	Null	Default	Comments
artifactID	int(255)	No		
name	int(255)	No		
description	text	No		
price	int(10)	Yes	NULL	

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	artifactID	0	A	No	

## character\_artifacts

Column	Type	Null	Default	Comments
characterID	int(255)	No		
artifactID	int(255)	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	characterID		A	No	
				artifactID	0	A	No	

## character\_options

Column	Type	Null	Default	Comments
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characterID	int(255)	No		
optionID	int(255)	No		
qty	int(10)	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	characterID		A	No	
				optionID	0	A	No	

## character\_rules

Column	Type	Null	Default	Comments
characterID	int(255)	No		
ruleID	int(255)	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	characterID		A	No	
				ruleID	0	A	No	

## character\_special\_rules

Column	Type	Null	Default	Comments
characterID	int(255)	No		
specialRuleID	int(255)	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	characterID		A	No	
				specialRuleID	0	A	No	

## character\_special\_wargear

Column	Type	Null	Default	Comments
characterID	int(255)	No		
specialWargearID	int(255)	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	characterID		A	No	
				specialWargearID	0	A	No	

## character\_weapons

Column	Type	Null	Default	Comments
characterID	int(255)	No		
weaponID	int(255)	No		
qty	int(2)	Yes	NULL	

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	characterID		A	No	
				weaponID	0	A	No	

## characters

Column	Type	Null	Default	Comments
characterID	int(255)	No		
ws	int(5)	Yes	NULL	
bs	int(2)	Yes	NULL	
s	int(2)	Yes	NULL	
t	int(2)	Yes	NULL	
w	int(2)	Yes	NULL	
i	int(2)	Yes	NULL	
a	int(2)	Yes	NULL	
ld	int(2)	Yes	NULL	
sv	char(10)	Yes	NULL	
front	int(2)	Yes	NULL	
side	int(2)	Yes	NULL	
rear	int(2)	Yes	NULL	
hp	int(2)	Yes	NULL	
characterType	char(20)	Yes	NULL	
mayTakeSpecial	int(1)	Yes	NULL	
mayTakeArtifact	int(1)	Yes	NULL	

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	characterID	0	A	No	

## codexes

Column	Type	Null	Default	Comments
codexID	int(255)	No		
codexName	char(255)	No		
edition	char(2)	No		
description	text	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	codexID	2	A	No	

## games

Column	Type	Null	Default	Comments
gameID	int(255)	No		
userID	int(255)	No		
gameName	char(50)	Yes	NULL	
gameDescription	text	Yes	NULL	
numberOfPlayers	int(2)	Yes	NULL	

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	gameID	3	A	No	
	BTREE	No	No	userID		A	No	

## list\_rules

Column	Type	Null	Default	Comments
listRuleID	int(255)	No		
description	text	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	listRuleID	0	A	No	

## list\_units

Column	Type	Null	Default	Comments
listID	int(255)	No		
unitID	int(255)	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	listID		A	No	
				unitID	0	A	No	

## lists

Column	Type	Null	Default	Comments
listID	int(255)	No		
userID	int(255)	No		
listName	char(255)	No		
dateCreated	timestamp	Yes	NULL	
lastUpdated	timestamp	No	CURRENT_TIMESTAMP	
maxPoints	int(10)	Yes	NULL	
detachmentType	char(255)	Yes	NULL	
ruleFormat	char(255)	Yes	NULL	
warLordTrait	char(255)	Yes	NULL	
minTroop	int(2)	Yes	NULL	
maxTroop	int(2)	Yes	NULL	
minElite	int(2)	Yes	NULL	
maxElite	int(2)	Yes	NULL	
minFastAttack	int(2)	Yes	NULL	
maxFastAttack	int(2)	Yes	NULL	
minHQ	int(2)	Yes	NULL	
maxHQ	int(2)	Yes	NULL	
minHeavySupport	int(2)	Yes	NULL	
maxHeavySupport	int(2)	Yes	NULL	
minFort	int(2)	Yes	NULL	
maxFort	int(2)	Yes	NULL	

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
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PRIMARY	BTREE	Yes	No	listID	0	A	No	
userID	BTREE	No	No	userID		A	No	

## mission\_rules

Column	Type	Null	Default	Comments
missionRuleID	int(255)	No		
missionRuleDescription	text	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	missionRuleID	0	A	No	

## missions

Column	Type	Null	Default	Comments
missionID	int(255)	No		
missionName	char(50)	No		
missionDescription	text	Yes	NULL	
tableSize	char(50)	No		
primaryObjectives	text	No		
secondaryObjectives	text	Yes	NULL	
missionLength	int(2)	No		
deployment	text	No		
victoryObjectives	text	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	missionID	0	A	No	

## options

Column	Type	Null	Default	Comments
optionID	int(255)	No		
weaponID	int(255)	No		
description	text	No		
price	int(10)	Yes	NULL	
maxLimit	int(2)	Yes	NULL	
optionType	char(50)	Yes	NULL	

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	optionID	0	A	No	
weaponID	BTREE	No	No	weaponID		A	No	

## players

Column	Type	Null	Default	Comments
gameID	int(255)	No		
listID	int(255)	No		
tacticalObjectives	text	No		
firstTurn	tinyint(1)	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	gameID		A	No	
				listID	0	A	No	

## rules

Column	Type	Null	Default	Comments
ruleID	int(255)	No		
ruleName	char(255)	No		
description	text	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	ruleID	0	A	No	

## selected\_list\_rules

Column	Type	Null	Default	Comments
listID	int(255)	No		
listRuleID	int(255)	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	listID		A	No	

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
				listRuleID	0	A	No	

## selected\_mission\_rules

Column	Type	Null	Default	Comments
missionRuleID	int(255)	No		
gameID	int(255)	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	gameID		A	No	
				missionRuleID	0	A	No	

## special\_rules

Column	Type	Null	Default	Comments
specialRuleID	int(255)	No		
name	int(255)	No		
description	text	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	specialRuleID	0	A	No	

## special\_wargear

Column	Type	Null	Default	Comments
specialWargearID	int(255)	No		
special_issue_price	int(255)	No		
description	text	No		
weaponRange	char(50)	Yes	NULL	
s	char(50)	Yes	NULL	
ap	char(50)	Yes	NULL	
type	char(100)	Yes	NULL	

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
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PRIMARY	BTREE	Yes	No	specialWargearID	0	A	No	
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## unit\_characters

Column	Type	Null	Default	Comments
unitID	int(255)	No		
characterID	int(255)	No		
qty	int(10)	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	unitID		A	No	
				characterID	0	A	No	

## units

Column	Type	Null	Default	Comments
unitID	int(255)	No		
codexID	int(255)	No		
unitName	char(255)	No		
unitClass	char(20)	No		
unitPrice	int(5)	Yes	NULL	
unitComposition	char(255)	Yes	NULL	

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	unitID	0	A	No	
codexID	BTREE	No	No	codexID		A	No	

## users

Column	Type	Null	Default	Comments
userID	int(255)	No		
username	char(20)	No		
password	char(255)	No		
userType	char(1)	No		
dateCreated	timestamp	No	CURRENT_TIMESTAMP	
lastUpdated	timestamp	No	CURRENT_TIMESTAMP	

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	userID	3	A	No	

## wargear

Column	Type	Null	Default	Comments
wargearID	int(255)	No		
price	int(255)	Yes	NULL	
description	text	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	wargearID	0	A	No	

## weapons

Column	Type	Null	Default	Comments
weaponID	int(255)	No		
weaponName	char(255)	No		
weaponRange	char(50)	Yes	NULL	
s	char(50)	Yes	NULL	
ap	char(50)	Yes	NULL	
type	char(100)	No		

## Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	weaponID	0	A	No	