Football Manager

Kader, Taktik und Scouting

Taktiksuche

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Football Manager

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1. introduction

Every FM player has faced the problem of how to build a working tactic. still

It's harder to change a tactic that worked before because it suddenly doesn't work anymore

is working. The keyword here is function. It doesn't matter whether you are with or without visible

Attributes plays. In principle, any player can play in any position. Only the

Each skill is different, so it's better for some players not before the

to have one's **own penalty area defended ÿÿÿÿÿÿ.**

But how do you get the "function" into the tactics? There are various options for doing this

FM, which can provide assistance to FM players. But in the end, stay with the tactical search

always one thing in focus. In the end you have to decide on a structure and then on

on the pitch to see if this tactic works.

2. tactic search

2.1 Club Takeover

The first help comes when the club is taken over. Whenever you consider a club

trainer takes over, the following overview is displayed in the introduction. Here is as

graphical team report showing the best eleven with a basic tactical formation.

Two conclusions can already be drawn from this: On the one hand, one that probably works

basic tactical formation with the existing squad. And to the other player on their

probably best positions.

2.2 **squad view**

For a more detailed search for the tactics you can now look at the squad. In the

Team overview, the squad evaluation now takes place (see Guide 01 squad evaluation). Next to

this activity, in which a lot of information about the individual players is already available

you can display a large part of it in list form in a separate view.

POSITION	IDEALPOS	BESTE ROLLE	BESTE AUFGABE	STIL	AUSGEWÄHLTE POSITION		ROLLENVERSIERTHEIT PRO	KONTRA
DM, M/OM (Z)	M (Z)	VoSm	Unterstützen	Technisch	-	⌄	Athletik	Unbekannt
OM (RL), ST (Z)	OM (L)	IFl	Unterstützen	Physisch	-	⌄	Schnelligkeit	Unbekannt
V (LZ)	V (Z)	KIV	Vorstopper	Physisch	-	⌄	Schnelligkeit	
DM, M (Z)	DM	BeM	Verteidigen	Führungsperson	-	⌄	Mannschaftsdienlichk...	
V/FV/M (L)	M (L)	Flg	Unterstützen	Physisch	-	⌄	Schnelligkeit	Kopfballtechnik

Here, on the one hand, existing position experiences of the player as well as the

Estimates of the assistant coach with regard to the best position and role are presented. Also are here

further assessments of the assistant coach regarding playing style, positive and negative

Game features listed.

This view quickly provides an overview of which positions are optimally filled and

which roles can already be performed well. Of course, that doesn't mean that not too

other positions and roles are possible. But this view gives an additional one

Reference to the structure of the squad.

With the information from the squad view and the basic formation when taking over the club, you should be in the

Be able to build at least a very general tactic. Using the example above, that would be a 5-2-1-2 or

3-4-1-2.

Tip:

Ultimately, you have to take the information from the listing of the squad view, the rating of the

individual players as well as squad planning to get an idea. in the

Interplay with the club DNA and your own game philosophy can be a first tactic

to build.

An analogous approach can help here. In addition to filtering by game positions and

if necessary the page. Can so quickly the players for certain defensive, offensive or

creative positions are filtered out.
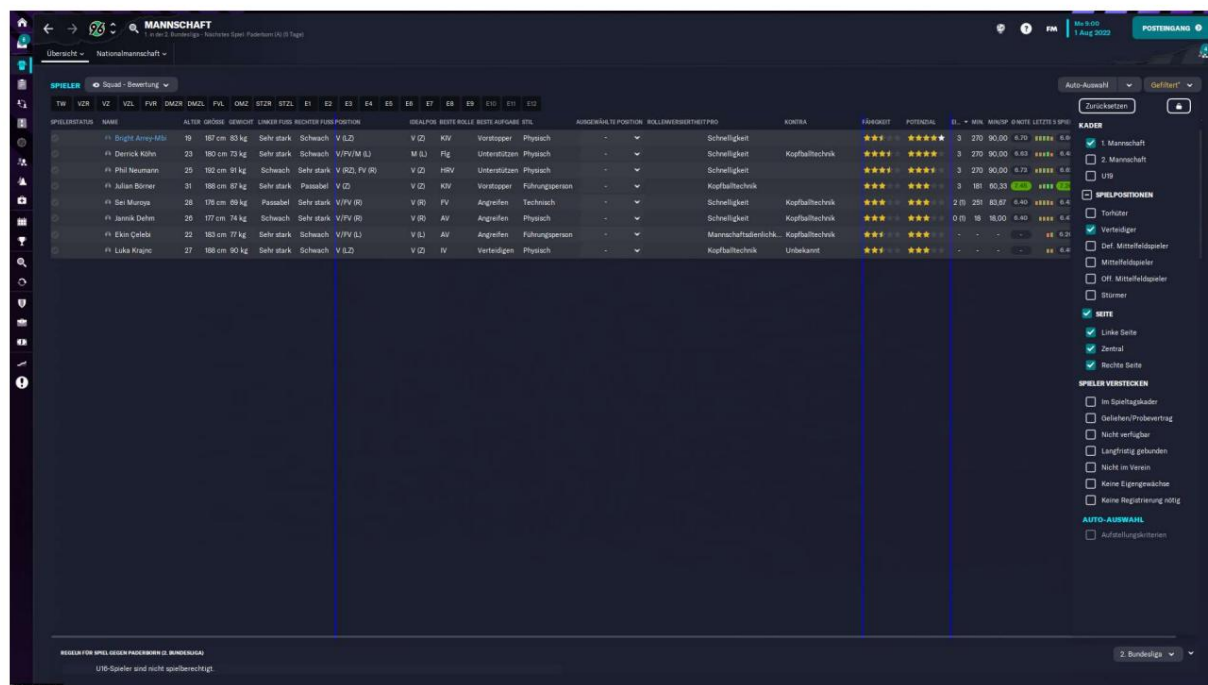
If you now write down the "Best Position" and the "Best Role" and supplement them with the

Information from the assistant coach report regarding the player's characteristics

you get a good overview. This may take a little longer, but it analyzes everyone

individual player in more detail.

This is especially important if you don't want to use attributes.

2.3   tactics

In the tactics screen you can now create a tactic. For that the co

Coach suggestions for a tactical style.

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Should you on the suggestion of the assistant coach

enter, you then get three

Formations suggested for the style. Here too

the assistant trainer makes a recommendation.

Should you first "just" a shell

want to build one, you can directly

Create tactics without suggestions.

That would give you a shell.

2.4   **squad planner**

With the created tactical shell you are now able to use the **squad** planner **(see Guide 01-squad rating). Here you can now click on different positions of the tactical shell to**

Information regarding potential candidates for these positions

get to know. The same applies to a general overview of all items.

This will give you more information on a possible tactic that can be used.

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3.   The search continues

With or without attributes, finding a tactic that works isn't always easy. Sure man

can take the preset tactics. And basically they work. problem with it

is … your own team. Players must be able to set a tactical target as well

to be able to implement. Skills are required for certain tasks, where appropriate

high attribute value is very helpful. Of course, it also depends on the league. Do you play in

in the third division, an average attribute value is sufficient. If you play for the championship title, you should

the value will be correspondingly higher.

There are different playstyles with corresponding requirements. So if you bother

does, and evaluates its players correctly, hopefully you will get as many statements about theirs

Strengths and weaknesses to see which style is best for that team.

Of course, you can still try to implement your own ideas.

Listed below are four playstyles with their respective important attributes. At a

So you have to pay attention to statements (usually somewhat cryptic) about player ratings that

match these attributes*(from Cleon Hobson's Football Manager Playbook):

play style	Technology	mentality	physique
Defensive	tackle cover header	anticipation strong nerves concentration **positional play** team work enthusiasm	start balance jump height power persistence
Offensive	dribbling receiving the ball Fit Technology	anticipation strong nerves overview flair without a ball team work	start speed agility

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possession	receiving the ball	anticipation	agility
	Fit	strong nerves	balance
	Technology	concentration	power
		overview	
		without a ball	
		team work	
pressing	cover	anticipation	start
	tackle	strong nerves	persistence
		concentration	
		decisions	
		courage	
		aggressiveness	
		team work	
		enthusiasm	

Examples of statements in the assistant coach report:

Seine Qualitäten im Dribbling machen ihn für den Gegner nur schwer ausrechenbar.

Seine Kopfballstärke unterstreicht nur, wie oft er die Lufthoheit besitzt.

Sein Mut und Engagement machen ihn zu einem guten Teamspieler.

Sein Antritt unterstreicht seine generelle Schnelligkeit.

Seine Flanken können unberechenbar sein.

Sein Siegeswille schlägt zum Leidwesen des Vereins leider ab und zu über die Stränge.

Recht kopfballschwach.

3.   tips

3.1   Tactic Count

Don't use completely different tactics. At best, the tactics should be similar

be. A 3-4-1-2 can also be combined with another tactic with a back four.

It makes sense to ensure that the players take on roles that they train, but also in the

Enable to take over the role of the second tactic.

Otherwise, it is a matter of building a main tactic and playing with it first, for the sake of simplicity

you can then create a more defensive and a more offensive version of it (changes in

pace, time play, pass length, etc.) to quickly adapt the tactics to the course of the game without much effort

to adjust.

This needs to be tested in games. The test games only serve to gain game practice

and experience with this tactic. The real touchstones are then the competitive games.

3.2   Opponent Instructions

Opponent instructions should be used purposefully. It is best to pay attention before the game

on form, match practice, injuries and morale of the players used (weak link in the

Chain). Past performance is also shown here. A corresponding one could also be found here

statement to be interesting.

During the game, in addition to any new weaknesses in the opponent, you should look at the current one

performance are respected. This is how you could identify a key player with a good performance
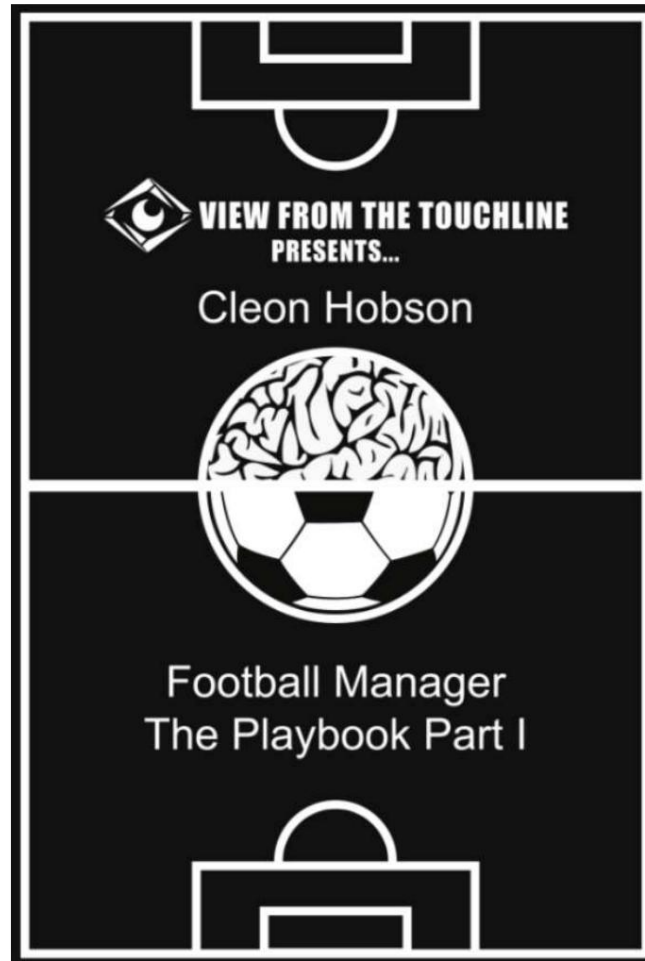
and target them with such instructions.

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3.3   Help

The book by

Cleon Hobson to:

https://www.viewfromthetouchline.com/2022/08/19/football-manager-playbook-released/

https://fmplaybook.viewfromthetouchline.com/