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

Winning criteria are in this order: Score, Bales Top, Bales Total, First Bale, Grain, First Claim

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.

UpcomingPatch:

Find out what we Patch in the future

LatestPatch:

List of all Patches

ObserverMode:

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

TrainingMode:

List of useful information for the training mode.

Feature/BugList:

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

	HP	Speed km/h	Teleload	Stacker	Narrow	Heavy	Points Pick	Points Ban
Manitou MLT 737-130 PS+	220	70	X				2	0
Massey Ferguson 9407 S	220	70	X				2	0
Lindner Lintrac 130	136	60		X			2	0
John Deere 6120M	140	60		X			2	0
Fendt Favorit 515c	150	60		X			2	0
New Holland T6.175	175	55		X			2	0
Case IH Maxxum CVX 145	175	55		X			2	0
JCB Fastrac 4220	235	60		X			3	0
Valtra T234	250	55		X			3	0
Massey Ferguson MF 7726	280	55		X			3	0
Fiat 1300	150	35					0	not possible
New Holland C232	74	40		X			0	not possible
Manitou MC 18-4	36	40		X			0	not possible
Steyr Profi CVT 4145	175	55			X		2	0
Valtra G145	145	60			X		2	0
Fendt 724 Vario	240	60			X		3	0
Case IH Puma 240 CVX	270	60			X		3	0
Valtra S374	400	65				X	3	0
John Deere 8400 R	450	65				X	4	0
Fendt 1050 Vario	517	70				X	4	0
Deutz Fahr 9340 TTV	336	70				X	3	0

Balers

	HP needed	Workspeed km/h	3 Bales	fillVolume	Stackable	Width in m	Narrow	Points Pick	Points Ban
Fendt 1290 XD	300	24		3600		2.5		2	1
Krone BigPack 1290 HDP II	300	20	X	3600	X	2.9		3	1
New Holland BigBaler 1290 HD	200	22	X	3800	X	2.76	X	3	1
Case LB436 HD	200	20	X	3600	X	2.76	X	3	1
John Deere 1424C	150	24		3800	X	2.76		2	1
Kuhn LSB 1290D	150	20		3600		2.76		2	1

Harvesters

	HP	Workspeed km/h	Speed	Graintank	Discharge in l/s while you operate them	Cutter in meter	Weed impact	Points Pick	Points Ban
Agco Ideal 9T (Fendt)	647	13	50	17100	660	12	1	4	1
Massey Ferguson Delta 9380	496	14	50	12500	780	12.2	0.6	3	1
John Deere S790	625	11	50	14100	540	13.7	0.8	3	1
Case IH Axial-Flow 9240	634	11	50	14400	600	13.7	0.9	3	1
New Holland CR10.90	700	13	50	14500	600	12.5	0.9	4	1
Rostselmash RSM 161	380	16	50	10500	780	9	0	2	1

Wagon

	HP needed	Speed km/h	Grain-tank	Discharge in l/s	Spawn point	Unload Multiplier
Horsch Titan	100	unlimited	30000	1250	in the middle of the bigger field	1.5

Team Perks: 1x per Team - Captain picks	Cost	Specification	Logo
None	0		
Herbicide	3	Remove all weeds on your fields	
Unstoppable	0	Your bale transport belt is 40% faster and will never stop, the belt of the opposing team is 40% slower	
Big Haul	5	MAN + wagon 59000l will spawn near the silo for your team. Unload multiplier 1.5	
Transport Company	5	Anderson loader will spawn near the silo for your team.	
Bottleneck	1	Raise the two innermost bridges on the opposite team's side	

Player Perks: 1x per player - player picks	Cost	Specification	Logo
None	0		
Head Start	1	Tractors and harvesters can drive off immediately after boarding them	
Runner	3	Run significantly faster than any other players	
6th Sense	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	
Under Pressure	2	The baler straw intake amount is increased with a multiplier of 1.1	
Archimedes++	1	Harvesters, auger wagon and Big Haul trailer can unload 50% faster while you operate them	
Easy Stacker	3	Hit boxes of the upper barn door are further apart so the bales fit through easier while you are close to the barn	

Drops: Drops min 12 & 8	Specification	Logo
BaleDrop	*Instant:* Drop certain **amount(*)** of bales near the team's barn	
Bale Multiplier	Get a **specified(*)** Multiplier for the duration of 90s. This multiplier is applied ontop of current regular multiplier and also applies for bottom bales	
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	
Herbicide	Ignore all weeds on your fields for a certain **duration(*)**	
Direct Delivery	Harvest directly onto your Multiplier for the duration of 30s with a factor of 1.5	
Grain Multiplier	Gain increased **output(*)** when selling grain for the duration of 90s.	
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.	
SpeedUp	Increase your team's max and workSpeed by a certain **factor(*)** for the duration of 90s.	

Super Drops: Drops min 4	Specification	Logo
BalePoints	*Instant:* Gain a certain **amount(*)** of points for your team.	
BottomBoost	Delivering bales into the lower barn door will yield a the same amount of points per bale as the upper door for a specified **duration(*)**	
LordBaler	*Instant:* Move up to a certain **amount(*)** of your currently pressed bales directly next to the barn	
CrazyTool	Press bales for a very low **amount(*)** of straw per bale for the duration of 30s.	
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: Bales on the **Anderson loader + inside bale presses** are NOT affected.*

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*Side note: **Selling any grain** will go onto your **currently SWITCHED multiplier** and will switch back to the other team, so be weary 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 loosing 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))))

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	https://www.wolframalpha.com/input/?i=%3D0.5+%2B+0.5*+%281-MIN%281%3B+MAX%28x-30000%3B0%29%2F%2842500-30000%29%29%29
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: - combine is not entered: 200l/s - combine is entered: -- 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 ontop		
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	
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)	https://www.wolframalpha.com/input/?i=30+%2B+%281+-+sin%28pi+*+%28min%28max%28x%2F320%2C+0%29%2C+1%29+%2F+2%29%29%29+%5E+1.5%29++*+%28200+-+%2B30%29

Changelog Tournament Client 2.0.0.10 --- Release: 14.09.2021

FIXES AND ADJUSTMENTS:

Anderson loader: slowed down collect animation 4 -> 4.25 sec

JCB Fastrac 4220: max speed 60 km/h

Valtra G145: in game speed 60 km/h

Krone BigPack 1290 HDP II: - 3 to mass

BALANCING

MACHINES

DECREASED BALER CAPACITIES

Krone BigPack 1290 HDP II: fill volume 3600

New Holland BigBaler 129 HD: fill volume 3800

Case LB436 HD: fill volume 3600

VEHICLE - PICK POINTS

Fendt Favorit 515c reduced 3 -> 2

Valtra T234 reduced 4 -> 3

Massey Ferguson MF 7726 reduced 4 -> 3

DROPS

Direct Delivery lasts for 30 sec and has a fixed factor of 1.5

TEAM POWER UPS – PICK POINTS

Unstoppable: Your bale transport belt is 40 % faster and will never stop, the belt of the opposing team is 40 % slower

Big Haul: MAN + wagon 59,000 l will spawn near the silo for your team. Unloaded multiplier 1.5

Changelog Tournament Client 2.0.0.9 --- Release: 29.04.2021

Fixes and Adjustments:
• Updated HP for MF 9407S and Manitou 737 (visually and functionality)
- MF 9407S: increased hp from 129 to 220 for faster acceleration (similar to Manitou MLT 737)
- Manitou MLT 737: decreased brakeForce (similar to MF 9407)
• Fixed Silo Closed" functionality that was broken for the auger wagon while "Direct Delivery" drop was active.
• Fixed overloading into the Horsch auger wagon which would sometimes result in lost grain

Balancing 2.0.0.9:
Drops
- DirectDelivery Max Value 4 -> 3
- GrainMultiplier Max Value 2.5 -> 2.3
- BaleMultiplier Max Value 2.5 -> 2.3
- BaleDrop Max Value 6 -> 4
- SpeedUp Duration 120 -> 90
- SpeedLimit Duration 120 -> 90
- SiloClosed Max Duration 180 -> 150
- BalePoints Max Value 200 -> 100
- CrazyTool Duration 45 -> 30
- MultiplierSwitch Min Duration 10 -> 15
- MultiplierSwitch Max Duration 90 -> 60
- LordBaler Max Value 8 -> 4
- BaleWithering Max Value 8 -> 4

PlayerPerks - PickPoints Change:
- 6th Sense 2 -> 1

TeamPowerUps - PickPoints
- Unstoppable 1 -> 0
- BigHaul 6 -> 5

Changelog Tournament Client 2.0.0.7/8 --- Release: 2.03.2021

Features:
- Ghostmode status text for Observer in the HUD
- Improved cameras for Observer
- Moved the drop point from the very back of the silo area to the area between pond and the smaller field.

Balancing:
- Reduced the costs of the Heavy Tractors (Valtra S374, John Deere 8400 R, Fendt 1050 Vario and Deutz Fahr 9340 TTV) by 1
- Exchanged the stats from the two teleloaders with each other
- Increased the Bale Capacity for the Kuhn LSB 1290D from 3500 to 3600
- Increased the Unstoppable percents from 20% to 30% for both values
- Reduced the max Speed for the FIAT 1300 DT (in both directions) by 5km/h
- Increased the minimum value for the direct delivery multiplier from 1.0 to 1.3
- Increased the unload speed of the Horsch Titan from 1000l/s to 1250l/s

Bugfixes:
- fixed the HP for following vehicles: JCB Fastrac 4220, Valtra T234, Fendt Vario 1050 and AGCO Ideal
- Adjusted bridge collisions to prevent jumping past the gap (added side obstacles)
- Adjusted ground collision behind middle bridge to prevent getting stuck there even with a lifted pickup

Changelog Tournament Client 2.0.0.6 --- Release: 19.01.2021

Features:
- increased HUD size for team stats in lower left (bale combo, undelivered bales, etc) to improve readability on livestreams
- increased clip distance of weed (same as wheat now)

Balancing:
- Changed the drops with 2 variabels to 1 variable and set fix durations for: Direct Delivery, Grain Multiplier, Speed Up, Speed Limit and Crazy Tool
- Reduced the max Value for the Multipliers of the Grain Multiplier and Bale Multiplier drop 3→2.5

Bugfixes:
- fixed wheat not being transferred to trailers if the stream is blocked by a combine pipe
- adjusted Horsch Tiatan Auger collision to reduce change of getting stuck with the player
- fixed minor UI and visual bugs

Information for Observer

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

Cameramovement:		**Playerbindings:**		**Team**
D	Right	CTRL + NP 1	Player 1	Blue
A	Left	CTRL + NP 2	Player 2	Blue
W	Forward	CTRL + NP 3	Player 3	Blue
S	Backward	CTRL + NP 4	Player 1	Red
Q	Up	CTRL + NP 5	Player 2	Red
E	Down	CTRL + NP 6	Player 3	Red

Cameralook:		**POIbindings:**		
Left Arrow	Look left	1	Barn	Blue
Right Arrow	Look right	2	Bridges	Blue
Up Arrow	Look up	3	Silo - View to streets	Blue
Down Arrow	Look down	4	Silo - View to barn	Blue
		5	Pod Zone	Blue
Features:		CTRL + 1	Barn in Motion	Blue
CTRL + G	Activate Ghosting	6	Barn	Red
SPACE	Mirror Position	7	Bridges	Red
SHIFT	Increase Speed	8	Silo - View to streets	Red
		9	Silo - View to barn	Red
		0	Pod Zone	Red
		CTRL + 6	Barn in Motion	Red

Detailed Training Mode:

GENERAL: Training Mode active by default, add [FSL] to the game name to disable it.

https://fsl.giants-software.com/downloads/FSL_Training_Mode_v2.pdf

List of forbidden Bugs and allowed Features

If you find something that is not on the list. Report it to the League Official.

Forbidden Bugs:

- fast unloading of the Anderson (Transport Company)

- spamming buttons (B, V, ...) (in the Baler, Harvester)

Allowed Features:

- load Anderson (Transport Company) with the baler without a tractor

- unload Anderson (Transport Company) direct on the convoyer belt

- jumping over the banner in the start area