

to become good at it. The really important lesson about maps is not how accurate or perfect they are but how you use them to continuously learn. Maps are not the “truth” but a guide which an entire army can collaborate and communicate around.

3. All models are wrong, some are merely useful. Someone will produce a more useful method of mapping, a better list of doctrine, a more insightful set of patterns. As there is no such thing as the “right” map, then feel free to alter the map in a way which makes it more useful to you.

4. If you’re feeling that this is a lot to take in, well it is. Strategy is not a simple topic despite our attempts to dress it up as such.

You are now ready. Well, you might have been ready long ago but I wanted to give myself the best chance, so it’s more I am now ready. Forward friends and let us now play the game with a scenario in the next chapter.