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Thread: Key Attributes

Thread Tools

28-05-12, 07:51 PM

#1

Ezzio
Youth Team Player

Join Date: 28-05-12
Posts: 6

Key Attributes

Hi everybody,
I clearly remember reading something on this board (maybe a guyde thread, but could also be just bits on many threads) about how the game tends to level down the 20s, and also how is actually bad for a player to have high values on useless attributes.
Did it go *poof* with the change of board or did I just imagine it? If not, may somebody be so kind to point me to where I can find it?

Thanks!

28-05-12, 07:54 PM

#2

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

To answer the topic:

Mental (Mental attributes)

Adaptability (0-20) - How quickly he settles into a new country and learns the language, allowing him to be happy.
Ambition (0-20) - Determines his drive to win trophies at the club.
Determination (0-20) - His determination to be the best he can be.
Loyalty (0-20) - His Loyalty to the club.
Pressure (0-20) - His ability to handle the pressures of football and media.
Professionalism (0-20) - Determines his conduct at the club.
Sortsmanship (0-20) - Determies whether he is a sportman or not.
Temperement (0-20) - Determies how well he keeps his temper.

Player (Player attributes)

All these are rated 0-20.

Acceleration - How quickly he can reach his top speed from a standing start.
Aggression - How aggressive he is whilst playing.
Agility - His ability to get back up when knocked over or when diving for the ball.

Anticipation - His ability for reading passes and situations before they've happened so he can be in the right place at the right time.
 Balance - How well he stays on his feet when challenged.
 Bravery - How brave he is during play. How likely he is to put himself on the line in an attempt to win the ball.
 Consistency - How consistent his performances are.
 Corners - His ability for taking corners.
 Crossing - How likely he is to provide the perfect cross.
 Decisions - How likely he is to make the right decision when passing the ball to a player.
 Dirtiness - How dirty a player he is. How likely he is to foul someone.
 Dribbling - How good he is at running with the ball.
 Finishing - How likely he is to provide an accurate shot on goal.
 Flair - How likely he is to perform something out of the ordinary.
 Free Kicks - His chances of taking the perfect free kick.
 Handling - How good he is at catching and handling the ball. - GK's only
 Heading - How likely he is to provide an accurate header.
 Important matches - How likely he is to perform well in derby matches etc.
 Injury proneness - How likely he is to get injured.
 Jumping - How good he can jump to get up there for the ball.
 Leadership - His ability at leading other players and inspiring them to win.
 Left foot - How comfortable he is using his left foot.
 Long shots - How likely he is to provide an accurate shot from distance.
 Marking - His ability to follow a player and keep up with his runs.
 Movement - His ability to consistently take up good attacking positions.
 Natural fitness - How well he recovers stamina from match to match.
 One on ones - How well he performs in a one on one situation. [**Valid for gk's and outfield players**]
 Pace - His top speed.
 Passing - How likely he is to provide an accurate pass.
 Penalties - How good he is at taking penalties.
 Positioning - How well he keeps defensive positions.
 Reflexes - His ability to make last gasp reflex saves. - GK's only
 Right foot - How comfortable he is with his right foot.
 Stamina - How well his fitness keeps during matches.
 Strength - How strong he is physically.
 Tackling - His ability to make a successful tackle.
 Technique - His ball control ability.
 Throw ins - His ability to provide an accurate throw in.
 Versatility - How well he plays if forced to play out of position.
 Vision - His ability to see players in spaces and making runs.
 Work rate - How hard he works during the match.

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28-05-12, 08:56 PM

#3

Ezzio ◦
 Youth Team Player

Join Date: 28-05-12
 Posts: 6


Hi Dermotron,
 thanks for the quick answer, but I was looking for something much more specific than that. Probably I chose the wrong thread title... :-)
 I remember someone going very deep in analyzing the cons of having, for example, a striker with hi marking.
 Does it ring something?
 thanks again

28-05-12, 09:15 PM

#4

swedishcmgod ◦
 Backup Player

Join Date: 02-03-12
 Location: Stockholm, Sweden
 Posts: 624

bd's thread about nistelrooy and tsigalko became more like a general discussion around attributes. Might be what you were looking for


28-05-12, 09:33 PM

#5

ebfatz ◦
 Social Media Bod
 Former Holy Trinity Member
 Stories Mod

Join Date: 02-03-12
 Posts: 8,522

Taken from Churky's Win Everything with Anyone

Players

All positions demand Determination.

On top of that...

- a) goalkeepers need only Handling, and maybe Reflexes and Positioning, but it's not vital
- b) central defenders, fullbacks, and defensive midfielders need Positioning. Other logical things like Jumping, Marking and Tackling are nice to have, but not really necessary
- c) other midfielders need Passing and Off the Ball. Again, many other attributes can help, but you can focus on those two, especially in the lower leagues
- d) forwards need Jumping, Pace and Off the Ball

There did used to be a thread you're right. Probabl left at the old place. Called 'Key Attributes' or something similar.

28-05-12, 09:39 PM

#6

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

To further that post Ebz

Vital And Desirable Skills

Goalkeepers

A breed apart from the rest of the lads, the man between the sticks has his own specific areas of expertise and skill that you should look out for. Handling, reflexes and agility are all attributes reserved for goalies and it's these three skills that are the core of his overall ability. Good positioning, the ability to jump and good strength will also come in handy when your goal is under siege.

Vital Skills: Handling, Reflexes, Agility

Desirable Skills: Positioning, Jumping, Strength

Fullbacks

A hugely demanding role. Today's fullback needs to have the pace and stamina to get forward and the skills to be effective when he gets there. Above all, though, he needs to excel at his defensive duties and have excellent positional awareness in order o keep the opposition's wide players at bay.

Vital Skills: Positioning, Tackling, Marking, Stamina, Jumping, Strength, Heading

Desirable Skills: Passing, Pace, Acceleration, Crossing

Centrebacks

The traditional image is one of a lumbering clogger, hired for his brute strength and his ability to risk various parts of his anatomy in order to protect his goal. This is only part of the story, though, for while you'll find plenty of highly rated centrebacks in the lower divisions, it takes a lot more than brawn to make it as a stopper at the top level.

Vital Skills: Positioning, Jumping, Tackling, Marking, Aggression, Strength, Bravery, Heading

Desirable Skills: Stamina, Anticipation, Determination, Pace, Acceleration

Defensive Midfield

These defensive players represent the engine room of your midfield and the anchormen that hold the side together. Attacking sides may look to play without these players, but lower division teams and those looking to break down the flair and creativity of the opposition will look for these guys to toughen things up in midfield.

Vital Skills: Tackling, Strength, Aggression, Marking, Stamina, Work Rate, Teamwork

Desirable Skills: Determination, Passing, Pace, Acceleration

Attacking Midfield

This is where you'll be looking for creativity. These guys will demand the ball and pull the strings throughout the 90 minutes. They'll need to have the skills to break down the opposition, either through their passing or their own attacking instincts. They are among the most difficult players to find in the game. Treasure them.

Vital Skills: Creativity, Passing, Off The Ball, Technique, Finishing

Desirable Skills: Stamina, Work Rate, Teamwork, Flair, Long Shots, Pace, Acceleration

Wingers

These guys are the mercurial entertainers who are in the side to provide ammunition for the forwards. The supporters will turn up in their droves to watch a winger twist and turn his fullback into the ground. But many teams, particularly at the lower levels, don't have room to support the traditional winger. These days a wide man is expected to toil for his own team as well as torment the opposition, so midfielders who can play on the wing or in the centre are often a good choice.

Vital Skills: Crossing, Creativity, Dribbling, Pace, Accelation, Balance, Technique, Passing

Desirable Skills: Finishing, Long Shots, Teamwork, Work Rate, Off The Ball

Forwards

Goals win games, there's no denying that; and for these guys banging one in the net is a priority. However, the modern-day forward can bring more to a team than just his finishing ability. Combining a natural goalscorer with a creative forward player can be a deadly cocktail that spells trouble for opposing defences, and goals galore for you. The real life examples are numerous - look at Beardsley and Cole, or Bergkamp and Henry. [dated, or what?]

Vital Skills: Creativity, Finishing, Off The Ball, Dribbling, Passing, Technique, Pace, Acceleration

Desirable Skills: Teamwork, Flair, Balance, Long Shots, Anticipation, Crossing

Strikers

The goal machine. The man who can single-handedly decide the fate of the team. Without this fella banging the ball in the net all that lovely approach play is wasted. You want him in the box sniffing out goals, even if that's his sole contribution to the team effort. If you get a good striker, make sure they are not isolated - make midfielders support him and widemen feed him the ball and play to his strengths. If he has good heading and jumping ratings, modify your style of play to get the ball in high. If he's good on the ground or has good movement and creativity, consider short passes to exploit his pace and finishing skills.

Vital Skills: Finishing, Off The Ball, Jumping, Heading, Anticipation

Desirable Skills: Pace, Acceleration, Strength, Aggression, Long Shots

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28-05-12, 10:56 PM

#7

Ezzio ◊
Youth Team PlayerJoin Date: 28-05-12
Posts: 6Originally Posted by **ebfatz** ▣*Taken from Churky's Win Everything with Anyone**There did used to be a thread you're right. Probabl left at the old place. Called 'Key Attributes' or something similar.*

I guess we have a winner. I think "key attributes" is... well, the key.
I saw that the VanNistelrooy/Tsigalko one has already been requested on the other board, I'll try to request this one too.

Thanks!!

29-05-12, 10:16 AM

#8

MrFoo ◊
Reserve Team PlayerJoin Date: 12-03-12
Posts: 369

I take it, good heading and jumping would indicate a player is quite tall?

29-05-12, 10:19 AM

#9

Dermotron ◊
Sir Mergements
Director
Manager
VIP
CaptainJoin Date: 15-12-11
Location: Your Mother
Posts: 29,995

Height aint really covered very well in CM0102. Tim Cahill is great at Jumping and Heading (possibly worlds best at both) and he's hardly more than 5'10 (1.78m). Crouch is tall but not particularly good at jumping (mainly as he doesn't need to).

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November 2020 Data Update Out Now

29-05-12, 10:37 AM

#10

Patinoz ◊
PlayerJoin Date: 18-12-11
Location: Dresden
Posts: 6,429**Key Attributes**

I've had a general idea of what attributes are needed for certain positions but I think it would be a good idea if everyone had their input so we can create an encyclopedia of knowledge. I'll edit this post with any useful information that anybody has to offer and will be collecting pieces of information should they prove useful or interesting (credit will be clearly given).

I'll start with something mentioned in the [Open Game](#) thread.

Originally Posted by **0102**

Jumping = maximum height reached!

If this is the case, it can be applied effectively to three positions: goalkeeper, defender and striker. I have excluded midfielders from this as I believe that midfielders don't necessarily need a high jumping stat, although it would be a bonus if the stat were to be high.

What I Look ForGoalkeepers

Handling, Agility, Acceleration, Anticipation, Determination, Bravery, Reflexes

Defenders

Acceleration, Tackling, Strength, Heading, Jumping, Positioning, Marking

Midfielders

Creativity, Crossing, Dribbling, Off The Ball, Pace, Teamwork

Strikers

Finishing, Pace, Jumping, Acceleration, Off The Ball, Technique, Stamina, Strength

This is just a general overview of what I personally look for. I would also like to hear your views on the above as well as positions such as Defensive Midfielders, Attacking Midfielders, Wingers and Forwards.

Hopefully we can have enough input and debate to help us come up with a comprehensive and helpful guide to people should they need it.

29-05-12, 10:38 AM

#11

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

What about Decisions? Where would you put it?

29-05-12, 10:38 AM

#12

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I think decisions are most important for goalkeepers and strikers.

29-05-12, 10:38 AM

#13

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

You also forgot Positioning who also is again vital for a goalie.

29-05-12, 10:38 AM

#14

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Decisions and Technique are THE most important attribute for me when i sign players.

I prefer technically sound and intelligent players in my team, like Xabi Alonso for example.

29-05-12, 10:38 AM

#15

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

For defenders; bravery and aggression.

29-05-12, 10:38 AM

#16

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

The opening lists look pretty close to what I look for.

A couple of things that I can think of right now... I look for pace in my full backs. Depending on the tactic used, I might also look for a striker with good heading and jumping (if I expect to deliver a lot of crosses, for example).

29-05-12, 10:39 AM

#17

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Decisions can be important for any position, but when a player has too many `best` attributes he is still likely to make wrong decisions. Like the strength of To Madeira was that he had few best atts - makes the decisions easier.

29-05-12, 10:39 AM

#18

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Blue Demon**

Decisions can be important for any position, but when a player has too many `best` attributes he is still likely to make wrong decisions. Like the strength of To Madeira was that he had few best atts - makes the decisions easier.

If that's the case, would someone who has the essential key stats outperform someone who has a high number of across the board?

29-05-12, 10:39 AM

#19

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I've seen more than enough examples of that, yes.

29-05-12, 10:40 AM

#20

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

29-05-12, 10:40 AM

#21

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Blue Demon**

I've seen more than enough examples of that, yes.

I've just had a look at Tó Madeira's player stats in the editor.



This image is no longer available.
Visit tinypic.com for more information.

To me, he has quite a number of stats across the board. Which ones would you identify as key?

29-05-12, 10:40 AM

#22

I presume the point your making is that despite Wayne Rooney being rated 3 stars better by the ingame comparison feature, Aguero out performs Rooney in terms of average rating?

29-05-12, 10:40 AM

#23

You have to look at in-game attributes, as editor values will be influenced a lot by his CA when the game creates him.

29-05-12, 10:41 AM

#24

Originally Posted by **Jesus**
I presume the point your making is that despite Wayne Rooney being rated 3 stars better by the ingame comparison feature, Aguero out performs Rooney in terms of average rating?

In terms of what people consider key atts, Rooney beats Aguero in most aspects. Should I should the 2 players at game start 99% of the people would bet on Rooney to perform best.

29-05-12, 10:41 AM

#25

As for To, his 15 CA related atts would be in line with 180+ CA. Now I`m pretty sure his CA was much lower than that so a lot of these stats will be dragged down to a much lower average than 15.63 (from 11 of the 15). In this process his position will be taken into account so I expect finishing to stay the top attribute.

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Thread: Key Attributes

Thread Tools

29-05-12, 10:41 AM

#26

Patinoz
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Blue Demon**

You have to look at in-game attributes, as editor values will be influenced a lot by his CA when the game creates him.

Oh I see. Well these are his stats upon game start. As you predicted, his finishing is highest along with influence.



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I also decided to look up Joao Paiva's stats as he is another great performer.



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By comparing the two screenshots, I have noticed that Acceleration, Balance, Finishing, Jumping, Pace, Stamina and Strength feature heavily in both players. However, Tó also has high Determination, Dribbling and Technique. Could these be the key stats for a striker?

EDIT: They also both have the similar values for flair. Is this just coincidence?

EDIT: I have also noticed that Tó has a low value for Off The Ball. I consider this an important attribute for strikers so why is it so low?

29-05-12, 10:41 AM

#27

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

The key (what I believe) is their creativity being low (despite it was 16 in editor for To) compared to the finishing. This makes a striker shoot whenever he gets into an attacking position, rather than look for a (key) pass.

We (0102, formerly TN0102) also believe that To`s 20 for finishing is `stronger` than for example Torres` his 20 for finishing.

29-05-12, 10:42 AM

#28

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Blue Demon**

The key (what I believe) is their creativity being low (despite it was 16 in editor for To) compared to the finishing. This makes a striker shoot whenever he gets into an attacking position, rather than look for a (key) pass.

If that's the case, would it be better to look for a player with low creativity and high finishing?

Originally Posted by **Blue Demon**

We (0102, formerly TN0102) also believe that To`s 20 for finishing is `stronger` than for example Torres` his 20 for finishing.

Because he doesn't have any conflicting attributes such as creativity?

29-05-12, 10:43 AM

#29

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I do believe that if you want a player to score shitloads, his finishing needs to be higher than his creativity (to make his decision making easier). This applies mainly to guys like Gerrard/Lampard/Cahill, scoring AMC`s.

As for the conflicts, I always look at it as how `special` a high attribute is, so the less high attributes someone has, the more key it can be for him?

29-05-12, 10:43 AM

#30

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Blue Demon**

As for the conflicts, I always look at it as how `special` a high attribute is, so the less high attributes someone has, the more key it can be for him?

Can you expand more upon this?

29-05-12, 10:43 AM

#31

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I have just copied what you showed me from To Madeira (the editor stats) and replaced Rooney`s numbers with those. I left everything else alone. Creating a game now.

29-05-12, 10:43 AM

#32

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden

Originally Posted by **Blue Demon**

I have just copied what you showed me from To Madeira (the editor stats) and replaced Rooney`s numbers with those. I left everything else alone. Creating a game now.

His CA/PA will affect the values though right?

29-05-12, 10:43 AM

#33

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Hmm, that's why you lowered Messi's creativity as well, right? He only has 14 now

29-05-12, 10:44 AM

#34

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

in other words, you gave Rooney To's atts, but you left his CA PA the same?

29-05-12, 10:44 AM

#35

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Yes and yes.

29-05-12, 10:44 AM

#36

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Presumably then, Rooney will not perform as good as Tó mainly because his creativity, or vision as it is labeled in the editor, will be a lot higher?

29-05-12, 10:44 AM

#37

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I do think this combination of attribute values in the editor will create a better performing player with lower CA than Rooney has yes.

Gonna run some tests.

29-05-12, 10:45 AM

#38

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Blue Demon**

I do think this combination of attribute values in the editor will create a better performing player with lower CA than Rooney has yes.

Ah! But will it make Rooney perform better compared to his original stats?

29-05-12, 10:45 AM

#39

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

That's not too hard, Rooney never performs in my games

29-05-12, 10:45 AM

#40

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **mOri**
That's not too hard, Rooney never performs in my games

I do believe that is because he wastes too much time searching for a key pass in attacking positions and tracking back to tackle, mark and position himself defensively.

29-05-12, 10:45 AM

#41

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Hmm yeah, he doesn't need that..

In real life all he does is shoot at goal, get angry, and waste possession

29-05-12, 10:45 AM

#42

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I was going to post something similar when I first saw this topic about how you should look at some of the low PA stars from ODB and see what stats they had in excess to determine what are the essentials for a decent performer. I was going to mention super fullback Mike Duff as the template for what you should be looking for in a DR/L.

Also of course I think it depends on the level you are playing at, not only as to the numbers in key stats, but if I was looking to buy a top level player I might look for a few more of the key stats to be high, whereas in lower leagues maybe only 2 or 3 need to be high. And also I think you can certainly say some stats are key, where as others are nice to have. For ex, in the case of SC I would only consider finishing as 'nice to have' as I think jumping and heading make for a good SC who will score regardless.

Anyway, I'll have a go at stats for a fullback. I always look first at:

Work Rate: they need to get up and down the line a lot for me (always playing with a flat 4 at the back)

Stamina: so they can finish a match every now and again!

Positioning: the key defensive attribute for fullbacks IMO

Pace: doesn't have to be extreme, but I don't like <11/12

Tackling: again, doesn't have to be extreme, but less than 11/12 would be a no-no at a top side

Nice to have (i.e. if I can't decide between some players based on the first stats):

Crossing: my FB will be adding width to the attack

Jumping: for the occasional far post raid and to increase defensive qualities

Acceleration: Always nice on a wide player, and likely to be one-on-one with oppositions fastest players

Stats I would always check to make sure they aren't freakishly low:

Bravery

Determination: anything <6 is pretty much a no for me

Teamwork

29-05-12, 10:46 AM

#43

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I`m pretty sure that a lot of people used to consider creativity as a `nice to have` for attacking mids too. There might be a few contra-productive atts for other positions but we havent figured those ones out yet.

Finished a season with Wayne Madeira btw. But I noticed he was a lone SC. Gonna get a 2 SC formation set now so Villa will partner him.

29-05-12, 10:46 AM

#44

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Good work KDS. I did think about breaking it down for people playing in the lower leagues. It's definitely something to work on

Originally Posted by **Blue Demon**
I`m pretty sure that a lot of people used to consider creativity as a `nice to have` for attacking mids too. There might be a few contra-productive atts for other positions but we havent figured those ones out yet.

Finished a season with Wayne Madeira btw. But I noticed he was a lone SC. Gonna get a 2 SC formation set now so Villa will partner him.



I've noticed his average rating has improved by .30 - pretty significant over a season. But as you pointed out he was a lone striker.

29-05-12, 10:47 AM

#45

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

And it`s 1 first season.

And he`s in a super team.

29-05-12, 10:47 AM

#46

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429



Hardly any difference with Villa(20%) and Higuain (80%) next to him in a 3-5-2.

29-05-12, 10:47 AM

#47

Patinoz 
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Blue Demon**

Spoiler:



Hardly any difference with Villa(20%) and Higuain (80%) next to him in a 3-5-2.

So even with 'Key Attributes' it didn't make much difference?

29-05-12, 10:47 AM

#48

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

His attributes didnt change, but the system did. Higuain isnt that good tho, when Villa doesnt move Wayne has more competition and does worse.



What CA/PA did To Madeira have?

29-05-12, 10:48 AM

#49

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Tó Madeira

CA 85
PA -2

29-05-12, 10:48 AM

#50

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

85 lol, gonna try that.

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Thread: Key Attributes

Thread Tools

29-05-12, 10:48 AM

#51

Patinoz
PlayerJoin Date: 18-12-11
Location: Dresden
Posts: 6,429

A problem I saw coming, low CA means low rep. Gonna try to change Higuain so he wont be played upfront.

Still not bad, he was at 10 goals from 10 games with a 8.48 avr at one point.

29-05-12, 10:48 AM

#52

Patinoz
PlayerJoin Date: 18-12-11
Location: Dresden
Posts: 6,429

His stats are still high though.

29-05-12, 10:48 AM

#53

Patinoz
PlayerJoin Date: 18-12-11
Location: Dresden
Posts: 6,429

That`s end of season - he starts out looking quite different.

29-05-12, 10:48 AM

#54

Patinoz
PlayerJoin Date: 18-12-11
Location: Dresden
Posts: 6,429

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Blue Demon**

Decisions can be important for any position, but when a player has too many `best` attributes he is still likely to make wrong decisions. Like the strength of To Madeira was that he had few best atts - makes the decisions easier.

Agree with this point. I've got a young central defender in my team right now and overall he is crap but he has very high (17+) in marking, jumping, positioning and tackling. As a result he is outperforming my senior players.

Its the similar situation with strikers. However for midfielders I opt for more 'complete' players so they can do a bit of both. For defenders and strikers you can make do with players who aren't Rooney's or Messi's but just have high stats in the right places.

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I was thinking of adding all same atts for the top ranked players, it would make sense that whatever comes out top is most key?

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

From a "How to Become a Championship Manager" guide by Prima Games, which is worth what it's worth

Goalkeepers

A breed apart from the rest of the lads, the man between the sticks has his own specific areas of expertise and skill that you should look out for. Handling, reflexes and agility are all attributes reserved for goalies and it's these three skills that are the core of his overall ability. Good positioning, the ability to jump and good strength will also come in handy when your goal is under siege.

Vital Skills: Handling, Reflexes, Agility

Desirable Skills: Positioning, Jumping, Strength

Fullbacks

A hugely demanding role. Today's fullback needs to have the pace and stamina to get forward and the skills to be effective when he gets there. Above all, though, he needs to excel at his defensive duties and have excellent positional awareness in order to keep the opposition's wide players at bay.

Vital Skills: Positioning, Tackling, Marking, Stamina, Jumping, Strength, Heading

Desirable Skills: Passing, Pace, Acceleration, Crossing

Centrebacks

The traditional image is one of a lumbering clogger, hired for his brute strength and his ability to risk various parts of his anatomy in order to protect his goal. This is only part of the story, though, for while you'll find plenty of highly rated centrebacks in the lower divisions, in takes a lot more than brawn to make it as a stopper at the top level.

Vital Skills: Positioning, Jumping, Tackling, Marking, Aggression, Strength, Bravery, Heading

Desirable Skills: Stamina, Anticipation, Determination, Pace, Acceleration

Defensive Midfield

These defensive players represent the engine room of your midfield and the anchor men that hold the side together. Attacking sides may look to play without these players, but lower division teams and those looking to break down the flair and creativity of the opposition will look for these guys to toughen things up in midfield.

Vital Skills: Tackling, Strength, Aggression, Marking, Stamina, Work Rate, Teamwork

Desirable Skills: Determination, Passing, Pace, Acceleration

Attacking Midfield

This is where you'll be looking for creativity. These guys will demand the ball and pull the strings throughout the 90 minutes. They'll need to have the skills to break down the opposition, either through their passing or their own attacking instincts. They are among the most difficult players to find in the game. Treasure them.

Vital Skills: Creativity, Passing, Off The Ball, Technique, Finishing

Desirable Skills: Stamina, Work Rate, Teamwork, Flair, Long Shots, Pace, Acceleration

Wingers

These guys are the mercurial entertainers who are in the side to provide ammunition for the forwards. The supporters will turn up in their droves to watch a winger twist and turn his fullback into the ground. But many teams, particularly at the lower levels, don't have room to support the traditional winger. These days a wide man is expected to toil for his own team as well as torment the opposition, so midfielders who can play on the wing or in the centre are often a good choice.

Vital Skills: Crossing, Creativity, Dribbling, Pace, Acceleration, Balance, Technique, Passing

Desirable Skills: Finishing, Long Shots, Teamwork, Work Rate, Off The Ball

Forwards

Goals win games, there's no denying that; and for these guys banging one in the net is a priority. However, the modern-day forward can bring more to a team than just his finishing ability. Combining a natural goalscorer with a creative forward player can be a deadly cocktail that spells trouble for opposing defences, and goals galore for you. The real life examples are numerous - look at Beardsley and Cole, or Bergkamp and Henry. [dated, or what?]

Vital Skills: Creativity, Finishing, Off The Ball, Dribbling, Passing, Technique, Pace, Acceleration

Desirable Skills: Teamwork, Flair, Balance, Long Shots, Anticipation, Crossing

Strikers

The goal machine. The man who can single-handedly decide the fate of the team. Without this fella banging the ball in the net all that lovely approach play is wasted. You want him in the box sniffing out goals, even if that's his sole contribution to the team effort. If you get a good striker, make sure they are not isolated - make midfielders support him and widemen feed him the ball and play to his strengths. If he has good heading and jumping ratings, modify your style of play to get the ball in high. If he's good on the ground or has good movement and creativity, consider short passes to exploit his pace and finishing skills.

Vital Skills: Finishing, Off The Ball, Jumping, Heading, Anticipation

Desirable Skills: Pace, Acceleration, Strength, Aggression, Long Shots

29-05-12, 10:50 AM

#58

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Blue Demon**

I was thinking of adding all same atts for the top ranked players, it would make sense that whatever comes out top is most key?

FWIW, I think a better way would be to create a team of decent players (say all stats at 10, CA & PA at 100), then re-run the same season over and over making changes to just one stat for each iteration.

Then you can see how an improvement in one stat impacts on their performance during a season. You could even drop a stat right down to 1 and see if it makes any difference at all.

29-05-12, 10:50 AM

#59

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

The amount of combinations would be millions, impossible to test.

29-05-12, 10:50 AM

#60

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Blue Demon**

The amount of combinations would be millions, impossible to test.

It depends on what you're trying to find out, you could just do a comparison of certain key stats for one particular player/position.

For example, test which striker stat is most import by testing each of the stats mentioned above (**Vital Skills:** Finishing, Off The Ball, Jumping, Heading, Anticipation **Desirable Skills:** Pace, Acceleration, Strength, Aggression, Long Shots) and see which one comes out on top. That's 10 tests, not quick, but doable. In fact, I might give this a go and see what I come up with.

29-05-12, 10:50 AM

#61

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

But there is for example a big difference between an attacker playing as lone SC, being partnered by another or even 2 others like in the March Barca. What kind of partners do they have? Are the wingers good in crossing which helps when an attacker has good jumping/heading?

For other positions the same, when a DMC gets a lot of tackles the 2 DC`s behind him wont get as much, and attacking mids like Gerrard that are able to score a lot, can suffer from someone like Torres stealing all their goals.

29-05-12, 10:51 AM

#62

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Kaizeler where did you find that guide?

29-05-12, 10:51 AM

#63

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

It's a booklet; I reckon it came with an issue of the official CM magazine I bought some seven years ago.

29-05-12, 10:51 AM

#64

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I'm not sure if my experience is gospel but I can only go by what I have found with the formation I use most often (4-3-3) sorry for the long post.

I find fullbacks a very hard position to get right. I generally like them to get forward and get plenty of crosses in. I find flair and agility (maybe winger attributes?) determine this more than anything, even pace/dribbling/crossing/accel etc..

One example would be Sagna at Arsenal, he has some great stats (but poor flair and agility) and gets a high average rating when I use him, but in 20+ games he has 1 maybe 2 assists even with good pace and dribbling. He does have a high av tackle though so seems to stay back. Compare him with Gokul who has higher agility and flair, he gets less av tackles but is way more effective going forward with 15-20 assists.

For defenders and DMs I have noticed aggression is key to the av tackle stat, they may get more bookings and reds but they stop the opposition more. I notice a marked difference in two players with good similar attributes but the one with a high aggression is far far more effective.

Strikers are pretty much a known quantity I think- off the ball, pace, finishing, jumping, heading and if you're lucky dribbling, and you'll have a goal machine.

Goalkeepers are a strange breed, I've had some of the higher rated keepers perform terrible over a number of seasons with some of the more average keepers doing much better. I'm not sure what exactly to look for that determines this as I don't seem to be able to narrow it down.

29-05-12, 10:52 AM

#65

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Tricky_Tree**
For defenders and DMs I have noticed aggression is key to the av tackle stat, they may get more bookings and reds but they stop the opposition more. I notice a marked difference in two players with good similar attributes but the one with a high aggression is far far more effective.

Try looking for a DM with 20 in positioning and you shall see some tackles....

29-05-12, 10:52 AM

#66

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I do, but even a high positioning is no guarantee of a high tackle rate, maybe 2.9-3.2 but with aggression I see an average of 4.5-6.0 depending on other attributes.

29-05-12, 10:52 AM

#67

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I've been adding some stats of the best ranked attackers and created a kid to replace 10 useless strikers at his fav club.

He is based on highly ranked strikers Eto`o/Messi/Villa/Amauri

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Blue Demon**
I`ve been adding some stats of the best ranked attackers and created a kid to replace 10 useless strikers at his fav club.

He is based on highly ranked strikers Eto`o/Messi/Villa/Amauri

Lets see how I progress

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

First season EPL topscorer, 2nd season was a bit less.

Your 3rd cap was very succesful.

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I always knew I was a future superstar x)

What is this to prove BD?

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I`m trying to create the ultimate striker using a list of added values for attributes. So far I have added the stats of the 4 best ranked attackers from the SL ranking. I`m just wondering how big I need to make the gaps between the most and less key attributes.

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Blue Demon**
I`m trying to create the ultimate striker using a list of added values for attributes. So far I have added the stats of the 4 best ranked attackers from the SL ranking. I`m just wondering how big I need to make the gaps between the most and less key attributes.

Oh I see. Well its interesting to watch anyway. Do you know how to speed up your CM btw without the tapani patch? It might make holidaying/testing quicker for you.

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I have CM installed on a seperate partition, which helps a lot.

Something happened in the game just now that just has to be destiny.

City are struggling in season 4 so they need some good management.

29-05-12, 10:54 AM

#74

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Well Jesus was bought by Real Madrid, so I wasn't able to follow his progress any further unfortunately. I think the experiment worked tho, but I will have to see how the key attributes list will evolve. It just makes sense that the players that are successful in a certain position have things in common.

29-05-12, 10:55 AM

#75

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

I have looked at the original database and checked the attributes of all the high reputation players that were still in their prime at that time. Further, I looked at the forum and used common sense to make a list with important attributes for each position. I use CMAgent, a program to make player ratings. You can use different weights for different attributes. The * are key attributes with a weight of 6.

Goalkeeper

- * handling, one on ones(hidden), positioning, reflexes
- 4 agility
- 3 anticipation
- 2 bravery, jumping
- 1 acceleration, pace, balance

Defender Centre

- * marking, positioning, tackling
- 5 anticipation
- 4 bravery, jumping, strength
- 3 acceleration, pace
- 2 decisions, heading, teamwork, determination
- 1 agility, stamina, work rate

Defender Right/Left

- * acceleration, pace, positioning
- 5 tackling
- 4 teamwork, work rate
- 3 agility, anticipation, bravery, determination
- 2 crossing, decisions, dribbling, off the ball, passing, stamina, strength, technique

Defensive Midfielder

- * positioning, tackling, teamwork, work rate
- 4 anticipation, bravery, determination
- 3 acceleration, marking, pace, passing, stamina, strength
- 2 balance, decisions, jumping, technique
- 1 agility

Attacking Midfielder

- * creativity, passing
- 5 technique
- 4 decisions, flair, off the ball
- 3 acceleration, agility, anticipation, determination, dribbling, pace, teamwork
- 2 finishing, long shots, stamina
- 1 balance, heading, work rate

wingers

- * acceleration, pace, dribbling, crossing
- 5 technique
- 4 agility, flair, off the ball
- 3 determination, passing, creativity
- 2 anticipation, decisions, finishing, long shots, stamina
- 1 balance, teamwork, work rate

Fast Striker

- * acceleration, pace, finishing, off the ball
- 4 agility, anticipation, dribbling, flair, technique
- 3 determination, decisions
- 2 balance, stamina, creativity
- 1 heading, long shots, passing, strength

Target Striker

- * heading, jumping, finishing, off the ball
- 5 strength
- 4 acceleration, anticipation, flair, pace, technique
- 3 determination, decisions
- 2 agility, balance, bravery, dribbling, long shots, passing, stamina, creativity, teamwork, work rate

« CM 01/02 loading times | Promote young players - problem »

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Thread: Key Attributes

Thread Tools

29-05-12, 10:55 AM

#76

Patinoz
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Sphinx**

I have looked at the original database and checked the attributes of all the high reputation players that were still in their prime at that time. Further, I looked at the forum and used common sense to make a list with important attributes for each position. I use CMAgent, a program to make player ratings. You can use different weights for different attributes. The * are key attributes with a weight of 6.

Goalkeeper

* handling, one on ones(hidden), positioning, reflexes
4 agility
3 anticipation
2 bravery, jumping
1 acceleration, pace, balance

Defender Centre

* marking, positioning, tackling
5 anticipation
4 bravery, jumping, strength
3 acceleration, pace
2 decisions, heading, teamwork, determination
1 agility, stamina, work rate

Defender Right/Left

* acceleration, pace, positioning
5 tackling
4 teamwork, work rate
3 agility, anticipation, bravery, determination
2 crossing, decisions, dribbling, off the ball, passing, stamina, strength, technique

Defensive Midfielder

* positioning, tackling, teamwork, work rate
4 anticipation, bravery, determination
3 acceleration, marking, pace, passing, stamina, strength
2 balance, decisions, jumping, technique
1 agility

Attacking Midfielder

* creativity, passing
5 technique
4 decisions, flair, off the ball
3 acceleration, agility, anticipation, determination, dribbling, pace, teamwork
2 finishing, long shots, stamina
1 balance, heading, work rate

wingers

* acceleration, pace, dribbling, crossing
5 technique
4 agility, flair, off the ball
3 determination, passing, creativity
2 anticipation, decisions, finishing, long shots, stamina
1 balance, teamwork, work rate

Fast Striker

* acceleration, pace, finishing, off the ball

4 agility, anticipation, dribbling, flair, technique
3 determination, decisions
2 balance, stamina, creativity
1 heading, long shots, passing, strength

Target Striker

* heading, jumping, finishing, off the ball

5 strength

4 acceleration, anticipation, flair, pace, technique

3 determination, decisions

2 agility, balance, bravery, dribbling, long shots, passing, stamina, creativity, teamwork, work rate

This is absolutely superb. How long did it take to look over the list of players and determine these attributes?

Also can you expand on CMAgent as I'm in the dark a bit as to what it is?

29-05-12, 10:56 AM

#77

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Yeah it costed me an evening.

CmAgent is a scouting tool, similar to Cm scout. You can create your own player ratings, by giving weights to attributes, the program will calculate a "total rating". It is also possible to see all hidden attributes with the program, but I only use it to calculate player ratings.

29-05-12, 10:56 AM

#78

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Very interesting, the fact you can add values to attributes yourself is brilliant. Congrats to whoever made that tool I'll be sure to give it a while once I get home.

Is there a file made when determining your own weights? If so can you upload yours?

29-05-12, 10:57 AM

#79

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Sphinx**

You can create your own player ratings, by giving weights to attributes, the program will calculate a "total rating".

Can you also give negative weights ?

29-05-12, 10:57 AM

#80

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Originally Posted by **Blue Demon**

Can you also give negative weights ?

Don't know, never tried it. Would be interesting, though.

29-05-12, 10:57 AM

#81

Patinoz ◊

Join Date: 18-12-11

Very interesting discussion!

But, I have another question.

I found that in the beginning of the game there were 112 players with a scout rating of 70% or higher (with SIM april 2011) but after five seasons there were only 55 players left with such a high rating. And beside GK's they were all original players.

So, are key attributes of todays top rated players passed on to the next generation (regens)? Or is there a way to do this?

29-05-12, 10:57 AM

#82

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

It`s a useless rating tbh.

29-05-12, 10:58 AM

#83

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

*Originally Posted by **JAV***

Very interesting discussion!

But, I have another question.

I found that in the beginning of the game there were 112 players with a scout rating of 70% or higher (with SIM april 2011) but after five seasons there were only 55 players left with such a high rating. And beside GK's they were all original players.

So, are key attributes of todays top rated players passed on to the next generation (regens)? Or is there a way to do this?

With the randomness of regens, especially the CA when generated, and the quality of training they get at computer managed clubs (especially those in non-selected leagues) over time the player quality averages out. In other words, the good players get worse and the bad players get better. The good players will still be better, not just as much.

29-05-12, 10:58 AM

#84

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

Do people use specific attributes for different formations? E.g the silent_Alarm_FF tactic which is a 4-3-3 formation, 1 midfielder with a forward run, So would you chose more attacking attributes for him over the other 2? Also the same as the strikers, in the with/without the middle striker is furthers forward so i imagine pace and strength would be best?

Opinions?

29-05-12, 11:00 AM

#85

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

i copied over the key atts thread. do you wanna have this one and the key thread merged?

29-05-12, 11:03 AM

#86

ebfatz ◊
Social Media Bod
Former Holy Trinity Member
Stories Mod

Join Date: 02-03-12
Posts: 8,522

Well Done for bringing it over.
I'd say merging would be a good idea. Keep all the same stuff together.

02-06-12, 01:28 PM

#87

dfletch69uk
Unattached

I think the original link you were looking for can be found by searching "CM 01/02 best player attributes" on gogley = 9 posts - 5 authors - 28 Dec 2005.

The answers (and then some) have been written on this thread though.

02-06-12, 01:41 PM

#88

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

gogley any good? 😊

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

02-06-12, 01:49 PM

#89

dfletch69uk
Unattached

LOL but not as the PM would mean in a text!

15-06-12, 09:55 PM

#90

bruno1982 ◦
Youth Team Player

Join Date: 06-04-12
Posts: 26

don't know if there's a thread about player attributes...but

hi, I wonder which are the main attributes for each position, like the right attributes for a striker or a attacking midfielder.. if there is a thread about this please show me the link!
thanks in advance

17-06-12, 02:56 PM

#91

swedishcmgod ◦
Backup Player

Join Date: 02-03-12
Location: Stockholm, Sweden
Posts: 624

post 6 in this thread.

20-06-12, 07:25 PM

#92

Vianna 24-05-1995 ◦
Youth Team Player

Join Date: 06-03-12
Posts: 5

Originally Posted by **Patinoz** ▶

*I have looked at the original database and checked the attributes of all the high reputation players that were still in their prime at that time. Further, I looked at the forum and used common sense to make a list with important attributes for each position. I use CMAGENT, a program to make player ratings. You can use different weights for different attributes. The * are key attributes with a weight of 6.*

...

Defensive Midfielder

** positioning, tackling, teamwork, work rate*

4 anticipation, bravery, determination

3 acceleration, marking, pace, passing, stamina, strength

2 balance, decisions, jumping, technique

1 agility

Attacking Midfielder
* creativity, passing
5 technique
4 decisions, flair, off the ball
3 acceleration, agility, anticipation, determination, dribbling, pace, teamwork
2 finishing, long shots, stamina
1 balance, heading, work rate
...

Very nice job and also very clarifying!

However, when taking a closer look to some midfielders, some have the best scout rating for (just) midfielder. These players don't seem to distinguish in either their attacking or defensive skills.

So, do you have any idea what are the main attributes for a 'normal' midfielder?

21-06-12, 07:10 AM

#93

Blue Demon ◦
Reserve Team Player

Join Date: 15-12-11
Location: Holland
Posts: 474

Originally Posted by **Vianna 24-05-1995** ◦

So, do you have any idea what are the main attributes for a 'normal' midfielder?

Stamina
Natural fitness
Teamwork
Technique
Passing
Decisions
Acceleration
Dribbling
Anticipation
Work rate

21-06-12, 07:47 AM

#94

BeezerCeltic1967 ◦
Director

Join Date: 02-03-12
Location: WATING FOR 10 IN
A ROW
Posts: 6,197

did the thread we had in teh old place get moved over here? was similar to this one.

21-06-12, 08:40 AM

#95

Jesus ◦
First Team Player

Join Date: 04-03-12
Posts: 3,459

Reckon Pat is going for the "Post Booster of the Year" award? 🤔

21-06-12, 08:57 AM

#96

Patinoz ◦
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

which one do you mean beez? somebody requested this one so I moved it.

21-06-12, 09:22 AM

#97

Fods ◦
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Originally Posted by **Jesus** ◦

Think I won that last two years.. best pull my finger out

21-06-12, 11:11 AM

#98

BeezerCeltic1967 ◦
Director

Join Date: 02-03-12
Location: WATING FOR 10 IN
A ROW
Posts: 6,197

Originally Posted by **Dermotron**

To answer the topic:

Mental (Mental attributes)

Adaptability (0-20) - How quickly he settles into a new country and learns the language, allowing him to be happy.

Ambition (0-20) - Determines his drive to win trophies at the club.

Determination (0-20) - His determination to be the best he can be.

Loyalty (0-20) - His Loyalty to the club.

Pressure (0-20) - His ability to handle the pressures of football and media.

Professionalism (0-20) - Determines his conduct at the club.

Sortsmanship (0-20) - Determines whether he is a sportman or not.

Temperament (0-20) - Determines how well he keeps his temper.

Player (Player attributes)

All these are rated 0-20.

Acceleration - How quickly he can reach his top speed from a standing start.

Aggression - How aggressive he is whilst playing.

Agility - His ability to get back up when knocked over or when diving for the ball.

Anticipation - His ability for reading passes and situations before they've happened so he can be in the right place at the right time.

Balance - How well he stays on his feet when challenged.

Bravery - How brave he is during play. How likely he is to put himself on the line in an attempt to win the ball.

Consistency - How consistent his performances are.

Corners - His ability for taking corners.

Crossing - How likely he is to provide the perfect cross.

Decisions - How likely he is to make the right decision when passing the ball to a player.

Dirtiness - How dirty a player he is. How likely he is to foul someone.

Dribbling - How good he is at running with the ball.

Finishing - How likely he is to provide an accurate shot on goal.

Flair - How likely he is to perform something out of the ordinary.

Free Kicks - His chances of taking the perfect free kick.

Handling - How good he is at catching and handling the ball. - GK's only

Heading - How likely he is to provide an accurate header.

Important matches - How likely he is to perform well in derby matches etc.

Injury proneness - How likely he is to get injured.

Jumping - How good he can jump to get up there for the ball.

Leadership - His ability at leading other players and inspiring them to win.

Left foot - How comfortable he is using his left foot.

Long shots - How likely he is to provide an accurate shot from distance.

Marking - His ability to follow a player and keep up with his runs.

Movement - His ability to consistently take up good attacking positions.

Natural fitness - How well he recovers stamina from match to match.

*One on ones - How well he performs in a one on one situation. [**Valid for gk's and outfield players**]*

Pace - His top speed.

Passing - How likely he is to provide an accurate pass.

Penalties - How good he is at taking penalties.

Positioning - How well he keeps defensive positions.

Reflexes - His ability to make last gasp reflex saves. - GK's only

Right foot - How comfortable he is with his right foot.

Stamina - How well his fitness keeps during matches.

Strength - How strong he is physically.

Tackling - His ability to make a successful tackle.

Technique - His ball control ability.

Throw ins - His ability to provide an accurate throw in.

Versatility - How well he plays if forced to play out of position.

Vision - His ability to see players in spaces and making runs.

Work rate - How hard he works during the match.

Not sure that is the case deems.

BeezerCeltic1967 ◦
Director

Join Date: 02-03-12
Location: WATING FOR 10 IN A ROW
Posts: 6,197

Originally Posted by **swedishcmgod** »
*bd's thread about **nistelrooy and tsigalko** became more like a general discussion around attributes. Might be what you were looking for* 🗨️

Pat,
i think this was the thread i meant 🗨️

Blue Demon ◦
Reserve Team Player

Join Date: 15-12-11
Location: Holland
Posts: 474

This was also mentioned in the `Old Site Thread Requests`. It`s true that I kind of hi-jacked that thread (it wasnt mine) to link it to my research about attribute strength, aka intrinsic value of attributes. I made a whole lot of Tsigalko-like players to see how freaky things would get in terms of goal scoring, dribbles/game, tackles/game, etc. After my break from the forums I deleted that database, so that project wont continue. Ever since my return to the forums I`ve been wanting to do a new similar project. I want to focus on attribute strength again but also I want to finetune my lists of attributes that are key for certain positions.

The old project focussed mainly on how to distribute the CA atts to maximize the strength of 1, 2 or 3 key atts, using 20`s and/or 19`s as highest numbers. In my new project I`m trying to make strong attributes using lower numbers, 15`s and 14`s. I used Cam`s empty database this time, instead of a database full of players. Some of you might have seen this causes a problem with injuries, so because of that I dont have any reliable test results yet. I will keep creating players until I do and no doubt I`ll create a thread to share the results.

◀ CM 01/02 loading times | Promote young players - problem ▶

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Forum » Championship Managers Club » General » Key Attributes

Results 101 to 125 of 180

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Thread: Key Attributes

Thread Tools

21-06-12, 01:40 PM

#101

BeezerCeltic1967 ◊
Director

Join Date: 02-03-12
Location: WATING FOR 10 IN
A ROW
Posts: 6,197

i have a lot of success with strikers by lowering their creativity right down.
must make them less likely to pass or try and create a chance for themselves/others and
focus on scoring goals.

21-06-12, 01:49 PM

#102

Blue Demon ◊
Reserve Team Player

Join Date: 15-12-11
Location: Holland
Posts: 474

Originally Posted by **BeezerCeltic1967**

*i have a lot of success with strikers by lowering their creativity right down.
must make them less likely to pass or try and create a chance for themselves/others and focus on scoring goals.*

I used to think that, but I think it`s more that when you lower 1 CA att, the others become stronger. Simple as that.

23-06-12, 09:23 PM

#103

Vianna 24-05-1995 ◊
Youth Team Player

Join Date: 06-03-12
Posts: 5

Originally Posted by **Blue Demon**

*Stamina
Natural fitness
Teamwork
Technique
Passing
Decisions
Acceleration
Dribbling
Anticipation
Work rate*

Thanks!

Do you also know which value (*,5,4, etc) to add to each attribute? Or is this to much to ask 😊

01-07-12, 06:28 PM

#104

bruno1982 ◊
Youth Team Player

Join Date: 06-04-12
Posts: 26

player attributes

please can someone post a list of the main attributes that a player must have, also, i'm struggling with my training, my players aren't developing to the maximum, can someone give me a hand in this area?
normally I look for coach with only coaching outfield and coaching goalkeeper attributes at 17 or plus, is this correct?
for my training I use the following...

GK - fitness - medium
tactics - intensive
shooting - none
skills - light
goalkeeping - intensive

defence - everything medium, except tactics on intensive
midfield - everything medium, except skills on intensive
forward - everything medium, except shooting on intensive

please someone have a giding light for me...thanks

01-07-12, 06:43 PM

#105

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

<http://www.champman0102.co.uk/showth...Key-Attributes> For Player Attributes.

Training

<http://www.champman0102.co.uk/showth...g-by-The-Eejit>

Champman0102.co.uk Facebook Page
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November 2020 Data Update Out Now

01-07-12, 07:03 PM

#106

bruno1982 ◊
Youth Team Player

Join Date: 06-04-12
Posts: 26

thanks dermotron, the thread about key attributes is very useful and I had never read it, so I'll be looking into it...but about the training by Eejit I think that I'm doing everything correctly the problem is that I don't get any good results, and I don't see were I'm failing...

02-07-12, 06:56 PM

#107

Germaniac ◊
Youth Team Player

Join Date: 02-03-12
Posts: 39

So vision is like creativity? :o

02-07-12, 07:03 PM

#108

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

only for the last 10 years...

08-07-12, 02:41 PM

#109

bruno1982 ◊
Youth Team Player

Join Date: 06-04-12
Posts: 26

I was wondering what is more important about training, staff with high coaching GK and Outfield attributes or is choosing the right schedule for each players, gk, defence, midfield and forward... please give me your opinion.

10-07-12, 09:41 AM

#110

shikaka ◊
Hot Prospect for the Future

Join Date: 08-03-12
Location: Budapest, Hungary
Posts: 229

It is quite easy to gather the good coaching staff.
If you have coaches whose attributes add up to about 50 you are OK.
edit: if you have 3 guys doing skill training, with coaching outfield 15 (45 total) you are OK.

What is important is to put the most important stuff for your players on intensive.
Defenders and DMs should get intensive tactics (to get positioning improvement), GKs should get intensive GK training, and that's pretty much it.
I keep the rest on general (no GK training, everything else on medium.
(they would need intensive tactics for off the ball, intensive skill for passing, and dribbling, and intensive shooting for finishing and long shots. Since I don't want to put any of these to light, I have to settle with medium training. Sometimes, when I have someone who is hopeless in teamplay - low passing, technique - I put skill on light and finishing/tactics on intensive, but it is quite rare, reserved only for fluke players with key finishing attributes on high, but low average)

26-07-14, 04:08 AM

#111

Sky Denzel ◊
Youth Team Player

Join Date: 06-05-14
Posts: 20

I know someone already answered this question in this topic, but I wanted to know for sure what are the key attributes for a pure midfielder (not an AMC nor a DMC, just a pure MC).
By this, I mean: Vital Skills and Recommended Skills (like it is featured in the 6th post), and, if possible, the source where you found the answer to my question 🙏

26-07-14, 08:54 AM

#112

BeezerCeltic1967 ◊
Director

Join Date: 02-03-12
Location: WATING FOR 10 IN A ROW
Posts: 6,197

So they play like this?

26-07-14, 07:17 PM

#113

Sky Denzel ◊
Youth Team Player

Join Date: 06-05-14
Posts: 20

Oh, I sure wish I could have Arturo Vidal in FC Porto 😊

I usually play with 1 DMC and two MC. One of them is instructed to play as an AMC when the team is attacking, so one of the MC's can perfectly be an AMC. The other one (who is not so offensive) is a pure MC who has the task to link up the defense to the attack of my team.
It's about this last kind of player that I'm talking about. I wanted to know for sure what are the key attributes to pay attention to, when trying to find a player like that 🙏

26-07-14, 11:30 PM

#114

BeezerCeltic1967 ◊
Director

Join Date: 02-03-12
Location: WATING FOR 10 IN A ROW
Posts: 6,197

an att minded mid cen will never play as well as a pure amc, different att's are required for the different positions.

totallyaddicted ◊
Reserve Team Player

Join Date: 07-04-13
Posts: 380

So what really is the best attribute for each position?

Ok so i played with a small team recently and bought 22 players with 20 positioning in every position...cheating a bit on the editor. However this made me win 3 consecutive promotions on the bounce and ended up qualifying for the champions league in 4th position in the final season.

So what attributes really is best for each position? or is this as good as it gets?

I understand you have a decent off the ball midfielder with Positioning defenders along with top strikers u would pretty much be unbeatable.....but is there anything out there that can beat it? like 22 men with work rate 20?

Who has experimented this?

lets have everyones view on what attributes is best for each position.

who has an average goalkeeper with conceding less than 10 goals in a season?
a defender with an average of 9.00 plus on rating per season.
a midfielder with 20 plus goals?
a striker hitting 50+?

Janis89 ◊
First Team Player

Join Date: 02-03-12
Location: Here
Posts: 3,225

I have never had a defender averaging over 9 in a season

A striker scoring 50 plus something that I never experenced either

Midfielder strong 20 plus has happened

And goalie conceding less than 10 goals is rare

But then I play non wib\wob

I can tell you which atts I do value for the different positions if you are interested. But I rarely come close to the tallies in your opening post. That is because I play non wib\wob.

I do however do quite good againsts other human players with top teams (non wib\wob)

Mark ◊
Chairman

Join Date: 31-10-11
Posts: 29,427

Moved to 'The Lounge'. It's not a story 🌐

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

Courtesy of Beez

Goalkeeper	Full Back	Centre Back	Sweeper	Wing Back	Def. Mid.	Midfielder	Att. Mid.	Winger	Striker
Handing	Acceleration	Marking	Marking	Acceleration	Marking	Dribbling	Creativity	Creativity	Finishing
Acceleration	Marking	Tackling	Passing	Crossing	Passing	Passing	Dribbling	Crossing	Long Shots
Agility	Passing	Heading	Tackling	Marking	Tackling	Stamina	Long Shots	Dribbling	Pace
Jumping	Heading	Jumping	Heading	Passing	Acceleration	Technique	Off the Ball	Pace	Creativity
Pace	Jumping	Pace	Jumping	Tackling	Determination	Acceleration	Passing	Acceleration	Crossing
Passing	Pace	Positioning	Pace	Heading	Heading	Determination	Acceleration	Determination	Dribbling
Positioning	Positioning	Stamina	Positioning	Jumping	Jumping	Heading	Determination	Heading	Flair
Reflexes	Stamina	Strength	Stamina	Pace	Pace	Jumping	Heading	Jumping	Heading
Strength	Strength		Strength	Positioning	Stamina	Pace	Jumping	Stamina	Jumping
				Stamina	Strength	Strength	Pace	Strength	Off the Ball
				Strength	Team work	Team work	Stamina	Team work	Passing
							Strength		Set Pieces
							Team work		

Red are most important and the rest are the next important

Some more reading on same topic:

The strength of attributes - <http://www.champman0102.co.uk/showthread.php?t=1748>

Tsigalko/ van Nistelrooy - <http://www.champman0102.co.uk/showthread.php?t=1598>

Natural Born Freaks - <http://www.champman0102.co.uk/showthread.php?t=5437>

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25-06-15, 02:05 PM

#119

kuy
Squad Rotation Player

Join Date: 07-03-12
Posts: 1,651

Originally Posted by **Dermotron**

Courtesy of Beez

Goalkeeper	Full Back	Centre Back	Sweeper	Wing Back	Def. Mid.	Midfielder	Att. Mid.	Winger	Striker
Handing	Acceleration	Marking	Marking	Acceleration	Marking	Dribbling	Creativity	Creativity	Finishing
Acceleration	Marking	Tackling	Passing	Crossing	Passing	Passing	Dribbling	Crossing	Long Shots
Agility	Passing	Heading	Tackling	Marking	Tackling	Stamina	Long Shots	Dribbling	Pace
Jumping	Heading	Jumping	Heading	Passing	Acceleration	Technique	Off the Ball	Pace	Creativity
Pace	Jumping	Pace	Jumping	Tackling	Determination	Acceleration	Passing	Acceleration	Crossing
Passing	Pace	Positioning	Pace	Heading	Heading	Determination	Acceleration	Determination	Dribbling
Positioning	Positioning	Stamina	Positioning	Jumping	Jumping	Heading	Determination	Heading	Flair
Reflexes	Stamina	Stamina	Stamina	Pace	Pace	Jumping	Heading	Jumping	Heading
Strength	Strength	Strength	Strength	Positioning	Stamina	Pace	Jumping	Stamina	Jumping
				Stamina	Strength	Strength	Pace	Strength	Off the Ball
				Strength	Teamwork	Teamwork	Stamina	Teamwork	Passing
							Strength		Set Pieces
							Teamwork		

Red are most important and the rest are the next important

Interesting that the atts some of us might have expected, like Positioning for centre-backs or Off The Ball for strikers, don't appear in red 🤔

25-06-15, 03:39 PM

#120

BobMem
First Team Player

Join Date: 04-03-12
Posts: 4,250

I would rate Positioning over everything else for a DC, and similarly for OTB for strikers. Beez has done a tonne of testing though, so can't really be questioned!

25-06-15, 03:45 PM

#121

Janis89
First Team Player

Join Date: 02-03-12
Location: Here
Posts: 3,225

Originally Posted by **BobMem**

I would rate Positioning over everything else for a DC, and similarly for OTB for strikers. Beez has done a tonne of testing though, so can't really be questioned!

Positioning for dcs is what I too would think was The main skill to have

But the test shows long shots for strikers? I find it hard to believe that long shots is more important than pace, jumping or off the ball.

And creativity - thought it was a debate about that skill. It did not have a significant influence on the game iirc - feel free to correct me though

30-06-15, 11:16 AM

#122

Creativity has a direct impact on the number of passes per game. I have a very average DMC right now, but he has 20 passing and creativity and he averages over 100 passes per game, he even had 170+ a couple of times. That being said, it happened to me before to have a guy with a crazy average like this, then the next season his numbers fell off a cliff and he became normal.

30-06-15, 01:50 PM

#123

Here's Churky's take on what's needed.

Originally Posted by Churky

Players

All positions demand **Determination**.

On top of that...

- a) goalkeepers need only Handling, and maybe Reflexes and Positioning, but it's not vital
- b) central defenders, fullbacks, and defensive midfielders need Positioning. Other logical things like Jumping, Marking and Tackling are nice to have, but not really necessary
- c) other midfielders need Passing and Off the Ball. Again, many other attributes can help, but you can focus on those two, especially in the lower leagues
- d) forwards need Jumping, Pace and Off the Ball

and I personally use that.

04-09-15, 11:17 AM

#124

i rarely look at a player with less than 15 Determination, 15 workrate and 15 teamwork. I believe the high determination stat gives an indication of the future potential of players and along with the workrate stat i think that the player will be more determined to achieve their potential. The workrate i believe helps my teams fight to the end and i do seem to score alot of late goals. The way i like to set up my team needs a strong teamwork stat. The only player i disregard the teamwork stat with is my strikers. I want them to be as greedy as possible. DMC have got to be high workrate, high determination, high teamwork and i like them to be aggressive (Ze Elias - Olympiakos) is the perfect example. Goakepers are a complete mystery to me. I have bought some of the best in the game in stats but they have not performed. Some of my best goalkeepers have had terrible stats but been world beaters between the sticks. Central defenders along with the above stats need a good positioning stat and imo heading and jumping(Taller??)

04-09-15, 01:36 PM

#125

Originally Posted by Dermotron

Courtesy of Beez

Goalkeeper	Full Back	Centre Back	Sweeper	Wing Back	Def. Mid.	Midfielder	Att. Mid.	Winger	Striker
Handling	Acceleration	Marking	Marking	Acceleration	Marking	Dribbling	Creativity	Creativity	Finishing
Acceleration	Marking	Tackling	Passing	Crossing	Passing	Passing	Dribbling	Crossing	Long Shots
Agility	Passing	Heading	Tackling	Marking	Tackling	Stamina	Long Shots	Dribbling	Pace
Jumping	Heading	Jumping	Heading	Passing	Acceleration	Technique	Off the Ball	Pace	Creativity
Pace	Jumping	Pace	Jumping	Tackling	Determination	Acceleration	Passing	Acceleration	Crossing
Passing	Pace	Positioning	Pace	Heading	Heading	Determination	Acceleration	Determination	Dribbling
Positioning	Positioning	Stamina	Positioning	Jumping	Jumping	Heading	Determination	Heading	Flair
Reflexes	Stamina	Strength	Stamina	Pace	Pace	Jumping	Heading	Jumping	Heading
Strength	Strength		Strength	Positioning	Stamina	Pace	Jumping	Stamina	Jumping
				Stamina	Strength	Strength	Pace	Strength	Off the Ball
				Strength	Teamwork	Teamwork	Stamina	Teamwork	Passing
							Strength		Set Pieces
							Teamwork		

Red are most important and the rest are the next important

Some more reading on same topic:

The strength of attributes - <http://www.champman0102.co.uk/showthread.php?t=1748>

Nice table but how were those attributes determined to be most important for each position? Is there some background reading or information as to how the experiment was done?

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Forum » Championship Managers Club » General » Key Attributes

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Thread: Key Attributes

Thread Tools

04-09-15, 06:56 PM

#126

saturn
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Originally Posted by Jesus

Nice table but how were those attributes determined to be most important for each position? Is there some background reading or information as to how the experiment was done?

They're taken from the Compare Players screen, found by Giorgio in a thread [here](#). The chart doesn't seem to translate into what works well in terms of the match engine though, eg Positioning and Off The Ball not ranking highest anywhere.

06-09-15, 06:14 PM

#127

rimajo
Youth Team Player

Join Date: 03-09-15
Posts: 6

has been bookmark, this seems like a very interesting thread

06-09-15, 08:04 PM

#128

kuy
Squad Rotation Player

Join Date: 07-03-12
Posts: 1,651

Originally Posted by saturn

They're taken from the Compare Players screen, found by Giorgio in a thread [here](#). The chart doesn't seem to translate into what works well in terms of the match engine though, eg Positioning and Off The Ball not ranking highest anywhere.

I guess a lot of it depends what you mean by 'best' - for a striker, say, 'best' could mean highest av. rating, most goals, highest goals + assists, most team goals, most wins, etc...

For example a full-back will get high ratings if they contribute a lot of assists, so Crossing, Stamina, Work-rate etc. might contribute to a full-back getting high av. ratings, but they might be crap at actually defending, and the team might be better off with a player who has better Tackling, Jumping, Positioning etc. but gets lower av. ratings.

But on the other hand the attacking contribution might outweigh the defensive contribution! So what atts are most important for each position almost certainly depends on things like the formation and style of play that you prefer, which other players are in your team (Crossing will be more important if your strikers have high Heading and Jumping, and vice versa), ...

Just a couple of thoughts on the topic

saturn ◊
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Originally Posted by **kuy** ◊

I guess a lot of it depends what you mean by 'best' - for a striker, say, 'best' could mean highest av. rating, most goals, highest goals + assists, most team goals, most wins, etc...

For example a full-back will get high ratings if they contribute a lot of assists, so Crossing, Stamina, Work-rate etc. might contribute to a full-back getting high av. ratings, but they might be crap at actually defending, and the team might be better off with a player who has better Tackling, Jumping, Positioning etc. but gets lower av. ratings.

But on the other hand the attacking contribution might outweigh the defensive contribution! So what atts are most important for each position almost certainly depends on things like the formation and style of play that you prefer, which other players are in your team (Crossing will be more important if your strikers have high Heading and Jumping, and vice versa), ...

Just a couple of thoughts on the topic 🗨️

Yes, I get what you're saying. Something like Dribbling for full backs can give them really high ratings but who knows how many problems they can create dribbling around their own box.

But Positioning is definitely an over-powered defensive stat, definitively the "best" defensive attribute regardless of formation/style or potential attacking drawbacks. So, it not being in the top tier for any position in the Compare Players table makes me a bit weary of using said table to define what attributes are best for each position.

Janis89 ◊
First Team Player

Join Date: 02-03-12
Location: Here
Posts: 3,225

Positioning and Off the ball is what I have heard is the best atts all the years I`ve been here. Add determination too that and you are secure

I prefer consistency and good mental atts too (ambition etc)

black-wolf ◊
Youth Team Player

Join Date: 19-10-15
Location: Portugal
Posts: 4

Originally Posted by **Patinoz** ◊

*I have looked at the original database and checked the attributes of all the high reputation players that were still in their prime at that time. Further, I looked at the forum and used common sense to make a list with important attributes for each position. I use CMAgent, a program to make player ratings. You can use different weights for different attributes. The * are key attributes with a weight of 6.*

Goalkeeper

** handling, one on ones(hidden), positioning, reflexes*

4 agility

3 anticipation

2 bravery, jumping

1 acceleration, pace, balance

Defender Centre

** marking, positioning, tackling*

5 anticipation

4 bravery, jumping, strength

3 acceleration, pace

2 decisions, heading, teamwork, determination

1 agility, stamina, work rate

Defender Right/Left

** acceleration, pace, positioning*

5 tackling

4 teamwork, work rate

3 agility, anticipation, bravery, determination

2 crossing, decisions, dribbling, off the ball, passing, stamina, strength, technique

Defensive Midfielder

** positioning, tackling, teamwork, work rate*

4 anticipation, bravery, determination

3 acceleration, marking, pace, passing, stamina, strength

2 balance, decisions, jumping, technique

1 agility

Attacking Midfielder

* creativity, passing
5 technique
4 decisions, flair, off the ball
3 acceleration, agility, anticipation, determination, dribbling, pace, teamwork
2 finishing, long shots, stamina
1 balance, heading, work rate

wingers
* acceleration, pace, dribbling, crossing
5 technique
4 agility, flair, off the ball
3 determination, passing, creativity
2 anticipation, decisions, finishing, long shots, stamina
1 balance, teamwork, work rate

Fast Striker
* acceleration, pace, finishing, off the ball
4 agility, anticipation, dribbling, flair, technique
3 determination, decisions
2 balance, stamina, creativity
1 heading, long shots, passing, strenght

Target Striker
* heading, jumping, finishing, off the ball
5 strength
4 acceleration, anticipation, flair, pace, technique
3 determination, decisions
2 agility, balance, bravery, dribbling, long shots, passing, stamina, creativity, teamwork, work rate

First I wish to thank you for your work on this! 😊

Second I was trying to use this guide to scout players with CMAgent but I can't seem to find Creativity on the list...

does it have another name?

Thx

05-11-15, 05:10 PM

#132

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

Creativity = Vision
Off the Ball = Movement

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

20-11-15, 01:09 PM

#133

Fiestita ◦
Backup Player

Join Date: 06-03-12
Posts: 496

Championship Manager 01/02

Saturday 3.10.15 PM

Andrés San Martín (Sportivo Belgrano)

Action

Profile | Injuries & Bans | Contract | Transfer | History

Born 12.4.78 (Age 37). Argentine.

Acceleration	12	Flair	5	Set Pieces	5
Aggression	19	Handling	1	Stamina	14
Agility	9	Heading	9	Strength	14
Anticipation	10	Influence	11	Tackling	11
Balance	12	Jumping	10	Teamwork	16
Bravery	13	Long Shots	6	Technique	14
Creativity	9	Marking	9	Work Rate	20
Crossing	5	Off The Ball	5	Preferred Foot	Right Only
Decisions	10	Pace	14	Form	7-7-9-9-9
Determination	14	Passing	9	Morale	Superb
Dribbling	12	Positioning	11	Condition	75%
Finishing	7	Reflexes	3		

	Apps	Goals	Assists	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	-	-	-	-	-	-	-	-	----
League	9	0	1	0	85%	7.0	0.2	33%	8.00
Cup	-	-	-	-	-	-	-	-	----
Continental	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Senior Club	9	0	1	0	85%	7.0	0.2	33%	8.00

Defensive Midfielder (Centre)

Back | Next

Season has barely started but this guy is clearly showing positioning isn't everything... 37 years old tough baldie indeed work rate, team work and aggression are clearly giving him a boost

02-03-16, 11:16 PM

#134

TheJuice
Youth Team Player

Join Date: 29-02-16
Posts: 33

Attribute general players

Hello friends, I wonder if there is a general attribute for players? So it would be easier to hire. Sorry my english.

03-03-16, 12:34 AM

#135

Redknapp69
Member of the Month
Social Media Mod

Join Date: 03-03-12
Posts: 28,262

This should give you a good steer 🐮

<http://champman0102.co.uk/showthread...605#post239605>

03-11-16, 01:18 AM

#136

Whyne
Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

I've come to the conclusion that 'Jumping' is the most important attribute in the game. Even more so than positioning and off the ball.

A striker can score a goal a game with a decent jumping attribute even if he has poor heading, off the ball and finishing attributes. Jumping is also hugely important for defenders and gk's.

03-11-16, 11:03 AM

#137

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

Originally Posted by **Whyme** ▶

Jumping is also hugely important for defenders and gk's.

There plenty of research to suggest this can be a hinderance to GK's 🤔

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

03-11-16, 04:30 PM

#138

JonasAjax ◦
Hot Prospect for the Future

Join Date: 12-05-12
Posts: 100

Originally Posted by **Dermotron** ▶

There plenty of research to suggest this can be a hinderance to GK's 🤔

Wait, you mean to tell me I should pick a goalie with low jumping stats?

03-11-16, 05:03 PM

#139

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

Sorry, it was Reflexes 🤔

Champman0102.co.uk Facebook Page
13000 followers and rising

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03-11-16, 05:04 PM

#140

JonasAjax ◦
Hot Prospect for the Future

Join Date: 12-05-12
Posts: 100

Wait, you mean to tell me I should pick a goalie with low reflexes?

03-11-16, 05:12 PM

#141

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

I'm telling you nothing 🤔

Champman0102.co.uk Facebook Page
13000 followers and rising

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03-11-16, 05:29 PM

#142

wayupna ◦

Join Date: 04-03-13

Bravery is the main key attribute for your goalkeepers !!


03-11-16, 10:09 PM

#143

Fods ◊

Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Positioning 

03-11-16, 10:53 PM

#144

Whyne ◊

Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

I would say handling is most important for gk's, but who knows. If I play a GK with low jumping the opposition will often score by outjumping the gk, yet it rarely happens to AI keepers with a similar jumping attribute it seems

03-11-16, 11:25 PM

#145

Dermotron ◊

Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

Decisions seems to be very important too. Would go for high decisions over the 'known' good attributes

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

01-02-17, 11:10 PM

#146

fry78 ◊

Backup Player

Join Date: 17-01-13
Posts: 818

I just had a quick look at players in the 1st tier England and the 2nd Tier for England.

I was looking for players with high decisions and/or high workrate

I noticed a lot of time that a star player of a team has decent level of decisions 14/15+ and decent level workrate 14/15+.

So good decisions AND workrate means a decent player.

02-02-17, 09:11 AM

#147

hodgy ◊

Hot Prospect for the Future

Join Date: 05-02-14
Posts: 109

I always look for Anticipation, Determination and Positioning in all players. If they can stay one step ahead, stick to their designated position (let's face it, tactics are pretty much everything) and are driven every game then you're onto a winner. Obviously for a central defender for example I'll always look for Heading, Marking, Tackling etc. too.

03-02-17, 12:29 AM

#148

fry78 ◊

Backup Player

Join Date: 17-01-13
Posts: 818

Good point. I am starting to think decent anticipation, decisions, determination, and workrate can over-ride poor stats elsewhere.

I have yet to find a player that proves it though.

ally_uk 
 Decent Young Player

Join Date: 12-08-12
 Posts: 67

Guide for attributes

Guys I remember seeing on a thread a list of attributes ranked for each position. I can't seem to find it anymore


i.e GK

Handling
 Reflexes

Does anybody have a link to the guide or knows what I am talking about?

Many Thanks

316'sRegen
 Unattached

Eejit covers that somewhere in this thread i think 

<http://champman0102.co.uk/showthread.php?t=714>

Nope 

It is in the first post here though

<http://champman0102.co.uk/showthread.php?t=7674>



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Forum » Championship Managers Club » General » Key Attributes

Results 151 to 175 of 180 Page 7 of 8 First ... 3 4 5 6 7 8 Last

Thread: Key Attributes

Thread Tools

12-02-17, 07:10 PM

#151

ally_uk
Decent Young Player

Join Date: 12-08-12
Posts: 67

Hi thank you for replying,

That isn't the information I'm looking for. I rember seeing a post on player key stats for each postion.

For example Dmc:

- 1) postioning, teamwork
- 2) tackling

Does abybody remember this post?

12-02-17, 08:26 PM

#152

316'sRegen
Unattached

second post spoiler in the 2nd link 🙄

nope, it isn't actually 😊

Where's Fods....

12-02-17, 09:46 PM

#153

Fods
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Originally Posted by **316'sRegen**

Where's Fods....

???

12-02-17, 09:47 PM

#154

Topofthekop

Join Date: 04-03-12

This is what you're looking for i guess.



13-02-17, 12:27 AM

#155

316'sRegen
Unattached

Here: <http://champman0102.co.uk/showthread...4262#post24262>

13-03-17, 01:45 PM

#156

vfilatov ◦
Youth Team Player

Join Date: 23-06-14
Posts: 48

When CMAgent calculates the rating it uses in-game values for CA15 attributes, but not intrinsic values. Therefore, this rating is useless. Am I right or not?

27-04-17, 05:40 PM

#157

Thithoe ◦
Youth Team Player

Join Date: 26-04-17
Posts: 10

Hi Everyone,

I got 2 questions for you. Those look like a basic questions

1. Sometimes, i can't decide where to put at for player who has position as AM LR, and actually he has left foot as his specialty. Should i put him on the right side (since he has two abilities L&R) or the other?
2. What if a player as a FWD position and he has his specialty on his left foot. However the formation would be 4.4.2, then there will be two FWDs. Which position should i fit him? Left side or the right side?

27-04-17, 05:43 PM

#158

ThePsi ◦
Hot Prospect for the Future

Join Date: 14-10-14
Posts: 111

Originally Posted by **Thithoe** ◦

Hi Everyone,

I got 2 questions for you. Those look like a basic questions

1. Sometimes, i can't decide where to put at for player who has position as AM LR, and actually he has left foot as his specialty. Should i put him on the right side (since he has two abilities L&R) or the other?
2. What if a player as a FWD position and he has his specialty on his left foot. However the formation would be 4.4.2, then there will be two FWDs. Which position should i fit him? Left side or the right side?

1. If he has good crossing I would put him on the left side, but if he has good long shot and finishing, I would put him on the right. Depends on your other winger as well.

hodgy ◦
Hot Prospect for the Future

Join Date: 05-02-14
Posts: 109

It completely depends on your tactic as well. If your wingers are crossing the ball then you indeed want them on the side of their strongest foot. However, if your wingers are not set to crossing but are on short passing and run with ball, you probably might want to put them on the opposite side, much like Arjen Robben.

aaronl ◦
Youth Team Player

Join Date: 12-05-14
Posts: 11

Key Player attributes

I remember someone on the old forum once doing research & finding the key attributes in certain positions. I can't remember who made it, but I remember using it is a template & pretty much winning everything with any team.

Anyway, I'd obviously copied it & I've found it on my old laptop. Credit to whoever made it. Key attributes marked with a *. Feel free to add anything extra:

Goalkeeper

* handling, one on ones(hidden), positioning, reflexes

4 agility

3 anticipation

2 bravery, jumping

1 acceleration, pace, balance

Defender Centre

* marking, positioning, tackling

5 anticipation

4 bravery, jumping, strength

3 acceleration, pace

2 decisions, heading, teamwork, determination

1 agility, stamina, work rate

Defender Right/Left

* acceleration, pace, positioning

5 tackling

4 teamwork, work rate

3 agility, anticipation, bravery, determination

2 crossing, decisions, dribbling, off the ball, passing, stamina, strength, technique

Defensive Midfielder

* positioning, tackling, teamwork, work rate

4 anticipation, bravery, determination

3 acceleration, marking, pace, passing, stamina, strength

2 balance, decisions, jumping, technique

1 agility

Attacking Midfielder

* creativity, passing

5 technique

4 decisions, flair, off the ball

3 acceleration, agility, anticipation, determination, dribbling, pace, teamwork

2 finishing, long shots, stamina

1 balance, heading, work rate

wingers

* acceleration, pace, dribbling, crossing

5 technique

4 agility, flair, off the ball

3 determination, passing, creativity

2 anticipation, decisions, finishing, long shots, stamina

1 balance, teamwork, work rate

Fast Striker

* acceleration, pace, finishing, off the ball

4 agility, anticipation, dribbling, flair, technique

3 determination, decisions

2 balance, stamina, creativity

1 heading, long shots, passing, strenght

Target Striker

* heading, jumping, finishing, off the ball

5 strength

4 acceleration, anticipation, flair, pace, technique

3 determination, decisions

2 agility, balance, bravery, dribbling, long shots, passing, stamina, creativity, teamwork, work rate

I think Marc Vaughn has mentioned that in lower division, physical attributes dominates.

In lower division, high positioning of over 15 and high jumping of at least 13 will make a central defender unbeatable. In high level, with positioning, tackling near max and good jumping, nothing else seems to matter.

For attacking players, off the ball is OP. In lower division, if you find players who are near 20 in off the ball, you see him get super high rating and nothing else seems to matter. In high level, in addition to off the ball, I go for high technique, high passing, and dribbling.

Unless you want to role play, you don't need wide players. All super tactics are based on centralized play without having any wide players.

28-10-17, 08:49 PM

#162

ncp
Youth Team Player

Join Date: 06-10-12
Posts: 22

Attributes rate - lowest better

For which ones a lowest rate is better? I know - injuries proneness, dirtiness.... there is more?

28-10-17, 09:18 PM

#163

GFRay
VIP

Join Date: 11-03-12
Location: The Netherlands
Posts: 5,651

Those are the ones that are beneficial to have as low as possible.

Go check out my [YouTube](#) channel with lots of CM 01-02 related video's!

05-11-17, 11:13 AM

#164

Kingsley
The Mascot

Join Date: 05-03-12
Location: Ribble Valley
Posts: 5,734

And aggression.

Also, if stamina is not superhero then you don't want workrate too high. No point in running around like a headless chicken to be burnt out by half time.

The artist formally known as The Eejit

05-11-17, 11:41 AM

#165

GFRay
VIP

Join Date: 11-03-12
Location: The Netherlands
Posts: 5,651

I always thought high aggression is good when coupled with high bravery?

Go check out my [YouTube](#) channel with lots of CM 01-02 related video's!

06-11-17, 08:24 AM

#166

Kingsley
The Mascot

Join Date: 05-03-12
Location: Ribble Valley
Posts: 5,734

Aggression = bookings in my opinion

The artist formally known as The Eejit

Dermotron ◊
Sir Mergements
 Director
 Manager
 VIP
 Captain

Join Date: 15-12-11
 Location: Your Mother
 Posts: 29,995

Low aggression doesn't work well for centre backs. Dirtiness and Temperament more lean towards bookings

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Dermotron ◊
Sir Mergements
 Director
 Manager
 VIP
 Captain

Join Date: 15-12-11
 Location: Your Mother
 Posts: 29,995

I'm expecting nothing less than 50 goals next season if we sign this guy 😊

Jan Haczykowski

Born 4.7.00 (Age 28). Polish.

Acceleration	11	Flair	4	Set Pieces	6
Aggression	5	Handling	1	Stamina	16
Agility	11	Heading	18	Strength	10
Anticipation	9	Influence	17	Tackling	8
Balance	5	Jumping	7	Teamwork	6
Bravery	7	Long Shots	10	Technique	9
Creativity	6	Marking	8	Work Rate	11
Crossing	9	Off The Ball	18	Preferred Foot	Right Only
Decisions	10	Pace	8	Form	6-7-6-7-6
Determination	18	Passing	8	Morale	Good
Dribbling	10	Positioning	8	Condition	100%
Finishing	18	Reflexes	5		

	Apps	Gl	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	0	0	0	0	-	-	-	-	----
League	0	0	0	0	-	-	-	-	----
Cup	0	0	0	0	-	-	-	-	----
Continental	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Senior Club	0	0	0	0	-	-	-	-	----

Striker (Centre)

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GFRay ◊
 VIP

Join Date: 11-03-12
 Location: The Netherlands
 Posts: 5,651

Originally Posted by **Dermotron**

I'm expecting nothing less than 50 goals next season if we sign this guy 😊

Action

Jan Haczykowski

Sunday
1.7.29 AM

← →

Continue Game

Dermotron

Competitions

Nations & Clubs

Find

Game Options

Profile
Injuries & Bans
Contract
Transfer
History

Born 4.7.00 (Age 28). Polish.

Acceleration	11	Flair	4	Set Pieces	6
Aggression	5	Handling	1	Stamina	16
Agility	11	Heading	18	Strength	10
Anticipation	9	Influence	17	Tackling	8
Balance	5	Jumping	7	Teamwork	6
Bravery	7	Long Shots	10	Technique	9
Creativity	6	Marking	8	Work Rate	11
Crossing	9	Off The Ball	18	Preferred Foot	Right Only
Decisions	10	Pace	8	Form	6-7-6-7-6
Determination	18	Passing	8	Morale	Good
Dribbling	10	Positioning	8	Condition	100%
Finishing	18	Reflexes	5		

	Apps	Goals	Assists	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	0	0	0	0	-	-	-	-	----
League	0	0	0	0	-	-	-	-	----
Cup	0	0	0	0	-	-	-	-	----
Continental	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Senior Club	0	0	0	0	-	-	-	-	----

Striker (Centre)

Back
Next

Not with 4 for Flair...

Go check out my [YouTube](#) channel with lots of CM 01-02 related video's!

17-05-19, 11:08 AM

#170

Dermotron ◦
Sir Mergements
 Director
 Manager
 VIP
 Captain

Join Date: 15-12-11
 Location: Your Mother
 Posts: 29,995

Only a 3rd of the season gone and in a 3 man attack . . .

Saturday 10.11.29 PM

28. Jan Haczykowski (Cowdenbeath)

Action

Profile Injuries & Bans Contract Transfer History

Born 4.7.00 (Age 29). Polish.

Acceleration	12	Flair	4	Set Pieces	7
Aggression	5	Handling	1	Stamina	17
Agility	12	Heading	19	Strength	11
Anticipation	9	Influence	17	Tackling	9
Balance	5	Jumping	8	Teamwork	5
Bravery	7	Long Shots	11	Technique	10
Creativity	6	Marking	7	Work Rate	11
Crossing	10	Off The Ball	17	Preferred Foot	Right Only
Decisions	9	Pace	9	Form	7-10-10-9-9
Determination	18	Passing	9	Morale	Superb
Dribbling	11	Positioning	7	Condition	94%
Finishing	19	Reflexes	6		

	Apps	GS	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	1	0	1	0	66%	0.0	0.0	75%	7.00
League	11	15	2	3	77%	0.0	0.6	78%	8.82
Cup	8	10	8	2	70%	0.0	0.1	68%	8.63
Continental	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Senior Club	19	25	10	5	74%	0.0	0.4	75%	8.74

Striker (Centre)

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17-05-19, 11:14 AM

#171

riise
0102Bet Mod

Join Date: 08-09-15
Posts: 3,525

Originally Posted by GFRay

Not with 4 for Flair...

I was gonna say the anticipation might be a problem! But fair enough, boy's doing it.

He's a defender on transfermarkt!

18-05-19, 08:52 PM

#172

Kenny Dalglish's Smile
Backup Player

Join Date: 08-03-12
Location: Copenhagen
Posts: 762

Originally Posted by Dermotron

Only a 3rd of the season gone and in a 3 man attack . . .

Saturday 10.11.29 PM Action

28. Jan Haczykowski (Cowdenbeath)

Profile
Injuries & Bans
Contract
Transfer
History

Born 4.7.00 (Age 29). Polish.

Acceleration	12	Flair	4	Set Pieces	7
Aggression	5	Handling	1	Stamina	17
Agility	12	Heading	19	Strength	11
Anticipation	9	Influence	17	Tackling	9
Balance	5	Jumping	8	Teamwork	5
Bravery	7	Long Shots	11	Technique	10
Creativity	6	Marking	7	Work Rate	11
Crossing	10	Off The Ball	17	Preferred Foot	Right Only
Decisions	9	Pace	9	Form	7-10-10-9-9
Determination	18	Passing	9	Morale	Superb
Dribbling	11	Positioning	7	Condition	94%
Finishing	19	Reflexes	6		

	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	1	0	1	0	66%	0.0	0.0	75%	7.00
League	11	15	2	3	77%	0.0	0.6	78%	8.82
Cup	8	10	8	2	70%	0.0	0.1	68%	8.63
Continental	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Senior Club	19	25	10	5	74%	0.0	0.4	75%	8.74

Striker (Centre)

Back
Next

Very nice find, Derm... perfect!

18-05-19, 09:33 PM

#173

Dermotron ◯
 Sir Mergements
 Director
 Manager
 VIP
 Captain

Join Date: 15-12-11
 Location: Your Mother
 Posts: 29,995

This guy may be better 🇵🇱

Sunday 25.8.30 PM Action

9. Damien Barry (Aarhus Fremad)

Profile
Injuries & Bans
Contract
Transfer
History

Born 3.9.06 (Age 23). French.

Acceleration	17	Flair	7	Set Pieces	11
Aggression	7	Handling	1	Stamina	16
Agility	9	Heading	14	Strength	16
Anticipation	7	Influence	13	Tackling	8
Balance	5	Jumping	18	Teamwork	8
Bravery	8	Long Shots	10	Technique	20
Creativity	7	Marking	8	Work Rate	8
Crossing	10	Off The Ball	11	Preferred Foot	Right Only
Decisions	8	Pace	19	Form	7-10-9-6-10
Determination	16	Passing	9	Morale	Superb
Dribbling	14	Positioning	8	Condition	89%
Finishing	20	Reflexes	7		

	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	0	0	0	0	-	-	-	-	----
League	4	5	0	1	82%	0.0	1.0	70%	8.25
Cup	2	2	0	1	71%	0.0	1.0	60%	8.00
Continental	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Senior Club	6	7	0	2	78%	0.0	1.0	65%	8.17

Striker (Centre)

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Next

Hacmeister had some season as the middle of a 3 man attack <https://champman0102.co.uk/showthrea...457#post438457>

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20-05-19, 01:51 PM #174

Kenny Dalglish's Smile ◦
Backup Player

Join Date: 08-03-12
Location: Copenhagen
Posts: 762

Even though his off the ball is only 11 I am guessing he has a very low PA and therefore sky high intrinsic? Think I would rather his pace and OtB were swapped...

20-05-19, 01:53 PM #175

Kenny Dalglish's Smile ◦
Backup Player

Join Date: 08-03-12
Location: Copenhagen
Posts: 762

Originally Posted by **Dermotron** ◻

Hacmeister had some season as the middle of a 3 man attack <https://champman0102.co.uk/showthrea...457#post438457>

Middle of a 3 is where I got Alexandersson doing insane numbers in the 'Natural Born Freaks' topic.

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Thread: Key Attributes

Thread Tools

20-05-19, 02:41 PM

#176

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

That was the thread I was looking for originally. I'll continue here for now.

Anyhow since I've left both of these clubs I don't feel bad having a looking under the hood

28. Jan Haczykowski (Cowdenbeath)

Born 4.7.00 (Age 29), Polish.

Profile	Injuries & Bans	Contract	Transfer	History
Acceleration: 12	Flair: 4	Set Pieces: 7		
Aggression: 5	Handling: 1	Stamina: 17		
Agility: 12	Heading: 19	Strength: 11		
Anticipation: 9	Influence: 17	Tackling: 9		
Balance: 5	Jumping: 8	Teamwork: 5		
Bravery: 7	Long Shots: 11	Technique: 10		
Creativity: 6	Marking: 7	Work Rate: 11		
Crossing: 10	Off The Ball: 17	Preferred Foot: Right Only		
Decisions: 9	Pace: 9	Form: 7-10-10-9-9		
Determination: 18	Passing: 9	Morale: Superb		
Dribbling: 11	Positioning: 7	Condition: 94%		
Finishing: 19	Reflexes: 6			

	Apps	GIS	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	1	0	1	0	66%	0.0	0.0	75%	7.00
League	11	15	2	3	77%	0.0	0.6	78%	8.82
Cup	8	10	8	2	70%	0.0	0.1	68%	8.63
Continental	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Senior Club	19	25	10	5	74%	0.0	0.4	75%	8.74

Striker (Centre)

Back Next

Staff Details | **Attributes 1** | Attributes 2 | Contract | Scout | Regens | Referees | Competitions

Player | Non-Player | Playing Condition

Playing Attributes

Acceleration	12	12	Free Kicks	7	7	Passing	247	10	<input type="checkbox"/> =Hidden	
Aggression	5	5	Handling	131	1	<input type="checkbox"/>	1	11	Morale	20
Agility	12	12	Heading	61	19	Positioning	218	6		
Anticipation	0	10	<input type="checkbox"/>	4	4	Reflexes	242	6		
Balance	5	5	<input type="checkbox"/>	4	4	<input type="checkbox"/>	20	20		
Bravery	7	7	Jumping	8	8	Stamina	17	17		
<input type="checkbox"/>	20	20	Leadership	17	17	Strength	11	11		
Corners	9	9	<input type="checkbox"/>	1	1	Tackling	247	10		
Crossing	1	11	Long Shots	5	11	Teamwork	3	3		
Decisions	236	8	Marking	218	6	Technique	10	10		
<input type="checkbox"/>	7	7	Movement	37	15	<input type="checkbox"/>	5	11		
Dribbling	10	12	<input type="checkbox"/>	17	17	<input type="checkbox"/>	10	10		
Finishing	66	20	<input type="checkbox"/>	214	4	Vision	223	7		
Flair	4	4	Pace	9	9	Work Rate	11	11		

Reputations and Abilities

Home Reputation	3280	Current Reputation	5125	Current Ability	60	Equal All
World Reputation	1505	Potential Ability	60	Min All		

Max All

Min All

Watch All Playing Squad For Regens | List All Watched Players | Add To Current Shortlist

Watch For Regens | Remove Regen Watch | Remove From Current Shortlist

Fog of War on? ?

Sunday 15.6.31 EVE

9. Damien Barry (Aarhus Fremad)

Profile | Injuries & Bans | Contract | Transfer | History

Born 3.9.06 (Age 24). French.

Acceleration	15	Flair	7	Set Pieces	11
Aggression	7	Handling	1	Stamina	15
Agility	7	Heading	14	Strength	14
Anticipation	7	Influence	13	Tackling	8
Balance	5	Jumping	16	Teamwork	8
Bravery	8	Long Shots	10	Technique	20
Creativity	7	Marking	8	Work Rate	8
Crossing	10	Off The Ball	11	Preferred Foot	Right Only
Decisions	8	Pace	17	Form	9-6-10-10-10
Determination	16	Passing	9	Morale	Superb
Dribbling	14	Positioning	8	Condition	91%
Finishing	20	Reflexes	6		

	Apps	Goals	Assists	MoM	Pass	Tck	Drb	Sh Tar	Avg R
Non Competitive	0	0	0	0	-	-	-	-	----
League	28	64	5	14	76%	0.1	2.6	78%	8.96
Cup	2	2	0	1	71%	0.0	1.0	60%	8.00
Continental	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Senior Club	30	66	5	15	75%	0.1	2.5	76%	8.90

Striker [Centre]

Back | Next

Staff Details | **Attributes 1** | Attributes 2 | Contract | Scout | Regens | Referees | Competitions

Player | Non-Player | Playing Condition

Playing Attributes

Acceleration	15	15	Free Kicks	11	11	Passing	242	10	<input type="checkbox"/> =Hidden	
Aggression	7	7	Handling	131	1	<input type="checkbox"/>	250	11	Morale	20
Agility	7	7	Heading	24	15	Positioning	233	9		
Anticipation	217	7	<input type="checkbox"/>	13	13	Reflexes	241	6		
Balance	5	5	<input type="checkbox"/>	9	9	<input type="checkbox"/>	20	20		
Bravery	8	8	Jumping	16	16	Stamina	15	15		
<input type="checkbox"/>	17	17	Leadership	13	13	Strength	14	14		
Corners	8	8	<input type="checkbox"/>	7	7	Tackling	232	9		
Crossing	245	10	Long Shots	246	10	Teamwork	8	8		
Decisions	235	9	Marking	233	9	Technique	20	20		
<input type="checkbox"/>	4	4	Movement	4	12	<input type="checkbox"/>	233	9		
Dribbling	24	15	<input type="checkbox"/>	11	11	<input type="checkbox"/>	18	18		
Finishing	87	20	<input type="checkbox"/>	216	4	Vision	221	8		
Flair	7	7	Pace	17	17	Work Rate	8	8		

Reputations and Abilities

Home Reputation	2158	Current Reputation	2574	Current Ability	75	Equal All
World Reputation	1051	Potential Ability	75	Min All		

Max All

Min All

Watch All Playing Squad For Regens | List All Watched Players | Add To Current Shortlist

Watch For Regens | Remove Regen Watch | Remove From Current Shortlist

Fog of War on? ?

Coach Albert ◊
Youth Team Player

Join Date: 17-01-20
Posts: 15



Thanks for this great thread.

Is there any way to highlight with a color the most needed attribute for the position/role of the player?

I'm not talking about the number, but the attribute name. For example, the string 'Finishing' would be green if it's mandatory, yellow if it's optional.

17-01-20, 01:23 PM

#178

samsami ◊
VIP

Join Date: 27-10-14
Location: The Netherlands
Posts: 8,159

Originally Posted by **Coach Albert** ◊

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There is a thread about this. With a coloured chart. But nobody knows for sure which attributes are essential for which position.

If you look at the comparison charts in CM Scout Intrinsic you can easily see what "the experts" consider essential and optional attributes by looking at the numbers assigned to each attribute. The higher the number the more important the attribute is.

I suggest you load those tables (by clicking on Export and saving each file/table to your computer). They're worth studying!

Then if you compare the three charts you will see that the experts don't fully agree, either. But you will also see what they DO agree on!

Samsami Sungo's Career

Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & Oh when the Saints... The Comeback of Samsami & The Return of the King...The Return of the Prodigal Sons

17-01-20, 01:59 PM

#179

Coach Albert ◊
Youth Team Player

Join Date: 17-01-20
Posts: 15

Originally Posted by **samsami** ◊

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Thanks for your answer samsami, but my questions wasn't about how relevant are the alleged key attributes according to one or other player, but if it is a way, maybe an add-on tool, to highlight them when I look at a player profile.

For example, if I decide that Finishing and Pace are mandatory for a Striker, when I look at the player, the words Finishing and Pace are not in white, but in green.

Or maybe, there is * next to the word instead instead... or the word is circled...

So, when I review several players, my brain quickly sees what's important.

17-01-20, 03:01 PM

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samsami ◊
VIP

Join Date: 27-10-14
Location: The Netherlands
Posts: 8,159

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I see. Yes, that would be kind of nice!

Samsami Sungo's Career

Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & Oh when the Saints... The Comeback of Samsami & The Return of the King...The Return of the Prodigal Sons

« CM 01/02 loading times | Promote young players - problem »

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