0NF

GAME\_ID, GAME\_NAME, GAME\_DESCRIPTION, MISSION\_ID, NUMBER\_OF\_PLAYERS, MISSION\_NAME, TABLE\_SIZE, MISSION\_DESCRIPTION, MISSION\_SPECIAL\_RULES, PRIMARY\_OBJECTIVES, MISSION\_LENGTH, DEPLOYMENT, FIRST\_TURN, SECONDARY OBJECTIVES, VICTORY\_OBJECTIVES, TACTICAL\_OBJECTIVES, LIST\_ID, LIST\_NAME, DATE\_CREATED, LAST\_UPDATED, MAX\_POINTS, RULE\_FORMAT, DETACHEMENT\_TYPE, WAR\_LORD\_TRAIT, MIN\_TROOP, MAX\_TROOP, MIN\_HQ, MAX\_HQ, MIN\_ELITE, MAX\_ELITE, MIN\_HEAVY\_SUPPORT, MAX\_HEAVY\_SUPPORT, LIST\_UNIQUE\_RULES, CODEX\_ID, CODEX\_NAME, EDITION, DESCRIPTION, BATTLE\_BROTHER\_ID, ALLY\_OF\_CONVENIENCE\_ID, DEPERATE\_ALLY\_ID, COME\_THE\_APOCALYPSE\_ID, UNIT\_ID, UNIT\_NAME, UNIT\_CLASS, UNIT\_PRICE, WS, BS, S, T, W, I, A, LD, SV, UNIT\_TYPE, UNIT\_COMPOSITION, WARGEAR, SPECIAL\_RULES, UNIQUE\_RULES, OPTIONS, OPTION\_PRICE, OPTION\_NAME, WEAPONS, WEAPON\_NAME, RANGE, S, AP, TYPE, SPECIAL\_ISSUE\_WARGEAR\_ID, SPECIAL\_ISSUE\_WARGEAR\_PRICE, SPECIAL\_ISSUE\_WARGEAR\_DESCRIPTION, RANGE, S, AP, TYPE, ARTIFACT\_ID, ARTIFACT \_PRICE, ARTIFACT \_DESCRIPTION, RANGE, S, AP, TYPE

1NF

GAMES GAME\_ID, GAME\_NAME, GAME\_DESCRIPTION, MISSION\_ID, NUMBER\_OF\_PLAYERS, MISSION\_NAME, TABLE\_SIZE, MISSION\_DESCRIPTION, MISSION\_SPECIAL\_RULES, PRIMARY\_OBJECTIVES, MISSION\_LENGTH, DEPLOYMENT, SECONDARY OBJECTIVES, VICTORY\_OBJECTIVES,

PLAYERS GAME\_ID, LIST\_ID, TACTICAL\_OBJECTIVES, FIRST\_TURN LIST\_NAME, DATE\_CREATED, LAST\_UPDATED, MAX\_POINTS, RULE\_FORMAT, DETACHEMENT\_TYPE, WAR\_LORD\_TRAIT, MIN\_TROOP, MAX\_TROOP, MIN\_HQ, MAX\_HQ, MIN\_ELITE, MAX\_ELITE, MIN\_HEAVY\_SUPPORT, MAX\_HEAVY\_SUPPORT, MIN\_FORTS, MAX\_FORST

LIST\_UNITS LIST\_ID, UNIT\_ID, UNIT\_NAME, UNIT\_CLASS, UNIT\_PRICE, UNIT\_COMPOSITION

MISSION\_RULES GAME\_ID, MISSION\_RULE\_ID, MISSION\_RULE\_DESCRIPTION

LIST\_RULES LIST\_ID, LIST\_RULE\_ID, LIST\_RULE\_DECRIPTION

CODEXES CODEX\_ID, CODEX\_NAME, EDITION, DESCRIPTION

ALLIES CODEX\_ID, ALLY\_CODEX\_ID, TYPE\_OF\_ALLIANCE

CHARACTERS UNIT\_ID, CHARACTER\_ID, WS, BS, S, T, W, I, A, LD, SV, CHARACTER\_TYPE

WEAPONS CHARACTER\_ID, WEAPON\_ID, WEAPON\_NAME, RANGE, S, AP, TYPE

SPECIAL\_WARGEAR CHARACTER\_ID, SPECIAL\_WARGEAR\_ID, SPECIAL\_ISSUE\_WARGEAR\_PRICE, SPECIAL\_ISSUE\_WARGEAR\_DESCRIPTION, RANGE, S, AP, TYPE

WARGEAR CHARACTER\_ID, WARGEAR\_ID, WARGEAR\_DESCRIPTION

OPTIONS CHARACTER\_ID, OPTIONS\_ID, OPTION\_DESCRIPTION, OPTION\_PRICE

CHARACTER\_RULES CHARACTER\_ID, CHARACTER\_RULE\_ID, CHARACTER\_RULE\_NAME, CHARACTER\_RULE\_DESCRIPTION

SPECIAL\_RULES CHARACTER\_ID, SPECIAL\_RULE\_ID, SPECIAL\_RULE\_NAME

SPECIAL\_RULE\_DESCRIPTION

ARTIFACTS CHARACTER\_ID, ARTIFACT\_ID, ARTIFACE\_NAME, ARTIFACT\_DESCRIPTION, ARTIFACT\_PRICE

2NF

GAMES GAME\_ID, GAME\_NAME, GAME\_DESCRIPTION, MISSION\_ID, NUMBER\_OF\_PLAYERS, MISSION\_NAME, TABLE\_SIZE, MISSION\_DESCRIPTION, MISSION\_SPECIAL\_RULES, PRIMARY\_OBJECTIVES, MISSION\_LENGTH, DEPLOYMENT, SECONDARY OBJECTIVES, VICTORY\_OBJECTIVES,

PLAYERS GAME\_ID, LIST\_ID, TACTICAL\_OBJECTIVES, FIRST\_TURN

SELECTED\_MISSION\_RULES GAME\_ID, MISSION\_RULE\_ID

MISSION\_RULES MISSION\_RULE\_ID, MISSION\_RULE\_DESCRIPTION

LISTS LIST\_ID, LIST\_NAME, DATE\_CREATED, LAST\_UPDATED, MAX\_POINTS, RULE\_FORMAT, DETACHEMENT\_TYPE, WAR\_LORD\_TRAIT, MIN\_TROOP, MAX\_TROOP, MIN\_HQ, MAX\_HQ, MIN\_ELITE, MAX\_ELITE, MIN\_HEAVY\_SUPPORT, MAX\_HEAVY\_SUPPORT, MIN\_FORTS, MAX\_FORST

SELECTED\_LIST\_RULES LIST\_ID, LIST\_RULE\_ID

LIST\_UNITS LIST\_ID, UNIT\_ID

LIST\_RULES LIST\_ID, LIST\_RULE\_ID

LIST\_RULE LIST\_RULE\_ID, LIST\_RULE\_DECRIPTION

CODEXES CODEX\_ID, CODEX\_NAME, EDITION, DESCRIPTION

ALLIES CODEX\_ID, ALLY\_CODEX\_ID, TYPE\_OF\_ALLIANCE

UNITS UNIT\_ID, UNIT\_NAME, UNIT\_CLASS, UNIT\_PRICE, UNIT\_COMPOSITION,

UNIT\_CHARACTERS UNIT\_ID, CHARACTER\_ID

CHARACTERS CHARACTER\_ID, WS, BS, S, T, W, I, A, LD, SV, CHARACTER\_TYPE, MAY\_TAKE\_SPEICAL\_WARGEAR, MAY\_TAKE\_ARTIFACT

CHARACTER\_WEAPONS CHARACTER\_ID, WEAPON\_ID, QTY

WEAPONS WEAPON\_ID, WEAPON\_NAME, RANGE, S, AP, TYPE

CHARACTER\_ CHARACTER\_ID, SPECIAL\_WARGEAR\_ID

SPECIAL\_WARGEAR

SPECIAL\_WARGEAR SPECIAL\_WARGEAR\_ID, SPECIAL\_ISSUE\_WARGEAR\_PRICE, SPECIAL\_ISSUE\_WARGEAR\_DESCRIPTION, RANGE, S, AP, TYPE

CHARACTER\_WARGEAR CHARACTER\_ID, WARGEAR\_ID

WARGEAR WARGEAR\_ID, WARGEAR\_NAME, WARGEAR\_DESCRIPTION

CHARACTER\_OPTIONS CHARACTER\_ID, OPTION\_DESCRIPTION, OPTION\_PRICE, MAX\_LIMIT, QTY, OPTION\_TYPE,

CHARACTER\_RULES CHARACTER\_ID, CHARACTER\_RULE\_NAME, CHARACTER\_RULE\_DESCRIPTION

CHARACTER\_SPECIAL\_RULES CHARACTER\_ID, SPECIAL\_RULE\_ID

SPECIAL\_RULES SPECIAL\_RULE\_ID, SPECIAL\_RULE\_NAME

SPECIAL\_RULE\_DESCRIPTION

CHARACTER\_ARTIFACTS CHARACTER\_ID, ARTIFACT\_ID,

ARTIFACTS ARTIFACT\_ID, ARTIFACE\_NAME, ARTIFACT\_DESCRIPTION,

ARTIFACT\_PRICE

3NF

GAMES GAME\_ID, MISSION\_ID, GAME\_NAME, GAME\_DESCRIPTION, NUMBER\_OF\_PLAYERS

MISSIONS MISSION\_ID, MISSION\_NAME, TABLE\_SIZE, MISSION\_DESCRIPTION, MISSION\_SPECIAL\_RULES, PRIMARY\_OBJECTIVES, MISSION\_LENGTH, DEPLOYMENT, SECONDARY OBJECTIVES, VICTORY\_OBJECTIVES

PLAYERS GAME\_ID, LIST\_ID, TACTICAL\_OBJECTIVES, FIRST\_TURN

SELECTED\_MISSION\_RULES GAME\_ID, MISSION\_RULE\_ID

MISSION\_RULES MISSION\_RULE\_ID, MISSION\_RULE\_DESCRIPTION

LISTS LIST\_ID, LIST\_NAME, DATE\_CREATED, LAST\_UPDATED, MAX\_POINTS, RULE\_FORMAT, DETACHEMENT\_TYPE, WAR\_LORD\_TRAIT, MIN\_TROOP, MAX\_TROOP, MIN\_HQ, MAX\_HQ, MIN\_ELITE, MAX\_ELITE, MIN\_HEAVY\_SUPPORT, MAX\_HEAVY\_SUPPORT, MIN\_FORTS, MAX\_FORST

SELECTED\_LIST\_RULES LIST\_ID, LIST\_RULE\_ID

LIST\_UNITS LIST\_ID, UNIT\_ID

LIST\_RULES LIST\_ID, LIST\_RULE\_ID

LIST\_RULE LIST\_RULE\_ID, LIST\_RULE\_DECRIPTION

CODEXES CODEX\_ID, CODEX\_NAME, EDITION, DESCRIPTION

ALLIES CODEX\_ID, ALLY\_CODEX\_ID, TYPE\_OF\_ALLIANCE

UNITS UNIT\_ID, UNIT\_NAME, UNIT\_CLASS, UNIT\_PRICE, UNIT\_COMPOSITION,

UNIT\_CHARACTERS UNIT\_ID, CHARACTER\_ID

CHARACTERS CHARACTER\_ID, WS, BS, S, T, W, I, A, LD, SV, CHARACTER\_TYPE, MAY\_TAKE\_SPEICAL\_WARGEAR, MAY\_TAKE\_ARTIFACT

CHARACTER\_WEAPONS CHARACTER\_ID, WEAPON\_ID, QTY

WEAPONS WEAPON\_ID, WEAPON\_NAME, RANGE, S, AP, TYPE

CHARACTER\_ CHARACTER\_ID, SPECIAL\_WARGEAR\_ID

SPECIAL\_WARGEAR

SPECIAL\_WARGEAR SPECIAL\_WARGEAR\_ID, SPECIAL\_ISSUE\_WARGEAR\_PRICE, SPECIAL\_ISSUE\_WARGEAR\_DESCRIPTION, RANGE, S, AP, TYPE

CHARACTER\_WARGEAR CHARACTER\_ID, WARGEAR\_ID

WARGEAR WARGEAR\_ID, WARGEAR\_NAME, WARGEAR\_DESCRIPTION

CHARACTER\_OPTIONS CHARACTER\_ID, WEAPON\_ID, OPTION\_DESCRIPTION, OPTION\_PRICE, MAX\_LIMIT, QTY, OPTION\_TYPE

CHARACTER\_RULES CHARACTER\_ID, CHARACTER\_RULE\_NAME, CHARACTER\_RULE\_DESCRIPTION

CHARACTER\_SPECIAL\_RULES CHARACTER\_ID, SPECIAL\_RULE\_ID

SPECIAL\_RULES SPECIAL\_RULE\_ID, SPECIAL\_RULE\_NAME

SPECIAL\_RULE\_DESCRIPTION

CHARACTER\_ARTIFACTS CHARACTER\_ID, ARTIFACT\_ID,

ARTIFACTS ARTIFACT\_ID, ARTIFACE\_NAME, ARTIFACT\_DESCRIPTION,

ARTIFACT\_PRICE

GAMES GAME\_ID, USER\_ID, MISSION\_ID, GAME\_NAME, GAME\_DESCRIPTION, NUMBER\_OF\_PLAYERS

MISSIONS MISSION\_ID, MISSION\_NAME, TABLE\_SIZE, MISSION\_DESCRIPTION, PRIMARY\_OBJECTIVES, MISSION\_LENGTH, DEPLOYMENT, SECONDARY OBJECTIVES, VICTORY\_OBJECTIVES

PLAYERS GAME\_ID, LIST\_ID, TACTICAL\_OBJECTIVES, FIRST\_TURN

SELECTED\_ GAME\_ID, MISSION\_RULE\_ID

MISSION\_RULES

MISSION\_RULES MISSION\_RULE\_ID, MISSION\_RULE\_DESCRIPTION

LISTS LIST\_ID, USER\_ID, LIST\_NAME, DATE\_CREATED, LAST\_UPDATED, MAX\_POINTS, RULE\_FORMAT, DETACHEMENT\_TYPE, WAR\_LORD\_TRAIT, MIN\_TROOP, MAX\_TROOP, MIN\_HQ, MAX\_HQ, MIN\_ELITE, MAX\_ELITE, MIN\_HEAVY\_SUPPORT, MAX\_HEAVY\_SUPPORT, MIN\_FORTS, MAX\_FORST

SELECTED\_LIST\_RULES LIST\_ID, LIST\_RULE\_ID

LIST\_UNITS LIST\_ID, UNIT\_ID

LIST\_RULES LIST\_ID, LIST\_RULE\_ID

LIST\_RULE LIST\_RULE\_ID, LIST\_RULE\_DECRIPTION

CODEXES CODEX\_ID, CODEX\_NAME, EDITION, DESCRIPTION

ALLIES CODEX\_ID, ALLY\_CODEX\_ID, TYPE\_OF\_ALLIANCE

UNITS UNIT\_ID, CODEX\_ID, UNIT\_NAME, UNIT\_CLASS, UNIT\_PRICE, UNIT\_COMPOSITION,

UNIT\_CHARACTERS UNIT\_ID, CHARACTER\_ID

CHARACTERS CHARACTER\_ID, WS, BS, S, T, W, I, A, LD, SV, CHARACTER\_TYPE, MAY\_TAKE\_SPEICAL\_WARGEAR, MAY\_TAKE\_ARTIFACT

CHARACTER\_WEAPONS CHARACTER\_ID, WEAPON\_ID, QTY

WEAPONS WEAPON\_ID, WEAPON\_NAME, RANGE, S, AP, TYPE

CHARACTER\_ CHARACTER\_ID, SPECIAL\_WARGEAR\_ID

SPECIAL\_WARGEAR

SPECIAL\_WARGEAR SPECIAL\_WARGEAR\_ID, SPECIAL\_ISSUE\_WARGEAR\_PRICE, SPECIAL\_ISSUE\_WARGEAR\_DESCRIPTION, RANGE, S, AP, TYPE

CHARACTER\_WARGEAR CHARACTER\_ID, WARGEAR\_ID

WARGEAR WARGEAR\_ID, WARGEAR\_NAME, WARGEAR\_DESCRIPTION

CHARACTER\_OPTIONS CHARACTER\_ID, WEAPON\_ID, OPTION\_DESCRIPTION, OPTION\_PRICE, MAX\_LIMIT, QTY, OPTION\_TYPE

CHARACTER\_RULES CHARACTER\_ID, CHARACTER\_RULE\_NAME, CHARACTER\_RULE\_DESCRIPTION

CHARACTER\_ CHARACTER\_ID, SPECIAL\_RULE\_ID

SPECIAL\_RULES

SPECIAL\_RULES SPECIAL\_RULE\_ID, SPECIAL\_RULE\_NAME

SPECIAL\_RULE\_DESCRIPTION

CHARACTER\_ARTIFACTS CHARACTER\_ID, ARTIFACT\_ID,

ARTIFACTS ARTIFACT\_ID, ARTIFACE\_NAME, ARTIFACT\_DESCRIPTION,

ARTIFACT\_PRICE

USER USER\_ID, USERNAME, PASSWORD, DATE\_CREATED, LAST\_UPDATED