

Farming Simulator 22

ARENA MODE



SEASON 5

OFFICIAL
STATSHEET



WELCOME TO THE OFFICIAL FSL STATSHEET

This sheet should help you to get an overview of all stats inside the Tournament client DLC.

General Information:

Check out our introduction video here:

[Introduction Video](#)

Vehicles

Gives you an overview about the stats of all Tractors and Teleloader

Machines

Gives you an overview about the stats of all Balers, Harvesters and the Wagon.

Perks

Gives you an overview about all Team Perks and Player Perks

Drops

Gives you an overview about all Drops and Superdrops

Calculation

You like to know how calculation works? Check it out.

Upcoming Patch

Find out what we patch in the future

Latest Patch

List of all Patches

Observer Mode

Like to Observe a game? Here you get some helpful information.

Training Mode

List of useful information for the training mode.

Feature/BugList

You found a bug or feature? Check out here if its allowed or not.

Winning criteria are in this order

SCORE



BALES



BALES TOTAL



FIRST BALE



GRAIN

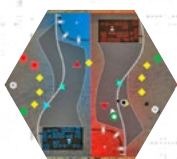


FIRST CLAIM

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MACHINES



VEHICLES

Teleload

Stacker

Narrow

Heavy

		HP	km/h	Points Pick	Points Ban
●	Manitou MLT 840-145 PS+	200	70	2	0
●	New Holland TH7.42 Elite	200	70	2	0
●	Lindner Lintrac 130	136	60	2	0
●	John Deere 6120M	140	60	2	0
●	New Holland T6.175	175	60	3	0
●	Massey Ferguson MF 7S.210	210	55	2	0
●	JCB Fastrac 4220	235	55	2	0
●	Fendt 724 Vario	246	55	3	0
●	Deutz Fahr 7250 TTV HD	247	55	3	0
●	Valtra T255 Versu	271	55	4	0
●	Jungheinrich EFG S50	200	40	0	not possible
●	Schäffer 23E	200	40	0	not possible
●	Zetor Crystal HD 170	171	55	1	0
●	Case Maxxum CVX 145	175	60	1	0
●	Valtra N175 Direct	201	60	2	0
●	Claas Arion 660	205	60	2	0
●	Steyr 8150	135	40	0	not possible
●	Fendt 942 Vario	415	65	2	0
●	Case Magnum 400 PowerDrive	435	65	2	0
●	Claas Axion 960 Terra Trac	445	70	3	0
●	John Deere 8R 410	458	70	3	0

MACHINES

Teleload

Stacker

Narrow

Heavy



Manitou MLT 840-145 PS+



New Holland TH7.42 Elite



Lindner Lintrac 130



John Deere 6120M



New Holland T6.175



Massey Ferguson MF 7S.210



JCB Fastrac 4220



Fendt 724 Vario



Deutz Fahr 7250 TTV HD



Valtra T255 Versu



Steyr 8150



Jungheinrich EFG S50



Schäffer 23E



Zetor Crystal HD 170



Case Maxxum CVX 145



Valtra N175 Direct



Claas Arion 660



Fendt 942 Vario



Case Magnum 400 PowerDrive



Claas Axion 960
Terra Trac



MACK Super-Liner 6x4

VEHICLES

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MACHINES



Kuhn SB 1290 iD



Massey Ferguson 2370 UHD



Case IH LB436 HD



New Holland BigBaler 1290 High Density



Krone BiG Pack 1290 HDP VC



Fendt Squadra 1290 UD



CLAAS QUADRANT 5300 FC



Kinze Grain Cart 1051

BALERS

	HP needed	Workspeed km/h	fillVolume	width in m	Points Pick	Points Ban	
Kuhn SB 1290 iD	150	20	3500	2.76	2	1	●
Massey Ferguson 2370 UHD	150	24	4000	2.76	2	1	3 ●
Case IH LB436 HD	200	20	4000	2.76	1	1	3
New Holland BigBaler 1290 HD	200	21	4200	2.76	1	1	3
Krone BiG Pack 1290 HDP VC	250	21	4000	2.76	2	1	3
Fendt Squadra 1290 UD	300	20	4000	2.9	2	1	3 ●
CLAAS QUADRANT 5300 FC	300	24	3800	2.5	3	1	●

3 = 3 Bales

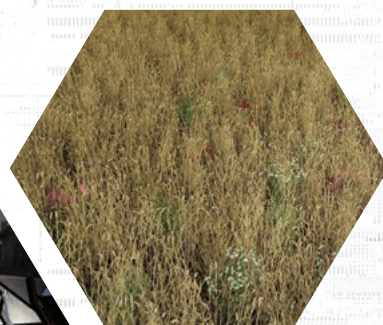
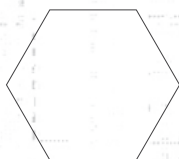
● = Stacker

● = Narrow

WAGON

	HP needed	Grain- tank	Discharge in l/s	Spawn point	Unload Multiplier
Kinze Grain Cart 1051	100	36900	1000	in the middle of the bigger field	1.5
Krampe SKS 30/1050	Truck	59400	4242	At the end of the small field, near the road next to the large field	

MACHINES



Deutz Fahr TopLiner 4090 HTS



Fendt Ideal 10T



Case IH Axial-Flow 9250



John Deere X9 1100



**New Holland CR 10.90
Revelation**



CLAAS LEXION 8900

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HARVESTERS

	HP	Workspeed km/h	Speed km/h	Grain- tank	Discharge in l/s while you operate	Cutter in meter	Weed impact	Points Pick	Points Ban
Deutz Fahr TopLiner 4090 HTS	310	22	50	8500	890	6	0	1	1
Fendt Ideal 10T	790	18	50	17100	660	12	1	3	1
Case IH Axial-Flow 9250	634	17	50	14400	600	12	0.7	2	1
John Deere X9 1100	690	17	50	16200	540	13.7	0.8	3	1
New Holland CR 10.90 Revelation	700	19	50	15900	600	13.7	0.7	3	1
CLAAS LEXION 8900	780	20	50	18000	620	13.8	1	4	1

PERKS

TEAM PERKS

1x per Team - **Captain** picks



NONE

Cost: 0



UNSTOPPABLE

Cost: 1

Your bale transport belt is 50% faster and will never stop, the belt of the opposing team is 50% slower



BOTTLENECK

Cost: 2

Raise the two innermost bridges on the opposite team's side



HERBICIDE

Cost: 3

Remove all weeds on your fields



BIG HAUL

Cost: 4

MACK + wagon 59400I will spawn near the silo for your team. Unload multiplier 1.5

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PLAYER PERKS

1x per Player - **Player** picks



HEAD START

Cost: 1

Tractors and harvesters can drive off immediately after boarding them



6TH SENSE

Cost: 1

20sec before the normal drop the location is shown on the minimap and on the map. During the super drop two possible locations are shown



ARCHIMEDES++

Cost: 1

Harvesters, auger wagon and Big Haul trailer can unload 50% faster while you operate them



RUNNER

Cost: 1

Run significantly faster than any other players



UNDER PRESSURE

Cost: 1

The baler straw intake amount is increased with a multiplier of 1.1



EASY STACK

Cost: 2

Hit boxes of the upper barn door are further apart so the bales fit through easier while you are close to the barn

PERKS

DROPS

Drops in minute 5:30 and 8:30



BALEDROP

Instant: Drop certain **amount(*)** of bales near the team's barn



BRIDGES LOWERED

Lower all of your team's draw bridges for a **specified(*)** duration



BRIDGES RAISED

Raise all of the opposing team's draw bridges for a **specified(*)** duration



CRAZY TOOL

Press bales for a very low **amount(*)** of straw per bale for the duration of 30s.



DIRECT DELIVERY

Harvest directly onto your Multiplier for the duration of 30s with a factor of 1.5



HERBICIDE

Ignore all weeds on your fields for a certain **duration(*)**



SILO CLOSED

Close the opposing team's silo for a specified **duration(*)**



SPEED LIMIT

Lower the opposing team's max and workSpeed by a certain **factor(*)** for the duration of 90s.

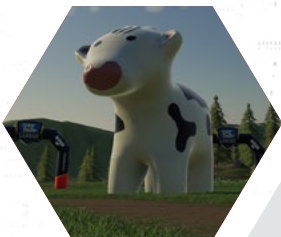


SPEED UP

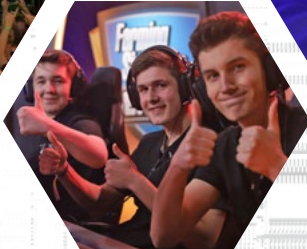
Increase your team's max and workSpeed by a certain **factor(*)** for the duration of 90s.

- (*) Each team has a scale for the session which is calculated by
- I) Points
 - II) Bales available
 - III) Grain available
 - IV) Match time

This scale affects certain values for a drop, meaning a losing team with less points, bales, grain, etc. will get a stronger drop compared to the winning team.
Match time Factor $\ast (Points + (Bales\ available \ast (Multiplier + (grain\ diff / 3500) \ast 0.1)))$



PERKS



SUPER DROPS

Drops in minute 3



BALEPOINTS

Instant: Gain a certain **amount(*)** of points for your team.



BOTTOM BOOST

Delivering bales into the owner barn door will yield at the same amount of points per bale as the upper door for a specified **duration(*)**



LORD BALER

Instant: Move up to a certain **amount(*)** of your currently pressed bales directly next to the barn



BALE WITHERING

Instant: Destroy a certain **amount(*)** of the opposing team's bales



MULTIPLIER SWITCH

Switch up both team's current multipliers for a specified **duration(*)**

Side note: **Selling any grain** will go onto your **currently SWITCHED multiplier** and will switch back to the other team, so be aware when selling during this drop!

(*) Each team has a scale for the session which is calculated by
I) Points
II) Bales available
III) Grain available
IV) Match time

This scale affects certain values for a drop, meaning a losing team with less points, bales, grain, etc. will get a stronger drop compared to the winning team.
Match time Factor * (Points + (Bales available * (Multiplier + (grain diff / 3500) * 0.1)))

CALCULATION

EVENT	EXPLANATION	VALUE	CURVE
Unloading grain at Silo	Harvester unload multiplier 1.0, Horsch 1.5, Big Haul 1.5. After 30'000 the value of grain decreases from 1 down to 0.5 at 42'500.	1 - 0.5	Link to Wolfram-Alpha.com
Fill Volume Silo	With this amount you get the 3.0 bale multiplier if your opponent does not unload anything. (10 Steps, 3500 each)	35'000 Grain	
Harvester unload speed	The harvester unload speed is dependent on 3 things: player presence, driving speed and archimedes++ perk: <ul style="list-style-type: none"> • combine is not entered: 200l/s • combine is entered: <ul style="list-style-type: none"> – while standing it's the base speed of the combine, when moving it becomes faster to a maximum of 200% as soon as reaching the cutter speed limit and above – the archimedes++ factor is applied on top 		
Combo BALETASTIC	Bonus points if you deliver 10 bales in a row.	50 Points	
BALETASTIC Counter	Bonus points if you counter the combo of your opponent at 8 or 9 bales in a row.	30 Points	
Combo BALEPRESSIVE	Bonus points if you deliver 15 bales in a row.	100 Points	

CALCULATION

EVENT	EXPLANATION	VALUE	CURVE
BALEPRESSIVE Counter	Bonus points if you counter the combo of your opponent at 13 or 14 bales in a row.	50 Points	
Combo BALINGSPREE	Bonus points if you deliver 20 bales in a row.	150 Points	
BALINGSPREE Counter	Bonus points if you counter the combo of your opponent at 19 bales in a row.	80 Points	
Combo IMPOSSIBALE	Bonus points if you deliver 25 bales in a row.	200 Points	
IMPOSSIBALE Counter	Bonus points if you counter the combo of your opponent at 24 bales in a row.	120 Points	
First Bale	Each team will get a bonus for the first bale delivered in the barn in addition to the usual points.	$30 + ((1 - \sin(\pi * (\min(\max(x/320, 0), 1) / 2))) ^ 1.5) * (200 - 30)$	Link to Wolfram-Alpha.com

CHANGE LOG

Changelog Version 3.0.3.0 – Release: 13.07.2022

Balancing

Perk

Pickpoints

- Under pressure 2 -> 1
- Big Haul 5 -> 4
- Bottleneck 1 -> 2

Machines

200l each less bale capacity

Changelog 3.0.2.0 – Release: 05.05.2022

- graphical upgrades & fixing of some minor bugs

Changelog 3.0.1.0 – Release: 05.04.2022

Fixes and Adjustments

- belt of opposing team will stop if they have a factor greater than 2.4
- fixed partially removed weed patches
- fixed server error if game is ended prematurely while drop spawns are pending

Balancing

Perk

Changed unstoppable from 40 % to 50 %

Pickpoints

- easyStack 3 -> 2
- runner 3 -> 1
- unstoppable 0 -> 1

Changelog 3.0.0.0 – Release: 29.03.2022

Features:

- increased wheat straw yield by 40 % (5,15 l/sqm)
- reduced size of weed patches to 60 %

Balancing:

MACHINES

- removed Anderson bale stacker
- increased speed of harvesters
 - AGCO Ideal 9T (Fendt) from 13 to 18 kph
 - Case IH Axial-Flow 9240 from 11 to 15 kph
 - John deere S790 from 11 to 15kph
 - Massey Ferguson Delta 9380 from 14 to 19 kph
 - New Holland CR10.90 from 13 to 18 kph
 - Rostelmash RSM 161 from 16 to 22 kph

DROPS

- reduced number of drop locations
locations from 13 to 9
- reduced number of super drop
locations locations from 5 to 3

CHANGE LOG

Drops grouped:

minute 12

- Bale Drop
- Bridges Lowered
- Bridges Raised
- Herbicide
- Direct Delivery
- Silo Closed
- Speed Limit
- Speed Up
- Crazy Tool

minute 8

- Bale Drop
- Bale Multiplier
- Bridges Lowered
- Bridges Raised
- Direct Delivery
- Grain Multiplier
- Silo Closed
- Speed Limit
- Speed Up
- Crazy Tool

minute 4

- Bale Points
- Bottom Boost
- Lord Baler
- Bale Withering
- Multi Switch

TEAM POWER UPS

- removed team power up Transport Company

OBSERVER MODE

Information for Observer

GENERAL: no observer by default, add [POM] to the game name for public observers to be able to join

Cameramovement:

D	Right
A	Left
W	Forward
S	Backward
Q	Up
E	Down

Playerbindings:

CTRL + NP 1	Player 1
CTRL + NP 2	Player 2
CTRL + NP 3	Player 3
CTRL + NP 4	Player 4
CTRL + NP 5	Player 5
CTRL + NP 6	Player 6

Team:

Blue
Blue
Blue
Red
Red
Red

Cameralook:

Left Arrow	Look left
Right Arrow	Look right
Up Arrow	Look up
Down Arrow	Look down

POIbindings:

1	Barn	Blue
2	Bridges	Blue
3	Silo - View to streets	Blue
4	Silo - View to barn	Blue
5	Pod Zone	Blue
CTRL+1	Barn in Motion	Blue
6	Barn	Red
7	Bridges	Red
8	Silo - View to streets	Red
9	Silo - View to barn	Red
0	Pod Zone	Red
CTRL+6	Barn in Motion	Red

Features:

CTRL+G	Activate Ghosting
SPACE	Mirror Position
SHIFT	Increase Speed