

RUGBY UNION

TEAM MANAGER

3

PLAYER GUIDE



#MAKEITYOURUNION

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PLAYERS

PRIMARY & SECONDARY POSITIONS

Each player has a primary and secondary position. Players will perform best when assigned to their primary position, perform moderately in their secondary position, and be less effective if playing out of both their primary and secondary positions. Some players have Utility Back as both their primary and secondary positions. These players have no primary position, but 4 secondary positions. Wing, Inside Centre, Outside Centre and Fullback. The Loosehead Prop, Hooker and Tighthead Prop positions must be filled by players with a front row primary position. Also Sub1, Sub 2 and Sub 3 must be Specialist Front Rowers.

CALIBRE

Each player is of a certain calibre, derived from their attribute values. The calibre of a player is a quick reference to the overall quality of the player and the range of calibre is - Elite, World Class, International, National, Professional, Semi-Pro, Amateur, Local. Some players are star players within their respective calibre bracket. For example, a national calibre player will generally perform better than a star professional player.

POTENTIAL

Each player has a potential value. This determines the rate of attribute change due to training. Players with higher potential will increase attributes at a greater rate when they train. Younger players tend to have higher potential than veteran players approaching retirement. Players with low potential may experience attribute loss even when they train.

STAFF

COACHES

Coaches are utilised during training. Any given training session will involve coaches of certain specialisations. The higher the quality of these coaches the greater the effect of the training session on the player, and the higher the chance the player's relevant attributes will increase. Also, coaches have a positional expertise. Coaches can be utilised to retrain player's primary and secondary positions to their positional expertise position.

DOCTORS

Doctors can be assigned to injured players. The higher the quality of the assigned doctor the shorter the time required for the player to heal from the injury.

PHYSIOS

Physios can be assigned to injured players. Physios prevent injured players from losing fitness while they are injured, making the players return to match action sooner after an injury.

ASSISTANTS

Assistants can be assigned to squads. An assigned assistant will manage the squad, selecting match day line ups and attending the match so the manager doesn't have to. The game will bypass matches for squads which have an assistant assigned, generating the result automatically. It's common practise to assign an assistant to the academy and alliance squad, leaving just the main squad for the manager to manage.

STAFF DELEGATION

On the Staff->Overview screen, a head coach, a head doctor, a head physio and assistants can be assigned. Once a head coach is selected, if he is ticked to draw up the training rotas, the head coach will complete the training rotas when required every fortnight. Once a head doctor is selected, if he is ticked to auto assign doctors to injured players, the head doctor will assign doctors to injured players as injuries arise. The same with the head physio.

Staff Budget Overview

FINANCE BUDGET: £2,355,000 per year

OVERALL BALANCE: £2,421,000

Current Expenditure on Player's Wages: £0

Current Expenditure on Staff Wages: £0

Coaching Staff

7 COACHING STAFF

Head Coach: Select a Head Coach

Head Coach: Head Coach draws up the Training Rota

Medical Staff

2 MEDICAL STAFF

Head Doctor: Select a Head Doctor

Head Doctor: Head Doctor will auto assign the most suitable doctor to any injured player

Head Physio: Select a Head Physio

Head Physio: Head Physio will auto assign the most suitable physios to any injured player

Assistant Staff

1 ASSISTANT STAFF

Assistant: Select an Assistant

Currently Selected Staff

NAME	SPECIALISATION	POS	WAGE	LEVEL	END
Reuben Parfrey	General Funds		£ 700	1 star	2020
Logan Galloway	Track		£ 2,100	5 star	2022
Aidan Rignall	Flare		£ 2,100	5 star	2021
Herman Dabala	Flare		£ 1,000	2 star	2020
Levan Gogua	Developing Potential		£ 1,700	4 star	2022
Gabriel Vignard	Set Piece		£ 2,000	5 star	2022
Noah Lister	Attack		£ 1,300	4 star	2020

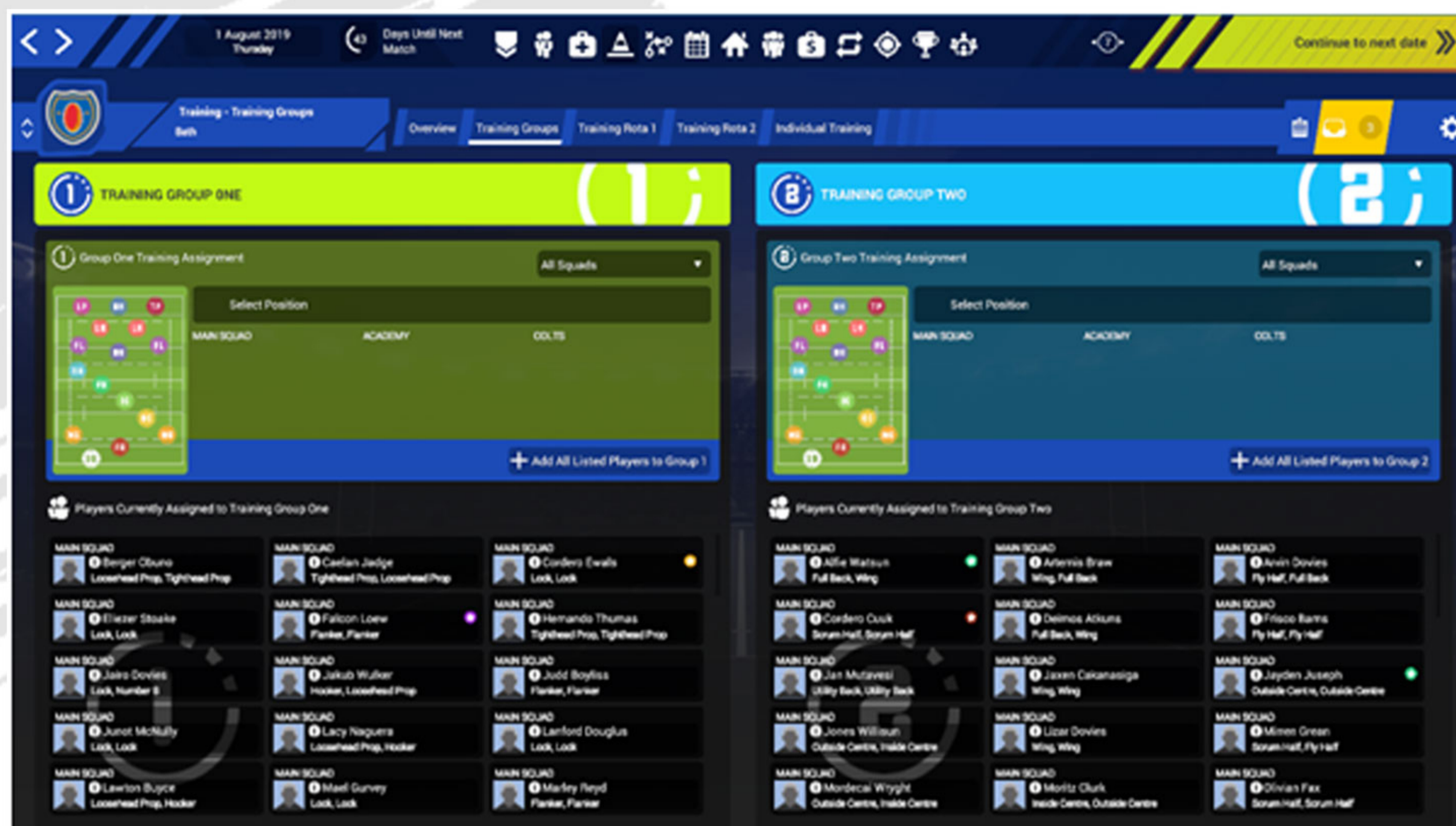
NAME	SPECIALISATION	WAGE	LEVEL	END
Dr Paul Lawson	Healing Injuries	£ 750	1 star	2020

NAME	ASSIGNED TO	WAGE	LEVEL	END
Andrew Ramsdale		£ 1,100	3 star	2021

TRAINING

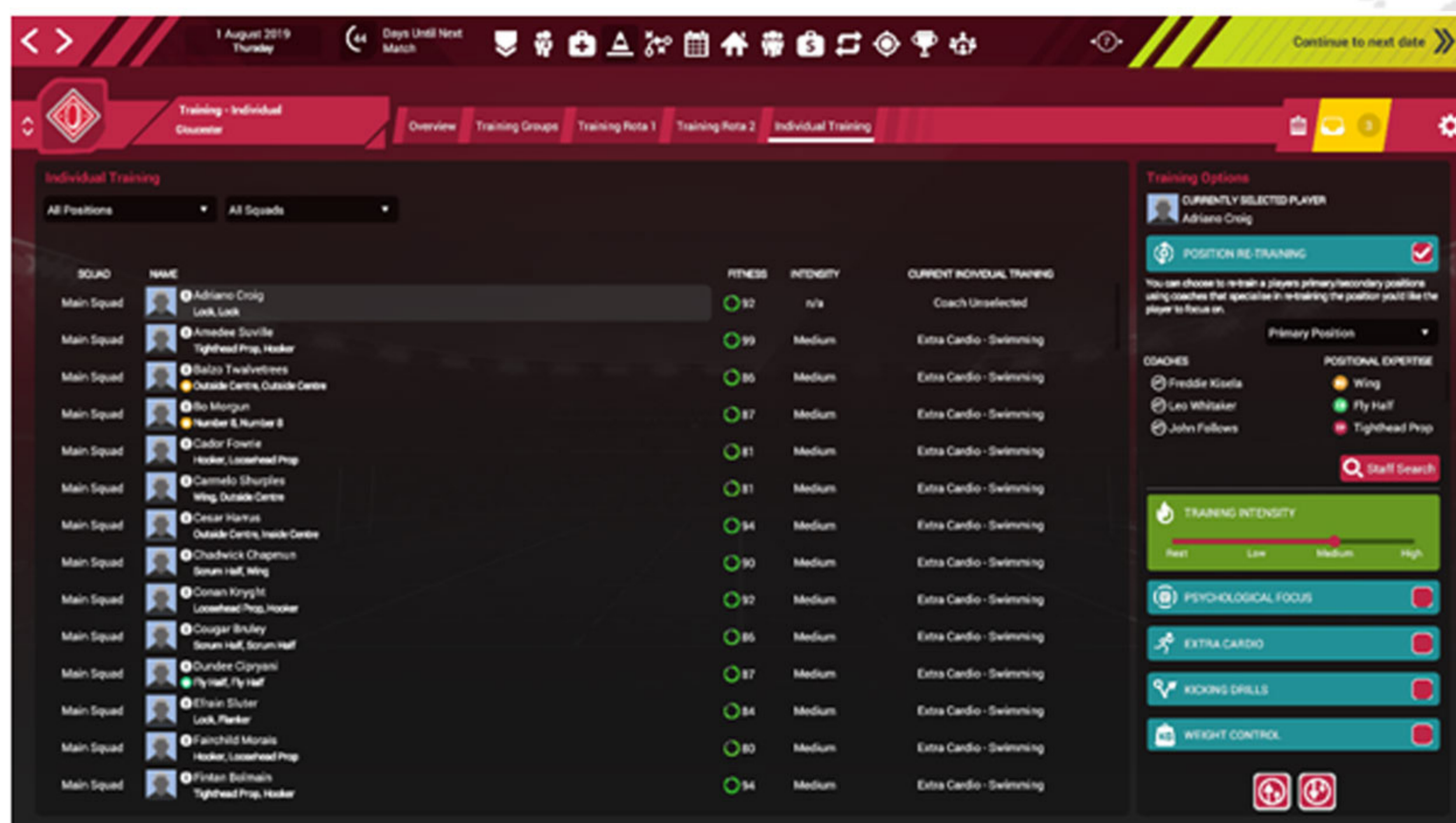
TRAINING GROUPS

There are 2 training groups at the manager's disposal. Each training group carries out different rotas of training. Training group 1 carry out training rota 1, and training group 2 carry out training rota 2. This means manager's can separate players, commonly into forwards and backs, and each group can have a different training regime.



SETTING TRAINING ROTAS

Every fortnight, training rotas must be submitted. If a head coach is selected, they can be delegated the task of completing and submitting the rotas. Right click a training session in the rota to cancel it, then drag and drop session from above into the rota to assign sessions. Once a session is assigned, it can be selected by left clicking it. Once a session is selected information such as coaches involved and effects on attributes can be seen on the right. Also once a session is selected, the addition can be added. This improves the selected session in one way or another and the changes can be seen on the right.



INDIVIDUAL TRAINING

The higher the intensity of individual training, the greater the effect on attributes, but the higher the chance of injury.

PLAYER DEVELOPMENT

Players develop attributes in the short term throughout the season through training and match time. A portion of the average attribute change over the season for each attribute is carried over to a long term permanent change at the end of the season.



TACTICS - ATTACKING



ATTACKING STYLE

There are 2 types of attack style :

- Structured, choose Expansive, Balanced or Conservative for each zone of the pitch. This is how the team will play when in those areas.

- Ad-Lib Move by Move, apply moves to the move queue in the match as the game unfolds.

TACTICS - DEFENSIVE



DEFENSIVE STYLE

There are 2 defence styles :

- Structured, select a defence tactic for each zone of the pitch. Depending which zone the ball is in decides which defence tactic is utilised.
- Ad-Lib, select a defence tactic in match as the game unfolds.

DEFENSIVE TACTICS

There are 4 defence tactics :

- Blitz, tacklers will drive the ball carrier back in the tackle, but expend energy
- Slide, traditionally rugby union defence pushing outwards as the ball is passed wide
- Umbrella, move up fast on the edges forcing play down the middle of the pitch
- Conservative, tacklers will concede territory in the tackle, but conserve energy

HALVES SETTINGS

There are 3 settings for Scrum Half and Stand Off :

- Attacking
- Opportunist
- Play Maker

The setting determines how likely the player is to over ride the current move and take on the defensive line themselves.

BUYING A PLAYER

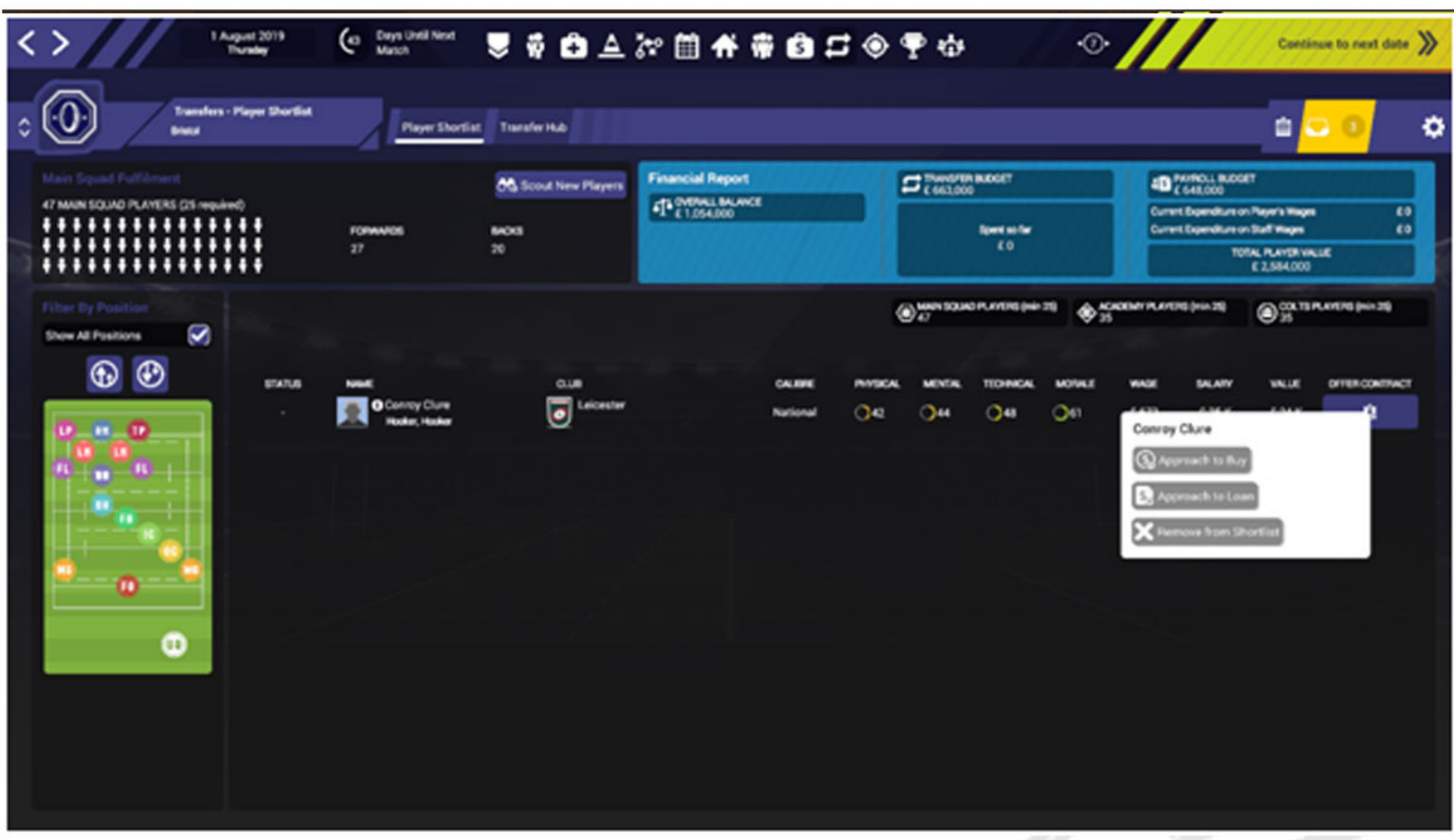
DEFENSIVE STYLE

There are 4 steps to buying a player :

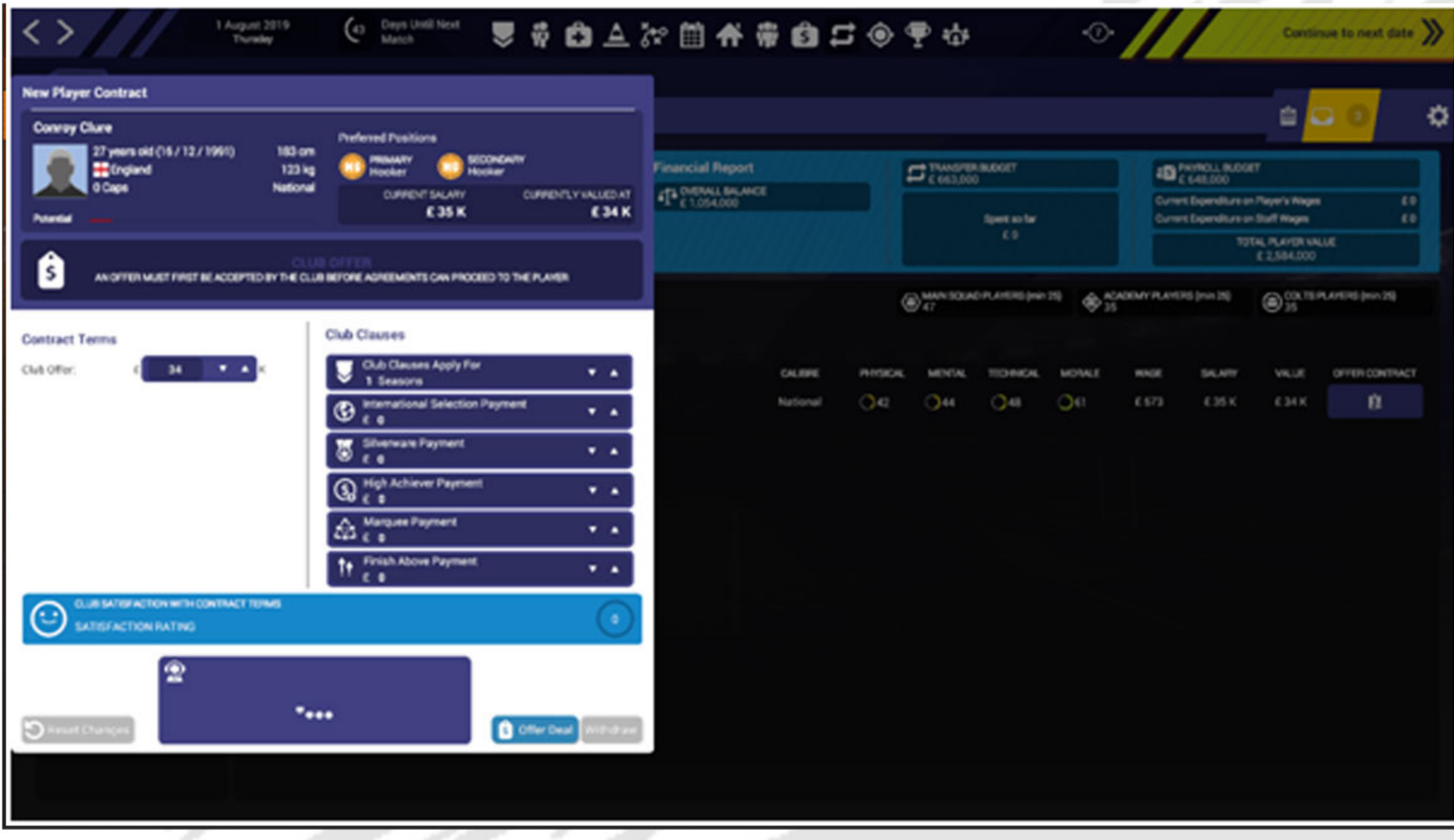
1) Navigate to Scouting->Player Search and use the controls to find the player to be bought. Highlight the player and click Add to Shortlist.



2) Navigate to Transfers->Player Shortlist, hover the cursor over the Offer Contract icon and click Approach to Buy.



3) Use the controls from the panel which slides in to build your offer to the club the player is contracted to. The higher the Satisfaction Rating the more likely the club is to accept your offer. If the player is currently uncontracted this step is skipped.



4) If the club accepts your offer, or if the player is current uncontracted, now use the controls from the panel to build your offer to the player. The higher the Satisfaction Rating the more likely the player is to accept your offer. If the player accepts your offer he will join your club and is immediately available for selection.

