



Inspired by the passage in oathbringer, the following fully functional game was based on a combination of chess and sternhalma. While versions of this theoretic game may exist by other fans of the Stormlight Archive, this specific version has been designed independently and in it's entirety by Evie Ryan with love for her husband, Michael.

*May your cards never get soggy in the storm.*

The following are several relevant passages in Oathbringer that served as the inspiration for this game.

#### **Oathbringer, Chapter 14" Squires can't capture"**

"Kaladin crept through the rains, sidling in a wet uniform across the rocks until he was able to peek through the trees at the Voidbringers. Monstrous terrors from the mythological past, enemies of all that was right and good. Destroyers who had laid waste to civilization countless times.

They were playing cards.

*What in damnation's depths?* Kaladin thought. -----

"One of them had a set of wooden Herdazian cards and he sat at the edge of the camp- directly before Kaladin- using a flat surface of stone as a table. A female sat opposite him. -----

"The male- distinguished by a dark red beard, the hairs each unnaturally thick- finally placed a card on the rock next to several others.

"Can you do that? The female asked.

"I think so."

"You said squires can't capture."

"Unless another card of mine is touching yours," the male said. "I think?" -----

"So,..." the female said. "You're saying you don't know how to play the game after all."

The male began gathering up the cards. I *should* know, -----

## **Oathbringer Chapter 17, "Trapped in Shadows."**

"You could capture that card," Kaladin noted.

The Parchman stiffened,

"The card game," Kaladin said. "The squire can capture if supported by an allied card. So you were right." -----

"What about the king?" his haptor said, speaking in a soft voice, but turning his head to direct the question at Kaladin.

Elhokar? What... *oh right. The cards.*

"The king is one of the most powerful cards you can place," Kaladin said, struggling to remember all the rules. "He can capture any other card except another king, and can't be captured himself unless touched by three enemy cards of knight or better. Um... and he is immune to the soul caster." *I think.*

"When I watched men play they used this card rarely. If it is so powerful, why delay?"

"If your king gets captured, you lose," Kaladin said. "So you only play him if you're desperate or if you are certain you can defend him. Half the time I've played, I left him in my barrack all game."

# goal

**Goal:** Defeat the opposing army and kill your opponent's brightlord while taking as much territory as possible.

## Terminology Quick Guide:

**Barracks:** Your hand.

**Captured:** a card that has been defeated by another is placed face down, and the winning card is placed on top of it.

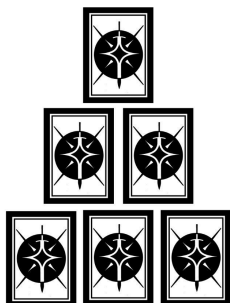
**Repelled:** a card is forced into defense position, either by attacking a card with higher defense or

**Target:** A card that is being attacked.

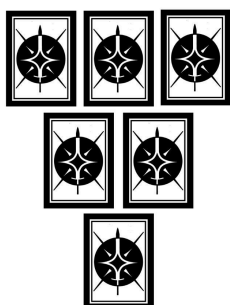
**Aggressor:** A card that is being attacked.

**Spoils:** face down cards. Each of face down cards travels along with the card that captures each stack.

# set up



To begin the game, each player retrieves their king, knights and garrison from their deck and sets them aside. Then the player places 6 cards from their deck face down in a pyramid orientation.



These 6 cards form the play field. The playfield cards are unusable for the duration of the game, but count towards the players final score.

The players then draw 8 cards. This makes up the player's army. The player then arranges the cards facedown on their playfield. Each line of the pyramid has a different start game purpose.



Front line. The initial line of assault. These cards are placed in assault position.



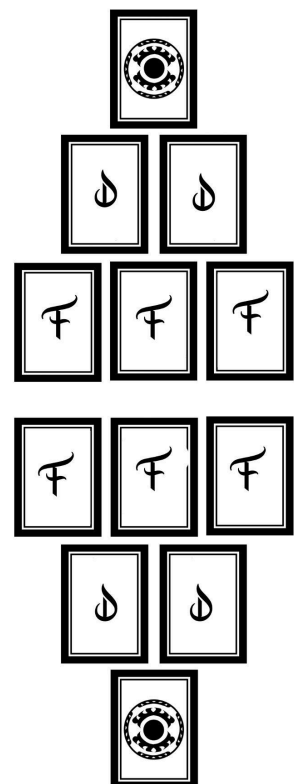
Defense line.

The middle line of the pyramid. The cards in the middle line begin the game in the defense position.



Your Brightlord. This card is placed in assault position. The game ends when this card is defeated. The card that is designated as the Brightlord remains the

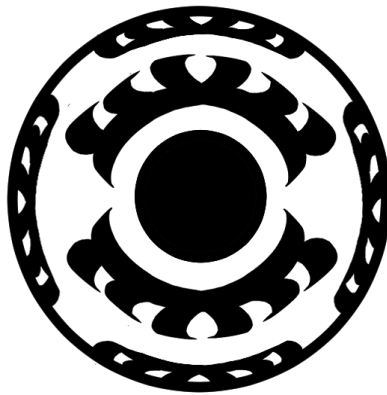
Brightlord throughout the game, even if the card moves from the brightlord position. Players may choose to use a token to mark their brightlord if they chose.



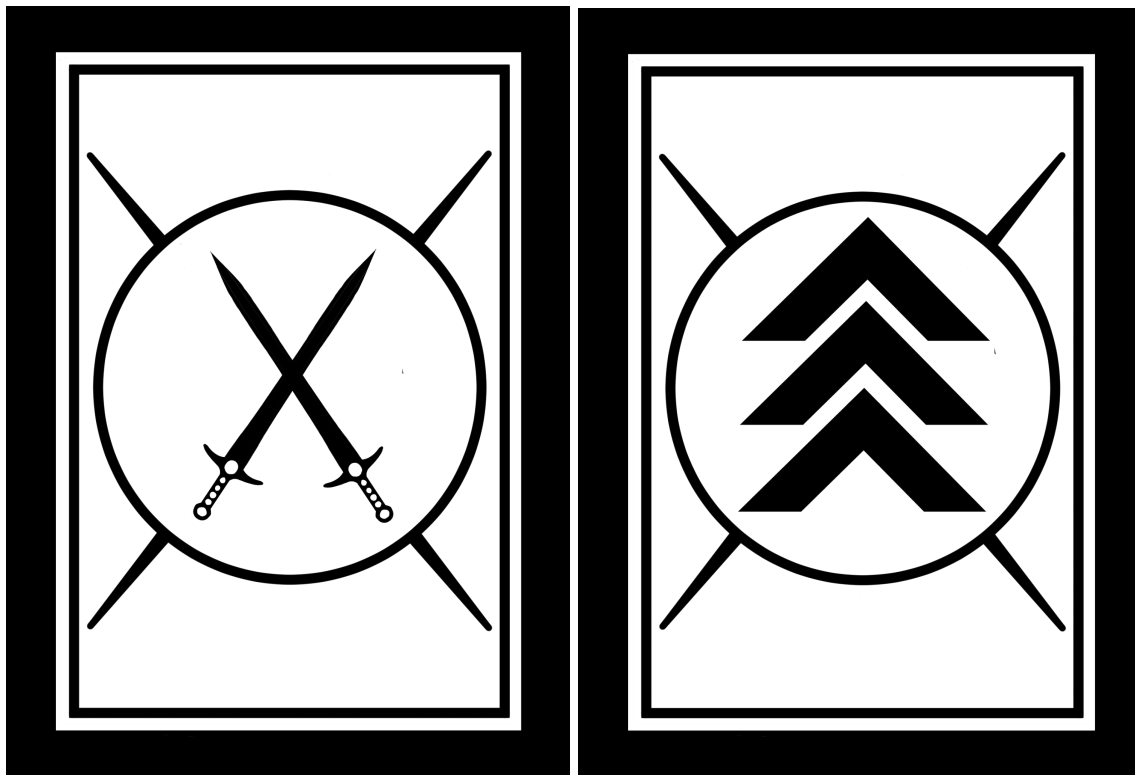
# first assault

The first phase of the game is **First Assault**. This occurs only once per game. Players flip the cards to reveal them. The player's three front line cards face off horizontally in attack position. The card with the lower attack number is captured, and is flipped upside down with the winning card moved to its place. In the event of a draw, both cards are **Repelled** into defense.

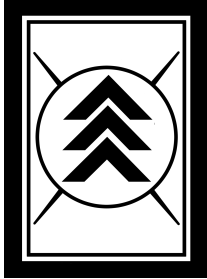
When the initial assault phase is completed the game proceeds to the first march phase. The player with the Brightlord of the highest attack goes first. The order then switches every other turn.



A brightlord Token



*These cards can be used to keep track of the game phase*



# march phase

During the first march phase, the players draw three cards from their decks. This, along with the **King**, makes up the players' **Barracks**.

**March** phase involves moving your cards forward. To move, take the card and move it one space within range.

Beginning in the second **March** phase, players may draw one card from the deck to add to their **barracks** before the march phase begins. .

In alternating turns, each player may make up to 3 March actions.

## 1) Advance

Move a card forward, diagonally or horizontally into vacated space within its field or into enemy territory.

A card may only move to an empty space one space away. A card retains its defense or attack position.

## 4) Maneuver

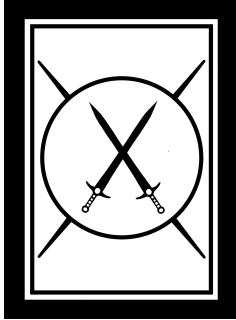
. Player may choose one card to reposition, either from defense to attack or attack to defense

## 5) Call in reinforcements.

Place a card from their barracks directly onto the vacated space within the player's playfield in either the defense or the attack position.

## 6) Retreat

A card in the opponents play field may choose to **retreat** to their own playing field. A card may move backwards any number of spaces to reach the front line of their own playing field. A retreating card may not move into the space of another card, and may only move if the spaces behind them are clear.



# attack phase

After the March phase ends, the players move to the attack phase. Continuing in the same order, the players each make three attack moves.

The player may choose to take another march phase in place of their attack phase.

Unless specified, a card may only attack an opponent that is in their direct line one space away. Attacking cards interact in the following ways:

## Two face up cards in attack position.

If the **targeted card** has less attack than the **aggressor**, the **target** card is **captured**, flipped upside down and the victor is moved to it's space.

If the **targeted card** has equal or more attack than the **aggressor**, the target card is **repelled** and placed in the defense position.

## Attacking a card in defense position

If the **targeted card** has less defense than the **aggressor's** attack, the targeted card is **captured**.

If the **targeted** card has equal or more defense than the aggressor's attack, the **aggressor** is **repelled** and switched to defense position.

## Supporting

A card may use an attack move to **Support** another card within range. A supported card gains either 1 defense or 1 attack for the remainder of the attack phase.

# High Storms

This game is generally fast paced and resolved in an average of 5 rounds. However, every 10 turns, a Highstorm descends. During a highstorm, all cards not in defense, including the king, are swept away by the storm and flipped facedown.

## Turn order and continued rounds

### First assault

After first assault, the player who's brightlord has the highest attack goes first for the first round.

### March Phase:

Player 1 -First march, Player 1 draws one card

Player 2 - -first march, player 2 draws one card

Player 1- march 2

Player 2 - March 2

Player 1 - march 3

Player 2- march 3

**Attack phase.**

Player 1- Attack 1  
Player 2- Attack 1  
Player 1 - attack 2  
Player 2- attack 2  
Player 1 - attack 3  
Player 2- attack 3.

**End of round. Place Highstorm token.**

**March Phase:**

Player 2 -march 1, Player 2 draws 1 cards  
Player 1 march 1, player 1 draws 1 cards.  
Player 2- march 2  
Player 1 - March 2  
Player 2 - march 3  
Player 1- march 3

**Attack phase.**

Player 2- Attack 1  
Player 1- Attack 1  
Player 2 - attack 2  
Player 1- attack 2  
Player 2 - attack 3  
Player 1- attack 3.

**End of round. Place a highstorm token.**

**Etc. ....**

# End Phase and Win conditions

The game ends when one side defeats the other side's Brightlord. The Brightlord may move from the back, it may defend and attack but remains the same card that was chosen by the player in the beginning. Some players find it useful to mark their brightlord with a token.

If the deck runs out, the game continues with the cards on the field until one brightlord is taken.

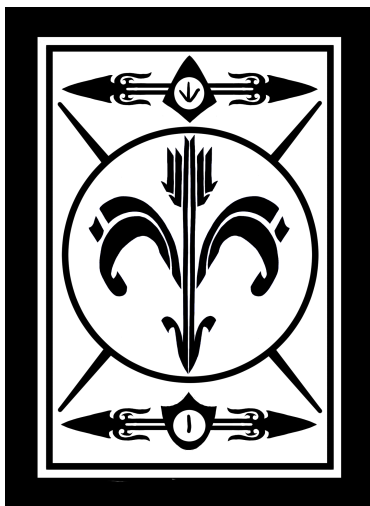
Once one brightlord is defeated, the players turn their face up cards on the field and the stacks underneath them. The players tally their spoils, and the player with the most win.

Cards in unoccupied spaces do not count towards a player's final tally, even if the empty spot is in their play field.

**Alternatively, if a player's king is captured, the game ends and that player loses, no matter what the final tally may be.**

# Card Attributes

Not unlike chess, each card has a different set of moves.



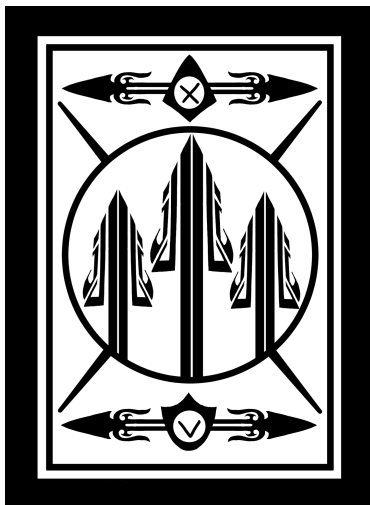
## Spearman

Attack 2 defense 1

*The spear danced in his fingers, comfortable, an extension of himself. He spun with it, swinging it around and around, across his neck, over his arm, in and out of jabs and swings.*

- Chapter 27, The way of kings

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## Garrison

Attack 4 defense 2

Two Spearman within one space of each other may use a march phase to **garrison** by stacking one atop the other. A **garrisoned** pair is now considered one unit with Attack 4, defense 2.



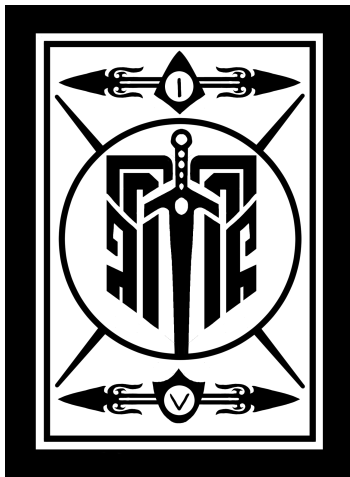
### Calvary

**Attack 3, defense 2**

Calvary has the ability to **Charge**, and may make two movements in the march phase.

*"A man couldn't really understand until he's had one accept him as a rider."*

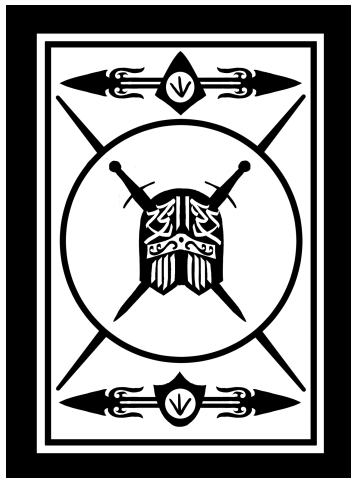
*-Chapter 15, The Way of Kings*



### Squire

**Attack 1 defense 2**

A squire may not capture another card unless **Supported** by an allied card.



### Knight

**Attack 3 defense 3**

If a squire is one space away from a Calvary card, a player may choose to **Mount**. A Mounted squire becomes a **knight**.

**Knighthood Squire** and **Calvary** is now considered one unit with attack 3 and defense 3, and may have 2 movements in the march phase.



### Archer

**Attack 3 defense 1**

Archers may utilize **Longbows** to attack across two spaces away instead of one.

*“He blinked as he found himself lying on the ground. A storming arrow sprouted from his right shoulder with a long, thick shaft. It had gone straight through the chain mail, just to the side of where his cuirass met his arm.”*

*-Chapter 3, Oathbringer.*



### Soul Caster.

**Attack 1 defense 1**

Soulcasters may use **Transform** in the attack phase. The player may choose one face up card in their game field and replace it with one in their hand. The soul caster and the replaced card are then placed face down.

Soulcasters may also **Repel** during the attack phase. The player may chose one attacking card belonging to either player and force it into a defensive position.

*“It is blissful. I slowly connect to the device, and through it to Roshar. Until the day it will take me fully into it’s embrace”*

*-Kaza, Interlude 4, Oathbringer.*



### Shard Bearer

**Attack 3 defense 4**

During attack phase, a shard bearer may **Rampage**. If the shardbearer defeats an enemy, they may take one additional attack move. After a **rampage**, the Shard bearer is then tapped to defense mode.

*“The Sharbearer was destruction incarnate, the most powerful force on a battlefield.”  
Chapter 25, The Way of Kings.*



### King

**Attack 7**

The **King** begins every game in the players hand, and may be placed in the March phase during any march phase of the game. The king may not be summoned to the field by a soulcaster.

The King has only attack, and may not be repelled into defense by a soulcaster. The king may capture any other card except the other player's king.

In order to capture a king, He must be surrounded on at least three sides by enemy cards that have a total combined attack exceeding the king's.

*“The king is one of the most powerful cards you can place,”  
-Kaladin, chapter 17, oathbringer.*

# Differently sized battles

Differently sized battles may be played by adding or subtracting cards in the pyramid.

For a **War** lay out field with 4 cards at the front line, two facedown defending cards and a front line card in the next line, two defending cards in the next line, with the lord at the peak of the pyramid.

During **War**, two movements are taken during the march and attack phases instead of one.

# Credits and Final thoughts

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All images, rules and content relating to this fan piece as a whole, with the exception of the typeface were created in Emily "Evie" Ryan, in the period between August 2023- January 2024.

Typeface:

Sketsa Ramadhan

By

**Hendra Pratama**

With these final words I consider this project and it's contents to be a finished work.

This project spanned from August 3rd, 2023 to December 15th, 2023. I met many challenges along the way, but it was mostly a work of pleasure and passion.

To my sweet Michael, Happy Birthday. If this work of mine can give even a single smile, it will be worth it 1000x over.



*The digital creation spren can leave me  
alone now.*

