

2021 Munich Marauders Series Instructions
(1992, 2007 and 2016 TBL Champions)



Munich will be using the Computer game for Windows (Broadcast Blast 5.75).
Please do NOT use a micro-manager if you are using the computer game.
Please DO send a game sheet (boards) or script (computer) in addition to boxscore/stats. Thanks!

Munich cuts (pre-season): [Ben Zobrist], [Carlos Gomez]

Waivers – Acquired Lane Thomas, Rony Garcia, Robert Stock, Stephen Tarpley; Cut Jesse Chavez, Tommy Kahnle, [Sam Dyson], [Francisco Liriano]

Mid-season Trades –

General Introduction: So the aliens landed and replaced practically the entire Munich roster with android replicas – BAD replicas.... Same names, same appearance, but really really different outcomes on the baseball diamond. Other than the top of the rotation, this year’s Marauders are just BAD. So, the instructions herein are my best effort to squeeze the most out of what is there. That’s a way of saying “don’t sweat the in-game tactics too much” – do what you can, using the guidance below. Then shrug your shoulders.

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; **Roving Pitching Instructor** – Brad Ziegler; **Director of Morale** – Ben Zobrist.

2021 Munich Marauders Batters														FIELDING					In Minors?											
TM	Bats	GM	PA	SBA	Hitting	STL	SPD	Comp.	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	130	580	14	8(00)3+	B16	F15	SA-0	-6 / 0	3			1	2			8				31								
MIN	Avila, Alex	L	62	175	0	6(00)6(1)	N	S5	PR-3	PR-6 / 0	2			2	1	8						th+2,pb1								
DET	Cabrera, Miguel	R	159	679	3	9(15)4+	R26	S2	SA-3	+12 / -5	1	4			2		3					34								
CHC	Caratini, Victor	B	119	369	3	9(06)3(1)	E14	7	PB-0	PB+3 / -4	1	4			2	2	7	3				th-2,pb0								
CHC	Contreras, Willson	R	154	628	8	8(100)3(2)+	D14	8	SA-0	-9 / +1	3			2	2	8						th+4,pb0								
WAS	Eaton, Adam	L	111	506	9	9(000)2+	F33	F15	SA-5	-13 / +3	3			1	2						2	32								
CHC	Heyward, Jason	L	135	505	6	9(100)6+	G31	F15	PR-5	PR-12 / +3	3	1			2							3	33							
CHC	Hoerner, Nico [r]	R	130	352	14	8(6)3(1)	D24	10	SA-1	-10 / +3	1	2	2		1	2		7	4	8	1	33								
SD	Mateo, Jorge [r]	R		78	2	7(666)1	C26	F18	SA-2	+3 / -4	2		1	3	1			7			2	33	m	m	m	m	m	m	m	
TB	Meadows, Austin	L	97	417	8	7(006)4+	E26	13	PR-5	PR-11 / +3	2				1							2	32							
OAK	Pinder, Chad	R	65	171	0	9(166)3	N	F14	SA-0	-6 / +4	4			5	1			7	4		2	32								
CHC	Rizzo, Anthony	L	157	679	11	8(100)4(1)+	F29	9	PR-3	PR-5 / 0	3			2	1		5					32								
ARZ	Rojas, Josh	L	46	195	6	7(0)4	C20	13	SA-0	0 / -2	1	3			1			7		7	2	31	m	m	m	m	m	m	m	
CHC	Schwarber, Kyle	L	159	626	3	7(100)5++	R26	S6	PR-4	-6 / +1	2				1						1	34								
LAA	Simmons, Andrelton	R	81	350	6	11(66)2	F31	11	SA-0	-4 / +1	3	3	1		4	2					9	36								
MIL	Sogard, Eric	L	116	358	0	8(00)3+	N	12	SA-0	-2 / -2	4				2			8	4	7	1	32								
DET	Stewart, Christin [r]	L	101	291	0	6(16)2(1)	N	S6	SA-0	-1 / -2	2			1	1						1	29	m	m	m	m	m	m	m	
SEA	Strange-Gordon, Dee	L	89	224	15	7(0)2(1)	B24	F18	SA-5	-12 / +6	3		1		2			6		7	2	34	m	m	m	m	m	m	m	
STL	Thomas, Lane [r]	R		108	0	4(000)3	N	F15	SA-0		1				1	2					2	30	m	m	m	m	m	m	m	
TB	Tsutsugo, Yoshi [r]	L	138	507	0	7(100)5+	N	8	SA-1	-3 / -1	2			2	2				3		1	30								

(red = change from previous)

Mateo, Rojas, Stewart, Strange-Gordon, Thomas in the minors until Nov. Others up all year, as in table.


2021 Season Munich Marauders Pitchers														In Minors?						
TM	Name	Th	GS	RIP	SPGrd	RPGrd	Ctl	HA	Fatg	WP	HB	BK	MF	A	M	J	J	A	S	O
SD	Castillo, Jose G. [r]	L		unc										m	m	m	m	m	m	m
CHC	Danish, Yu	R	32		16XZG		+36	+41	25	3	0									
NYM	deGrom, Jake	R	32		17XYZ		+23	+23	22	3	0	0								
DET	Farmer, Buck	R		62 2/3		10*Z	+31	+11		6	3	0	0							
STL	Gant, John	R		46		15*YH	-35	+62		6	3	0	0							
DET	Garcia, Rony [r]	R	6	47		1*M	-13	-62	19 / 8	3	0	0		m	m	m	m	m	m	m
CIN	Garrett, Amir	L		52 2/3		18*XYL	-22	-42		5	0	0	0							
HOU	Greinke, Zack	R	32		7YZ		+45	+31	23	3	0	+2								
CHC	Hendricks, Kyle	R	32		12Z		+53	+13	26	1	0	+3								
PHI	Howard, Spencer [r]	R	6		1L		0	-34	23	0	0			m	m	m	m	m	m	m
CHC	Ryan, Kyle	L		43 2/3		7*L	-11	-62		6	0	0	0							
SD	Stammen, Craig [in]	R		83 1/3		2*ZG	+43	+34		6	3	0	+1							
BOS	Stock, Robert [r] [ir]	R		78 1/3		4*YWH	-62	+62		8	3	0	0	+1	m	m	m	m	m	m
MIA	Tarpley, Stephen [r]	L		31 2/3		1*Y	-41	-14		6	0	0		m	m	m	m	m	m	m
CHC	Underwood, Duane	R		79		2*XZL	+31	-41		6	3	0								
ARZ	Weaver, Luke	R	32		1Y		+15	-16	26	0	0	+3		m	m	m	m	m	m	m
SF	Webb, Logan [r]	R	30	54	3G		-13	+41	23 / 16	3	0									
TOR	Yamaguchi, Shun [r] [innoc]	R		85 1/3		1*YWL	-62	-31		9	3		+2	m	m	m	m	m	m	m

Chavez, Howard, Stammen, Stock, Underwood are innocuous per TBL rules; allowed IP includes the 50% extra.

Minors By Month – pitchers who are in the minors listed in rightmost seven columns in roster charts (“m”).

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

Munich Rotation 2021		Days							Days						
April	HUD	dG	Da	Hn	Gr			Sept.	HUD			Da	Hn	Gr	
19	COL	Wb	dG	Da				20	COL	Wb	dG	Da	Hn		
	RCK	Hn	Gr	Wb					RCK	Gr	Wb	dG	Da		
	@ NBO	dG	Da	Hn	Gr				@ ZIO	Hn	Gr	Wb	dG		
	@ LV	Wb	dG	Da	Hn	Gr			@ MLR	Da	Hn	Gr	Wb	dG	
May	@ KAN	Wb	dG	Da	Hn	Gr		Oct.	@ WAR	Da	Hn	Gr	Wb		
21	@ CAY	Wb	dG	Da	Hn			22	@ BRO	dG	Da	Hn	Gr		
	NW	Gr	Wb	dG	Da				@ IND	Wb	dG	Da	Hn	Gr	
	BH	Hn	Gr	Wb	dG				NBO	Wb	dG	Da	Hn	Gr	
	RYE	Da	Hn	Gr	Wb				MAR	Wb	dG	Da	Hn		
June	@ COL	dG	Da	Hn	Gr			Nov.	CAY		Wv	Gr	dG	Da	Hn
19	@ RCK	Wb	dG	Da				20	LV	Wv	Gr	dG	Da		
	@ HUD	Hn	Gr	Wb					@ COL	Wb	Wv	Hn			
	ZIO	dG	Da	Hn	Gr	Wb			@ RCK	dG	Gr	Wv	Da		
	IND	dG	Da	Hn	Gr				@ HUD	Wb	dG	Hn	Gr		
July	WAR	Wb	dG	Da	Hn	Gr									
21	MLR	Wb	dG	Da	Hn										
	@ MID	Gr	Wb	dG	Da										
	@ KNX	Hn	Gr	Wb	dG										
	@ RIV	Da	Hn	Gr	Wb										
August	@ HOB	dG	Da	Hn	Gr										
20	@ STM	Wb	dG	Da	Hn										
	KAN	Gr	Wb	dG	Da										
	GC	Hn	Gr	Wb	dG										
	WHT	Da	Hn	Gr	Wb										

KEY	
	Day off
dG	deGrom, Jake 32
Gr	Greinke, Zack 32
Da	Darvish, Yu 32
Hn	Hendricks, Kyle 32
Wb	Webb, Logan 30
Wv	Weaver, Luke 4
Xx (italics, red border = double header)	

PITCHING

Starters: Handle them by these principles:

- **deGrom, Darvish** – Studly in all respects. MUCH superior to the bullpen. Hence, they stay in *through* the second fatigue reduction if Munich is leading or remotely in the game. But if they do get blown out, pull them.
- **Hendricks** – Grade not quite with the top two, and doesn’t stop HR’s to speak of. But still preferable to most of the relievers thanks to his precision control. So, he goes *until* a second fatigue reduction, unless you see a specific tactical situation before then where a reliever will improve Munich’s chances of winning. (That may be a laugh line....)
- **Greinke** – About as good a grade 7 as you’ll find. (Irony) STILL better than all but the top three relievers – so he goes until fatigued or blown out.
- **Webb** – only a 3, but he does stop homers... No need to stretch him, although he’s actually better than some of the relievers. In general, if Munich is in the game, relieve him when trouble starts after about the 3rd inning. If he gets blown out, leave him in until the pounding rule applies.

The general rules that apply to all starters: Max of 11.2 IP for any starter. Do not relieve if they are pitching a shutout.

Relievers: Weirdest bullpen ever assembled in Munich, as every reliever has at least one big ol’ ugly wart. You’ll often need to avert your eyes when summoning a reliever Use the opportunities for +5’s and platoon advantages as best you can, and spread the innings around. (BTW, there are plenty of IP – just not GOOD ones.)

The only fixed roles are:

- **Situational Lefty – Garrett.** But, he doesn’t stop walks OR homers, so there may be times when his use is, um, “counter-indicated”. Can pitch up to 1.1 IP at a time. But, don’t waste IP from him if the game isn’t close.
- **Closer – Gant.** Wild, but still the best save option. BUT – it’s possible he will be needed to stop a rally earlier in a close game; in that case, gulp and call on Garrett, or “whomever”.... Don’t waste Gant’s limited innings.

Other general observations and guidance about the bullpen:

Farmer is as close to a setup man as there is.

Ryan is the “other” lefty, AND the next best grade after Garrett/Gant/Farmer, but is the human equivalent of a lit incendiary device due to his peripherals. So best suited to middle work, ideally in games that aren’t really close.

Stammen is a “good 2” (stops HR’s) while **Underwood** is a “bad 2”. They’re the mop/long/whatever-else guys.

Lineups and Usage

- General** – 1. Use these boxes for guidance regarding usage and substitution decisions. (Apply to boards or BBW.)
2. Definitely follow the DEF and BLOWOUT instructions, as I’ve worded them to account for most/all of the usage handling needed in road games.

R1 vs RHP		
1	RF	Eaton Plays entire game.
2	1B	Rizzo Plays entire game. (Except in BLOWOUT)
3	CF	Heyward Plays entire game. (except in BLOWOUT)
4	3B	Tsutsugo See DEF and BLOWOUT; otherwise, plays entire game.
5	LF	Schwarber See DEF; otherwise, plays entire game.
6	C	Contreras Plays entire game. (Except in BLOWOUT)
7	DH	Cabrera Plays entire game. (May move to 1B in BLOWOUT)
8	2B	Altuve Plays entire game.
9	SS	Simmons Plays entire game.
BENCH Avila, Caratini, Hoerner, Meadows, Sogard. (DO NOT USE Pinder!)		
PH/PR Anyone on the bench except Pinder can PH depending on the circumstances. If the BLOWOUT instructions call for dissolving the DH, you should PH for the pitcher. Otherwise, opportunities will be limited.		
DEF When MUN leads by 2+ any time after the top of the 7th, bring in Meadows for Schwarber, and Sogard for Tsutsugo.		
BLOWOUT If you lead by 5 or more any time after the 6th , make these moves: Caratini comes in at C, Cabrera to 1B (remove Rizzo and dissolve the DH), Sogard to 3B, Meadows replaces Heyward.		
L vs LHP		
1	C	Caratini See PH/PR, DEF, BLOWOUT instructions.
2	DH	Cabrera Plays entire game. (May move to 1B in BLOWOUT)
3	1B	Rizzo Plays entire game. (except in BLOWOUT)
4	3B	Tsutsugo See DEF and BLOWOUT; otherwise, plays entire game.
5	CF	Heyward Plays entire game. (except in BLOWOUT)
6	LF	Schwarber See DEF; otherwise, plays entire game.
7	RF	Eaton Plays entire game.
8	2B	Altuve Plays entire game.
9	SS	Simmons Plays entire game.
BENCH Avila, Contreras, Hoerner, Meadows, Sogard (DO NOT USE Pinder)		
PH/PR Contreras can/should PH for Caratini if you bring in a righty, even in early innings. Otherwise, there won't be a lot of PH opportunities (unless the DH gets dissolved, see BLOWOUT, in which case you should PH for pitchers). But when a PH is needed, anyone except Pinder can be used.		
DEF When MUN leads by 2+ any time after the top of the 7th, bring in Meadows for Schwarber, and Sogard for Tsutsugo. Same situation, if Caratini is still catching, bring in Avila for him. DO NOT replace Contreras with Avila!		
BLOWOUT If you lead by 5 or more any time after the 3rd , make these moves: Avila comes in at C, Cabrera to 1B (remove Rizzo and dissolve the DH), Sogard to 3B, Meadows replaces Heyward.		

Offensive Tactics (General Guidance):

Hit-and-Run (#1 tactical choice):

Batters with two 31's should look to hit and run: if the game is within two runs and the runner on 1st (only) has an adjusted SSN of 25+, then hit and run. Exceptions: Do NOT hit and run with Cabrera, Heyward, or Tsutsugo at bat. Don't hit and run with men on 1st and 3rd.

Steal (#2 tactical choice):

There are some good runners, but not a whole lot of attempts. **Eaton, Heyward, Rizzo, Simmons** – can straight steal second in the 8th or later with an *adjusted* SSN of 26+ when he is the **-1/tie/+1/+2 run..** (Don't worry about trying to steal third or home.).

Bunt (#3 tactical option):

Basically, only in very late innings of a one-run or tie game, to move a man to scoring position when NEITHER the current batter nor the on-deck man have much power (basically, less than 4 power numbers with no first-column 1), AND the steal or hit-and-run are not indicated by the above instructions. **Don't squeeze.**

Runner Advancement:

The general guidelines are:

- With runners whose speed is 13 or more 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 whose speed is 12 or less, use your judgment based on the game situation. **But this year, thanks to the general lack of good hitting cards, tend to be aggressive with average runners, especially if they are heading home.**
- Have *fast* trailing runners try to advance if you throw for the leading runner; do not have slow or average trailing runners try to advance.
- **Computer gamers:** always send my runner home if he is "well around" third. 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. Don't have anyone try for the triple when that choice is given. Otherwise, be aggressive with fast runners when the game is within 3 runs.

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

Injury Subs: (DO NOT use Pinder unless no other option remains)

C – Contreras; Avila; Caratini

1B – Caratini; or move Cabrera to 1B and dissolve the DH

2B – Altuve, Sogard (notice he's a 2B8), Hoerner

3B – Sogard, Hoerner, Altuve (as a 4)

SS – Hoerner (and note that Altuve can play SS under the TBL infield rules as SS-6)

OF – practically everyone has an OF rating, start with Meadows and work down.

DH – available bat; let pitcher hit in blowout

(In making injury subs, remember there is a LOT of position flexibility.)

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 (oh, you WILL have fun against this year's Marauders....) – and remember, “there's no crying in baseball”!

Paul M

