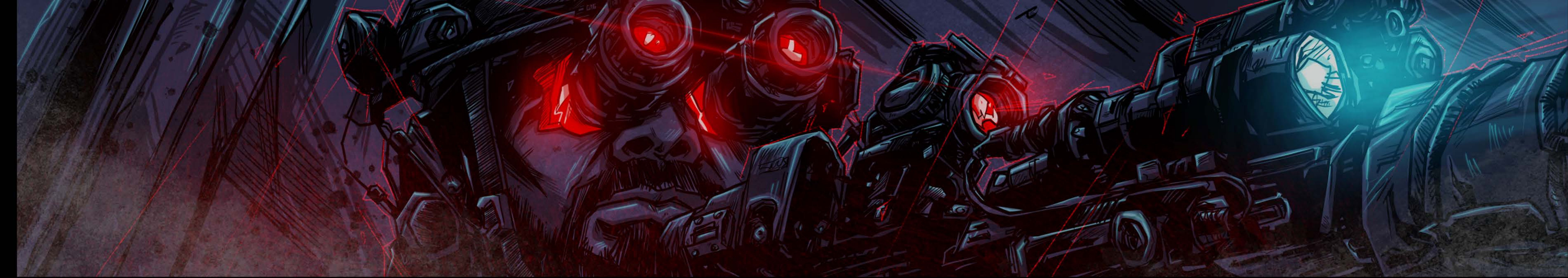


LECHELON

THE FUNDAMENTALS OF CLOSE COMBAT ABSTRACTION

JON CHANG . MICHAEL DURAO





**CHARACTERIZED BY EXTREME VIOLENCE AND PSYCHOLOGICAL SHOCK,
CLOSE COMBAT IS CALLOUS AND UNFORGIVING. ITS DIMENSIONS ARE
MEASURED IN MINUTES AND METERS, AND ITS CONSEQUENCES ARE FINAL.**



BLACK POWDER RED EARTH 28MM



SPACE HULK MEETS SQUAD LEADER

INTERFACE LEVERAGES BEST PRACTICES IN TABLETOP

ABSTRACTING 3.5 MINUTES

100m x 50m BATTLESPACE

RULES SUPPORT APPLICATION OF FM 7-8



TRUE NORTH

PLAY THE OPPONENT NOT THE RULES

TASKING MATCHES CAPABILITY

REDUCE UNCERTAINTY, DON'T ELIMINATE IT

EVERYONE GETS A VOTE

EVERYONE VOTES WITH BULLETS

A miniature wargame scene featuring three soldiers in a futuristic, blue-lit environment. The soldiers are on circular bases, holding various weapons. The background shows a building with a door and some equipment. The lighting is dramatic, with strong blue and white highlights.

LAYERED SYSTEMS

CORE SYSTEM DETAILS COMMON ACTIONS

UNIT SPECIFIC RULES ON CARDS

MISSION SPECIFIC RULES LAYER OVER BOTH

QUICK TO PLAY AND IMPROVE

REWARD PLAYER SKILL VS "GOTCHA" EVENTS



PHASING + TURNS

EACH TURN ABSTRACTS 15 SECONDS

PHASING BASED ON WARFIGHTING FUNCTIONS

+ DIRECT FIRE

+ MANEUVER

+ FINISHING



MEANINGFUL NOT MINUTIAE

ALL INFANTRY ACTIONS IN COMBAT ARE ESSENTIALLY

+ MOVEMENT, FIRES, AND SECURITY

MEASURE CAPABILITY AND REFLECT ON ANALOGS

+ FITNESS, ENABLERS, COMPETENCY, AND WILLINGNESS

STACKED DECKS

SINGULAR BOOSTS OF LETHALITY OR SURVIVABILITY

EMERGENT COMPLIMENTARY AND REINFORCING EFFECTS

INTERVENTION CARDS – NUDGE EVENTS LEFT/RIGHT +

FIRES CARDS – DEVASTATING POTENTIAL, NOT ABSOLUTE +





FRONT SIGHT FOCUS

DEVELOP A COURSE OF ACTION

MOMENT-TO-MOMENT PLAY IS DECISIVE

CREATIVELY LAYER CAPABILITIES TO CREATE DILEMMAS

ALTERNATING ACTIVATIONS KEEPS PLAY HONEST

WEIGH RISK + OPPORTUNITY ACROSS PHASES + TURNS

A miniature wargaming scene set in a trench. In the foreground, a soldier miniature in green and black tactical gear stands on a circular base, holding a rifle. In the background, another soldier miniature is visible, partially obscured by the trench's structure. The scene is lit with dramatic, low-key lighting, creating deep shadows and highlights on the miniature figures and the trench walls.

REDUCE UNCERTAINTY DO NOT ELIMINATE IT

INDIVIDUAL WARFIGHTERS OPERATE WITHIN PREDICTABLE LIMITS

MORE DICE – MORE INFORMED DECISIONS

NO PLAN GOES UNOPPOSED +

OPPONENT INTERACTION IS NEVER GUARANTEED +

PLAN ACCORDINGLY +



CONCLUSION

LAYERED RULES MEANS FASTER TIME TO PLAY

TURN/PHASING IS VITAL TO SYNCHRONIZING FUNCTIONS

SYNCHRONIZING FUNCTIONS BUILDS HARD SKILLS

HARD SKILLS CREATE CONFIDENCE AND INITIATIVE

EVERY GOOD REP SHOWS WHAT RIGHT LOOKS LIKE

The image features two soldiers in full tactical gear, including helmets with night vision and rifles, standing in a dark, industrial environment. The scene is lit with a dramatic, low-key light source from the right, creating strong highlights and deep shadows. The background consists of dark, metallic structures and a hazy, orange-tinted sky. The word "QUESTIONS" is prominently displayed in the center in a bold, red, sans-serif font.

QUESTIONS