
FM AUTOCHESS

Mechanics

The player starts with a team of 11 standard players in a defensive 4-4-2 formation. These players have average stats and standardised roles for their position (eg Ball Winning Midfielder for midfield, Central Defender for centre halves) and are members of no classes. The player has a budget of \$5 million to buy from a pool of 5 random players, which can be rerolled for 2 million. These players can be swapped out for any of the players in the team and will be members of one or more classes. Having multiple players of the same class will increase the attributes of all players in that class as well as granting extra abilities in certain cases. You can level up a player by getting 3 level one versions of the player to get a level 2 version and 3 level 2 versions to get a level 3 version. Each level up improves the players stats, with a larger boost to their key stats for their role. The team will then have 3 matches before another opportunity to purchase players is available. You will be awarded \$3 million for a win and \$1 million for a draw but nothing for a loss before the opportunity to buy more players is presented. The opposition teams slowly gain stronger random players and tactics too to make the games remain balanced.

In terms of core gameplay, the goal is simply to create a team that has a good tactic and solid chemistry. Therefore, many features of Football Manager such as fitness, transfers and locker room atmosphere will be disabled. Player instructions and personalities will also be disabled as well as injuries or suspensions (although players can still be sent off mid game). The player's instructions and mindsets will be built into their unit type, and it is up to the manager to select a team whose instructions and play styles fit well together as well as combining players of similar classes to get added stat bonuses. The player can edit their tactical instructions (such as width, focus and style of passing) in the tactics menu as usual but cannot adjust the roles of individual players. A player cannot be played out of position as they must play a role their unit can play. This means that a team has limits on what units it can buy. A team of 11 must have 1 goalkeeper, 2 full backs 2-4 central defenders, 2-5 midfielders and 1-3 strikers. This should create a much faster football manager experience as the limited features mean that they can get straight into tactical development and matches.

The team will be placed in a league with 22 teams meaning there are 42 games and therefore 14 opportunities to buy or upgrade players and edit your team. This format could either be played online or against 21 randomly assembled CPU teams which would slowly increase in quality over the season. The CPU teams will have different budgets so the league will eventually have some teams which are far greater in quality than others to make it a realistic league. It is the player's task to win the league in these 42 games. In online games a 2 minute timer will be placed on transfer windows and if the player does not have a valid team, they forfeit all of their games until the next transfer window.

Classes

Name	Description	3 Players	5 Players	7 Players
Defenceman	A player focused on stopping the opposition scoring and clearing the ball	Increased defensive positioning and tackling to all defencemen	Increased tackling to all players	Increased defensive positioning to all players
Rotator	A player who excels at short simple passing	Increased passing and positioning to all rotators	Increased off the ball to all players	Increased passing to all players
Presser	A player with lots of energy who loves to close down the opposition	Increased pace, stamina and anticipation to all pressers	Increased tackling and aggression to all pressers	Increased pace and stamina to all players
Delivery Man	A player who loves to cross the ball	Increased crossing to all delivery men	Increased pace, vision and passing to all delivery men	Increased heading and volleys to all players
Warrior	A player with strong physicality	Increased stamina, jumping and strength to all warriors	Increased aggression, tackling and heading to all warriors	Increased strength and height to all players
Playmaker	A player who looks to create opportunities for others	Increased passing, vision and decisions to all playmakers	Increased off the ball and anticipation to all playmakers	Increased off the ball and decisions to all players
Dribbler	A player who looks to beat opponents	Increased dribbling and balance to all dribblers	Increased pace and acceleration to all dribblers	Increased technique, flair and decision making to all dribblers
Predator	A player who looks for opportunities and takes lots of shots	Increased composure and finishing to all predators	Increased off the ball and anticipation to all predators	N/A (You cant have 7 predators in a team)
Chameleon	A player with good positioning off the ball who is difficult to mark	Increased off the ball and decision making to all chameleons	Increased Vision and concentration for all chameleons	Increased off the ball and decision making for every player

Players

Name	Price	Description	Classes	Key Attributes	FM Role (AI)
Magnet	2	Central Defender Strong at winning headers	Defenceman, Warrior	Height, jumping, defending	Central Defender
Stalwart	1	Reliable central defender	Defenceman	Defending, Positioning	Central Defender
Aggressor	1	Central Defender built around making dramatic tackles and winning the ball	Defenceman, Presser	Defending, tackling, Aggression	No nonsense centre back (stopper)
Roaming Defender	2	Central Defender who is allowed to roam to close down oppositions and carry the ball	Defenceman, Dribbler, Presser	Defending, Dribbling, Pace, Decision Making	Ball playing defender (stopper)
Rolls-Royce	3	Central defender who relies on strong positioning and is a very capable passer	Defenceman, Rotator	Positioning, anticipation, passing	Ball playing defender
Sweeper	3	Central defender who is a great passer and likes to block passing lanes	Defenceman, Rotator	Positioning, interceptions, passing	Libero (ball playing defender if in back 4)
Attacking Full Back	1	Full back with good crossing who loves to get forward	Delivery man, Dribbler	Crossing, Dribbling, Pace	Full Back (Attacking)
Full Back	1	Full back who is strong defensively	Delivery man, Defenceman	Positioning, tackling, crossing	Full Back
Wall	2	Full back who is especially good at one on one defending	Defenceman	Tackling, pace	No Nonsense Full Back / Ball Winning Midfielder
Bomber	2	Covers the wide area of the pitch and is an attacking threat	Delivery man, Presser, Dribbler	Pace, Stamina, Crossing	Complete Wing back
Complete Full Back	3	Covers entire wing who loves to get forward with strong all-round stats	Defenceman, Warrior, Delivery Man	Pace, Strength, Stamina, Defending, Crossing	Wing Back
Wingman	2	Covers wide areas and looks to cross but is solid defensively	Delivery Man, Defenceman	Positioning, Defending, Crossing, Pace	Wing Back
Inverted Full Back	2	Covers wide areas on defence and drifts inside to support on offence	Defenceman, Rotator	Positioning, Defending, Passing, Vision	Inverted Wing Back (defend)
Inverted Wing Back	3	Covers wide areas on defence and runs into central spaces on the ball to create chances	Playmaker, Rotator, dribbler	Passing, Vision, Dribbling, Balance, Off the Ball	Inverted Wing Back (Attack)

Screen	1	Recycles possession and covers counter attacks	Rotator	Positioning, Anticipation, Passing	Defensive Midfielder (support)
Soldier	1	Attempts to win ball back in midfield and recycles possession	Warrior, Rotator	Stamina, Strength, Passing	Ball Winning Midfielder (Defend)
Dictator	1	Dictates play in midfield defensively and offensively	Rotator	Passing, off the ball, positioning	Central Midfielder
Anchor	1	Covers deep midfield position and recycles the ball	Defenceman, Rotator	Defending, Positioning, Passing	Anchor
Destroyer	1	Destroys attacks by tackling or intercepting in midfield	Presser, Warrior	Positioning, Tackling, Stamina, Strength	Ball Winning midfielder (Support)
Clubman	2	Versatile midfielder or centre half with good positioning and passing	Defenceman, Rotator	Defending, Positioning, Passing	Defensive Midfielder (defend) / Ball playing defender
Half Back	1	Versatile midfielder who can drop into defence	Defenceman	Defending, Positioning, Passing	Half Back
Deep Lying Playmaker	2	Defensive midfielder who looks for progressive and long passing options	Playmaker, Defenceman	Positioning, Passing, Vision, Decision making	Deep lying playmaker
Magician	2	Defensive midfielder with great long passing and crossing	Playmaker, Delivery Man	Passing, Vision, Technique, Crossing	Deep Lying Playmaker
Regista	3	Midfielder who looks for progressive passes and is allowed to press	Presser, Playmaker	Tackling, Stamina, Passing, Vision, Decision making	Regista
Carrier	1	Midfielder who looks to carry the ball from deep and support forward line	Dribbler, Playmaker	Dribbling, passing, vision, decision making	Roaming Playmaker
Segundo Velante	2	Midfielder who arrives late in the box to score chances	Predator, Chameleon	Off the ball, stamina, composure, finishing	Segndo Volante
Workhorse	2	Midfielder who is defensively solid and offensively capable, with lots of stamina	Presser, Defenceman, Warrior	Stamina, Tackling, Anticipation, Passing	Box to Box Midfielder
Advanced Playmaker	2	Midfielder who drops between the lines to link play in transition	Playmaker, Chameleon	Passing, Vision, Off the ball	Advanced playmaker
Mezzala	3	Midfielder who plays in half spaces and wide areas	Playmaker, Delivery man, Chameleon	Passing, Vision, Off the ball, Crossing	Mezzala (Attack)
Wide Central Midfielder	2	Midfielder who plays in half spaces also with a defensive role	Playmaker, Delivery man, Rotator	Passing, Vision, Crossing, Positioning	Mezzala (Support)
Attacking Midfielder	2	Midfielder with no defensive	Playmaker, Predator	Technique, Passing, Vision,	Attacking Midfielder

		responsibility with great technical ability		Composure, Finishing	
Trequartista	3	Midfielder with no defensive responsibility who can score or create chances	Playmaker, Predator, Chameleon	Technique, Passing, Vision, Composure, Finishing, Off the ball	Trequartista
Enganche	1	Player with great ability who stays in one area and is a target as a playmaker	Playmaker, dribbler	Technique, passing, Vision, Crossing, Anticipation, Dribbling	Enganche
Shuttler	1	Midfielder who aims to link midfield and defence by cutting lateral areas of the pitch	Defenceman, Rotator	Positioning, Passing, vision	Carrilero
Wide Man	1	Wide midfielder who creates chances through crossing	Delivery Man	Crossing, dribbling, balance	Wide Midfielder
Winger	2	Wide midfielder with good pace who creates chances through crosses	Delivery Man, Dribbler	Crossing, Acceleration Pace, dribbling, balance	Winger (Attack)
Deep Winger	2	Wide midfielder who crosses from deeper and plays long through balls	Delivery Man, Playmaker	Crossing, Vision, Passing, Anticipation, dribbling	Winger (support)
Defensive Winger	2	Wide midfielder who can cross and is good at doubling up to cover full backs	Defenceman, Delivery Man	Crossing, Defending, Tackling, Positioning	Defensive Winger (Support)
Defensive Wide Man	1	Wide midfielder who looks to win the ball and keep possession	Defenceman, Rotator	Defending, Tackling, Positioning, Passing	Defensive Winger (Defend)
Wide Playmaker	1	Wide midfielder who looks to create opportunities	Playmaker	Passing, Off the ball, Vision, Crossing	Wide Playmaker (Support)
Wide Creator	2	Wide midfielder focused on creating chances	Playmaker, Delivery man, Dribbler	Passing, Vision, Crossing, Dribbling, Pace	Wide Playmaker (Attack)
Inverted Wide Man	1	Wide midfielder who creates chances and links play by cutting inside	Playmaker, Rotator	Passing, vision, decision making	Inverted Winger (Support)
Inverted Winger	2	Wide midfielder who creates chances by cutting in with pace	Playmaker, Dribbler	Passing, Vision, Off the ball, Dribbling, Pace	Inverted Winger (Attack)
Inside Forward	2	Wide attacker who aims to cut inside to score	Predator, Dribbler	Dribbling, Pace, Balance, Composure, Finishing	Inside Forward (Attack)
Inside Playmaker	2	Wide attacker who aims to create from cutting inside	Playmaker, Dribbler	Dribbling, Pace, Balance, Passing, Vision	Inside Forward (Support)
Wide Target Man	1	Wide attacker who links play by winning	Warrior, Playmaker	Jumping, Strength,	Wide Target Man

		headers and looks to score headers		Heading, Passing	
Ramdeuter	1	Plays wherever there is space, either out wide or through the middle	Chameleon, Predator	Off the ball, composure, finishing	Ramdeuter
Shadow Striker	2	Closes down opposition defenders and finds space to score	Chameleon, Predator, Presser	Off the Ball, Composure, Finishing, Stamina	Shadow Striker
Deep Lying Forward	1	Finds space between lines to link play and create chances	Rotator, Playmaker	Off the Ball, passing, vision	Deep Lying Forward
Advanced Forward	2	Forward who acts as a presser and playmaker as well as trying to score	Playmaker, Predator, Presser	Vision, Passing, Composure, Finishing, Stamina	Advanced Forward
Target Man	1	Forward who wins heads and uses strength to link play	Warrior, Rotator	Jumping, Strength, Passing, Vision, Finishing	Target Man (Support)
Bully	2	Forward who uses strength to either create space or score	Warrior, Rotator, Predator	Strength, Jumping, Composure, Finishing	Target Man (Attack)
Poacher	1	A player who looks for space and tries to shoot on sight	Predator, Chameleon	Off the ball, Anticipation, Composure, Finishing	Poacher
Pressing Forward	1	A player who closes down the opposition and tries to create chances	Presser, Playmaker	Stamina, Positioning, Tackling, Passing, Vision	Pressing Forward (Support)
Opportunist	1	A player who closes down the opposition for mistakes to try and score	Presser, Predator	Stamina, Positioning, Tackling, Composure, Finishing	Pressing Forward (Attack)
False Nine	2	A technical player who plays in between the lines trying to create chances	Playmaker, Chameleon, Dribbler	Passing, Vision, Off The Ball, Dribbling, Balance	False Nine
Focal Point	3	A player with good strength who aims to lead the line to make chances	Warrior, Playmaker, Dribbler	Passing, Vision, Strength, Pace, Dribbling	Complete Forward (Support)
Beast	4	A forward who is capable in all departments	Warrior, Predator, Playmaker, Dribbler	Strength, Pace, Dribbling, Passing, Finishing	Complete Forward (Attack)

Goalkeepers

Name	Price	Description	Classes	Key Stats	FM Role (AI)
Keeper	1	Simple Goalkeeper	None	Goalkeeping	Goalkeeper
Organiser	2	Goalkeeper who improves defence	Defenceman	Goalkeeping, Organising, Communication	Goalkeeper
Catcher	2	Goalkeeper who is adept at intercepting crosses	Warrior	Tendency to punch, Aerial reach, Handling, Goalkeeping	Goalkeeper
Sweeper Keeper	2	Goalkeeper who sweeps out of goal and plays passes	Rotator	Goalkeeping, Passing, Kicking, Vision, Composure	Sweeper
El Loco	2	Goalkeeper who loves to come out of goal and play on the ball	Presser, Rotator	Eccentricity, Rushing Out, Passing, One on Ones	Sweeper

Default Team

This is the team that the player begins with, it has a value of just \$11 million and all players are level 1.



There are some starting synergies for having 3 rotators, defencemen and delivery men. To balance this, the three man synergies for these classes are not very powerful.