

2016 Munich Marauders Series Instructions
(1992 and 2007 TBL Champions)



**Munich will be using the Computer game for Windows (Broadcast Blast 5.75).
I also welcome the chance to play games online via Skype whenever schedules permit!**

Munich cuts (pre-season): (Brothers), (Dunn)

Waivers –

Mid-season Trades –

General Introduction: Contending again! The roster features a nice blend of offense, pitching, and defense. Use the notes on the Lineups to govern in-game subs, paying particular attention to the “Platoon”, “Heyward”, “Blanco” and “DEF” notes. The bench is quite useful, and *no usage issues should over-ride a potential game-winning move*. LOTS of innings in the bullpen, including FIVE TBL-closer-grades, so mix and match to give Munich its best chances. But, above all, have fun!

Manager: Orel Hershiser; **Hitting Coach:** Edgar Martinez; **Pitching Coach:** Derek Lowe; **Bench Coach:** Ty Wigginton; **Base Coaches:** Otis Nixon, Lyle Overbay; **Bullpen Coach:** J. J. Putz; **Director of Player Development:** Ken Phelps.

2016 Munich Marauders												FIELDING					In Minors?																	
TM	Name	Bats	GM	PA	SBA	Hitting	STL	SPD	Comp.	BMod	BMod	Board	7's	8's	10's	11's	24's	31's	C	1B	2B	3B	SS	OF	Arm	A	M	J	J	A	S	O		
HOU	Altuve, Jose	R	154	689	57	12(066[27])1+++H	C29	F17	SA-3	+7/-5	2	4	2	3	3						8	[4]	[7]		31									
TOR	Bautista, Jose	R	153	666	11	8(1100)6+	F31	13	PL-0	-3/-1		2								(2)			2	33										
PHI	Blanco, Andres [r]	B	106	233	3	11(0000)3+	F20	F15	SA-0	-5/0		4								3	7	4	7	33										
DET	Cabrera, Miguel	R	119	511	3	11(166)5+	G20	S4	SA-1	0/-2	3	3								3				34										
CWS	Eaton, Adam	L	153	689	29	10(000[8])3(1)H	E27	F16	SA-5	-8/+1	1	3	1	0	2								3	32										
HOU	Gomez, Carlos	R	115	473	27	10(000[8])2++	C26	F18	SA-0	-4/0		3	1	0	1						5		3	37										
LAD	Grandal, Yasmani	B	115	426	2	8(16)5	G14	S6	SA-0	+2/-2	1	3								8	2			-1,pb2,30										
STL	Heyward, Jason	L	154	610	29	10(000[8])3H	E34	F16	SA-3	-5/0	1	2	1	1	2								3	33										
OAK	Lawrie, Brett	R	149	602	8	10(000[11])2+	F28	12	SA-2	+4/-3	1	3	1	0	2						7	3		31	m	m	m	m	m	m	m	m		
MIL	Maldonado, Martin	R	79	256	2	8(00)3	F14	S5	SA-3	+9/-4		4								8	2			+3,pb1,32										
MIA	Prado, Martin	R	129	551	2	11(000[7])2H	R26	9	SA-2	+5/-3	2	4									7	5	[6]	[1]	31									
CHC	Rizzo, Anthony	L	160	701	26	10(1000[6])4(1)+H	E29	13	PR-0	-1/-1		3	1	0	2					5				32										
ATL	Simmons, Andrelton	R	147	583	9	10(00)2+H	F25	14	SA-0	-5/0	2	3	1	3	2						[8]	[5]	10	36										
OAK	Vogt, Stephen	L	136	511	3	9(156)4	D9	8	SA-5	-8/+1	1	3								7	3			-1,pb2,32										
KC	Zobrist, Ben	B	126	535	8	10(0000[7])4H	E17	F15	SA-0	+5/-4		4									8	3	[7]	2	33									

(red = change from previous)

2016 Season Munich Pitchers																	In Minors?						
TM	Name	Th	GS	RIP	SPGrd	RPGrd	Ctl	HA	Fatg	WP	HB	BK	MF	A	M	J	J	A	S	O			
CHC	Cahill, Trevor	R		unc-1										m	m	m	m	m	m	m			
TOR	Cecil, Brett	L		54 1/3		16*KZG	+26	+26	5	3		0											
TEX	Darvish, Yu	R		unc-1										m	m	m	m	m	m	m			
NYM	deGrom, Jake	R	30		15XYZ		+26	+16	25	2		0	+3										
HOU	Fiers, Mike	R	30	180 1/3	11X		-14	-13	25 / 27	3		0											
ATL	Frasor, Jason	R		28		19*WH	-62	+51	6	3	0	0											
STL	Garcia, Jaime	L	20		15YG		+16	+42	26	2		0	+1										
PIT	Liriano, Francisco	L	31		13X		-26	+23	25	3													
NYN	Miller, Andrew	L		61 2/3		23*KX	-14	+24	6	2		0	+1										
ATL	Minor, Mike	L		unc-1										m	m	m	m	m	m	m			
BAL	O'Day, Darren	R		65 1/3		20*KZG	+25	+25	6	0		0	+1										
CWS	Petricka, Jake	R		52		7*H	+14	+46	6	3		0	+1	m	m	m	m	m	m	m			
STL	Rosenthal, Trevor	R		68 2/3		14*XYH	-14	+43	6	3		0	+1	m	m	m	m						
CWS	Sale, Chris	L	31		11KZ		+25	+11	28	2		0	+1										
LAA	Street, Huston	R		62 1/3		13*XZ	+16	0	6	3	0	0		m	m	m							
DET	VerHagen, Drew [r]	R		26 1/3		19*WH	-54	+46		3		0		m									
KC	Volquez, Edinson	R	33		10YG		-22	+26	26 / 10	1		0											
STL	Walden, Jordan	R		unc-1										m	m	m	m	m	m	m			
NYN	Warren, Adam	R	17	35 1/3	10YG	16*YG	0	+26	23 / 7	3		0	+1										
ARZ	Ziegler, Brad	R		68		18*ZG	+23	+42	6	2		0	+1	m									

Minors By Month – listed in rightmost seven columns in roster charts.

Make sure to make the changes from previous instructions, that are noted in red (if any)!

Munich Rotation 2016				Days				Days								
April	@	HUD	dG	G	S	V		Sept.	@	HUD			dG	L	V	
20		ZIO	L	dG	G			19		ZIO	W	S	dG	L		
		MLR	S	V	L	dG				MLR	V	W	S			
	@	MAR	G	S	V	L				NBO	dG	L	V	W		
	@	NBO	dG	G	S	V	L			@	KAN	S	dG	L	V	W
May	@	STM	dG	G	S	V	L		Oct.		DET	dG	L	V	W	
21	@	BRO	dG	G	S	V			22		STM	dG	S	L	V	
		NW	L	dG	G	S				@	MAR	W	dG	S	L	V
		CAY	V	L	dG	G				@	HOB	W	dG	S	L	
		GC	S	V	dG	L					LV	V	W	dG	S	L
June	@	ZIO	G	S	V	dG		Nov.		TAY		V	dG	G	S	L
19	@	MLR	L	G	S			20	@	MID	V	dG	G	S		
		HUD	V	dG	L				@	ZIO	L	V	dG			
		KNX	G	S	V	dG	L		@	MLR	G	S	V	dG		
	@	TAY	G	S	V	dG				HUD	W	G	S	V		
July		MID	L	G	S	V	W									
21		KAN	L	G	S	V										
	@	BH	W	L	G	S										
	@	WAR	V	W	L	G										
	@	LV	S	V	W	L										
August		IND	dG	L	V	W										
20		RYE	S	dG	L	V										
	@	KNX	W	S	dG	L										
	@	COL	V	W	S	dG										
	@	WHT	L	V	W	S										

KEY	
	Day off
dG	deGrom, Jake 30
L	Liriano, Francisco 31
G	Garcia, Jaime 20
S	Sale, Chris 31
V	Volquez, Edinson 33
W	Warren, Adam 17
	(double header)

PITCHING

Starters: All grades 10-15, all stop HR's to some degree, and most of them also stop walks to some degree. So, they are solid, but with the bullpen, none of them need to be over-worked. Handle them by these principles:

- When Munich develops a comfortable lead, see if they can work 6+ IP (or more). But if you rally, pull them.
- If the game is close (+/- 2), the hook should be fairly quick from the 5th inning on.
- If you lead by several, try to get to the 6th and then go to Fiers (long man with loooong fatigue rating).
- If it's a true drubbing, let Fiers absorb the innings.
- Starters should never work past a fatigue reduction.
- When in doubt – “the bullpen is even better!”

Relievers: Enough closer-quality relief IP to cover the 7th on – or even the 6th on – whenever the game is in doubt; supplemented by quite a lot of other double-digit grades for middle/long/mop use. Optimize relief use based on lefty/righty matchups, the plus-5's (for grades under 20*), and the obvious control cases. Use as needed in close games – use one guy more than one IP if needed; and/or use several to squash a rally within an inning if needed.

Bullpen usage by role:

Closer / Setup / Rally-killer – Whichever of the 18* are active in a given month, to be used whenever the game is close, 7th (or again, even the 6th) on. NO SET “closer”! LOTS of IP! Each guy has strengths, and should be used accordingly:

- o Miller – Only lefty in this group; best grade, but lowest HA, and slight control problems.
- o Ziegler/O'Day – Good overall righties. (Remember Ziegler is eligible for first-batter grade increase.) Because the two of them alternate months in one bullpen slot, either can be used for > 1 IP if needed.
- o Frasor/VerHagen – Very wild, but very good at stopping homers as well as hits. Again, they share a bullpen spot, so don't treat them as “limited IP” guys.

Middle – Cecil is the lefty; Street/Rosenthal (and Warren April-June) righties; LOTS of IP! Use freely whenever it's not time for the previous group, but not a 'mop-up' situation.

Long/Mop – Fiers is relegated to this role, and has the 27 fatigue rating to do it for long stretches.



Lineups and Usage

- General** – 1. Use these boxes for guidance regarding usage and substitution decisions.
 2. **Make sure to implement the DEF (defensive sub) instructions; they are a key to optimizing Munich's results!**



R1 Board vs RHP (grades 1-10) Lineup, Usage, Subs/Bench Notes		
1	CF	Eaton plays entire game; shift to LF when DEF applies
2	2B	Altuve plays entire game
3	1B	Rizzo plays entire game
4	LF	Bautista plays until DEF applies
5	3B	Blanco See Blanco Note; also Platoon
6	DH	Vogt See Platoon
7	RF	Heyward plays entire game (unless Platoon comes up); shift to CF when DEF applies
8	C	Grandal plays until DEF applies
9	SS	Simmons plays entire game unless PH for
BENCH		Cabrera, Gomez, Maldonado, Prado, Zobrist
PH/PR		PH for Simmons with most logical batter from bench if MUN is down 1 to 4 runs in the 7th or later. In that event, either use Zobrist at SS; or Prado at 3B with Blanco moving to SS; try to conserve bench as much as possible in doing this. See also Platoon; and Blanco Note.
Platoon		If MUN trails but it's close and you bring in a LHP, you can PH for Blanco/Vogt/Heyward (with Prado/Cabrera/Zobrist respectively).
Blanco Note		As soon as Munich leads - ANY INNING - replace Blanco with Prado. If Munich trails and you bring in a LHP, Prado can PH for Blanco.
DEF		When [1] MUN leads by 5+ any time; or [2] MUN leads by any amount after top of 7th - Maldonado to C, Prado to 3B, outfield becomes Eaton (LF) / Heyward (CF) / Gomez (RF).

3.

R2 Board vs RHP (grades 11+) & Computer vs RHP (all grades) Lineup, Usage, Subs/Bench Notes		
1	CF	Eaton plays entire game; shift to LF when DEF applies
2	DH	Cabrera if becomes a blowout, sub Zobrist for Cabrera
3	1B	Rizzo plays entire game
4	LF	Bautista plays until DEF applies
5	3B	Blanco See Blanco Note; also Platoon
6	RF	see RF below plays entire game; shift to CF when DEF applies
7	2B	Altuve plays entire game
8	C	Vogt plays until DEF applies
9	SS	Simmons plays entire game unless PH for
BENCH		Grandal, Gomez, Maldonado, Prado, Zobrist/Heyward
RF Lineup Note		Zobrist vs grade 1-12 on COMPUTER; otherwise Heyward
PH/PR		PH for Simmons with most logical batter from bench if MUN is down 1 to 4 runs in the 7th or later. In that event, either use Zobrist at SS; or Prado at 3B with Blanco moving to SS; try to conserve bench as much as possible in doing this. See also Platoon; and Blanco Note.
Platoon		If MUN trails but it's close and you bring in a LHP, you can PH for Blanco/Vogt/Heyward (with Prado/Grandal/Zobrist respectively).
Blanco Note		As soon as Munich leads - ANY INNING - replace Blanco with Prado. If Munich trails and you bring in a LHP, Prado can PH for Blanco.
DEF		When [1] MUN leads by 5+ any time; or [2] MUN leads by any amount after top of 7th - Maldonado to C, Prado to 3B, outfield becomes Eaton (LF) / Heyward (CF) / Gomez (RF).

BL Board vs LHP (all grades) Lineup, Usage, Substitutions/Bench Notes		
1	3B	Altuve plays entire game
2	DH	see DH below if becomes a blowout, sub Gomez for Cabrera
3	RF	Zobrist see DEF below; otherwise, plays entire game
4	1B	Rizzo plays entire game
5	LF	Bautista see DEF below; otherwise, plays entire game
6	3B	Prado plays entire game
7	C	see C below entire game
8	CF	see CF below see DEF below; otherwise, plays entire game
9	SS	Simmons plays entire game unless PH for (see below)
BENCH		Blanco,Gomez, Eaton/Heyward, Maldonado/Grandal, Vogt
Blanco		Use off the bench only in 8th or later with a game-winning situation.
DH Lineup Note		Grandal vs grades 1-9; Cabrera vs grades 10+
C Lineup Note		Maldonado vs grades 1-9; Grandal vs grades 10+
CF Lineup Note		Heyward vs grades 1-14; Eaton vs grades 15+
PH/PR		Best on bench can PH for Simmons, game on line, 8th or later (but see Blanco note). Eaton or Gomez can PR for any slow runner, Mun trails, 7th on
DEF		Eaton in LF, Gomez in RF, Maldonado at C, Munich leads by 5 any time OR by any amount after top of 7th
Other		If Simmons PH for, use Altuve at SS and move Zobrist to 2B

CL Computer vs LHP (all grades) Lineup, Usage, Substitutions/Bench Notes		
1	3B	Altuve plays entire game
2	DH	Cabrera In blowout, replace with Gomez; otherwise, entire game
3	RF	Zobrist see DEF below; otherwise, plays entire game
4	1B	Rizzo plays entire game
5	LF	Bautista see DEF below; otherwise, plays entire game
6	3B	Prado plays entire game
7	CF	Heyward entire game
8	C	Grandal see DEF below; otherwise, plays entire game
9	SS	Simmons plays entire game unless PH for (see below)
BENCH		Blanco, Eaton, Gomez, Maldonado, Vogt
Blanco		Use off the bench only in 8th or later with a game-winning situation.
PH/PR		Best on bench can PH for Simmons, game on line, 8th or later. Eaton or Gomez can PR for any slow runner, Mun trails, 7th on
DEF		Eaton in LF, Gomez in RF, Maldonado at C, Munich leads by 5 any time OR by any amount after top of 7th
Other		If Simmons PH for, use Altuve at SS and move Zobrist to 2B

Offensive Tactics (General Guidance):

Steal (#1 tactical choice unless Altuve is at bat, when it's the hit and run):

Several good runners, so don't be shy about stealing! Use the following table to determine who to steal second with and when to try it:

Runner	Steal when				Notes
	Inning	Score	Adj SSN	Outs	
					NOT with Gomez, Rizzo, Vogt at bat
Altuve	any	-3 / +3	27+	any	
(none)	7th on	-3 / +3	27+	any	
Eaton, Gomez, Heyward, Rizzo	any	-2 / +2	27+	any	h&r instead w ith Altuve batting
Bautista, Lawrie	7th on	-1 / +1	27+	1 or 2	h&r instead w ith Altuve batting
Prado	9th on	tied	27+	1 or 2	h&r instead w ith Altuve batting

(Don't worry about trying to steal third or home.)

Hit-and-Run (#1 tactical choice if Altuve is at bat; otherwise #2 tactical choice):

If not trying a stolen base, then [1] Altuve should hit and run whenever legal and the runner has an adjusted SSN of at least 22; [2] other batters with an “H” in the Hitting column of the roster should hit and run any time they are eligible, *unless* the pitcher’s control is -24 or worse or the runner on first is an N. (NOTE – not everyone with two 31’s has an “H”; this is intentional, please hit and run only with the “H” players.)

Bunt (#3 tactical option):

Basically, only in very late innings of a one-run or tie game, to [1] keep from having to remove Simmons from a close game, if he can bunt a runner over; or [2] to move a man to scoring position when NEITHER the current batter nor the on-deck man have much power (less than 4 power numbers and no first-column 1), AND the steal or hit-and-run are not indicated by the above instructions. **Don’t squeeze.**

Runner Advancement:

We’ve got more speed than the traditional Munich roster this year.

- With the fast runners be **responsibly aggressive**, especially when heading home, and especially with two out. (The term is “aggressive”, though, not “stupid” – I don’t want even a fast runner to go home on 6 chances, or a slow/average runner to try going first to third on a single to left, for example....)
- **With slow runners, be content to play station to station**, unless the hit is so deep that the chance is 30+ and it makes sense in game terms.
- With average runners, use your judgment based on the game situation. But don’t be overly aggressive and take the bat away from a big hitter.
- **Computer gamers:** always send my runner home if he is "well around" third. Always send a runner who is "well around" second on to third IF Munich LEADS or is TIED, with 0 or 1 out. Never send a runner who is “rounding” the base. Have fast trailing runners try to advance if you throw for the leading runner; do not have slow trailing runners try to advance. Don’t have anyone try for the triple when that choice is given.

Infield In; Outfield Throws; Hold Runners – Use your best baseball judgment and common sense.

Injury Subs:

C – Vogt, Grandal; Maldonado (defense)

1B – Vogt, Grandal, several others

2B – Altuve, Zobrist, Blanco

3B – Prado, Zobrist, Blanco

SS – Altuve, Blanco, Zobrist

OF – whichever of the OF’s is not starting; Gomez if game not close

DH – available bat except for players with limited PA or games; let pitcher hit in blowout

If you aren’t sure about anything after reading through these instructions, shoot me a quick email or phone call, and I’ll be happy to clarify.

And have fun – remember, “there’s no crying in baseball”!

Paul M