



## Wessex – Quick Reference



**Important note on Fiefs:** When Voting, a given Fief can only utilize one of the below conditions (i.e. when voting, the better vote power is chosen). Votes do not stack in a Fief. And a Fief can only generate 1 Legacy point, no matter how many applicable cards it contains.

### Votes for Winter season

**1 vote** – each Earl (you)

**1 vote** – Prince Lord

**1 vote** – Church

**1 vote** – the King card

**The Cathedral** – votes equal to the # of players in Wessex

**A Monastery** – votes equal to the # of players in Wessex

### Earning Legacy Points

**1 Legacy point** – the King card

**1 Legacy point** – the Cathedral

**1 Legacy point** – Prince Lord

**1 Legacy point** – Fief with a Town & Land pair

**1 Legacy point** – Monastery

**1 Legacy point** – for a Monk and a Banquet set in your Hand (limited to 1 point from the Hand)

### Spending Legacy Points

**1 point** - 2 Towers

**1 point each** - a Banner card played out for Kingship (i.e. on the table)

**1 point each** - a Castle or a Property on the table (**excluding** the Cathedral!)

**1 point each** - Placing a Lord or Abbot into a Castle or Palace

Note: these are additional cards in play, beyond your 24 card Earl deck.

**Voting:** You can **only call a Vote** if you have a **religious building** on the table (i.e. a Church or the Cathedral) or are **King**. If so, you can call a Vote on your turn, by spending your **Action** to do so, before the Vikings have appeared. And a Vote automatically occurs when the Vikings are “spotted” (i.e. when they are about to arrive). No Votes for Winter Season occur **after** the Vikings have appeared on the table.

During every Winter Season, the Vikings are moved to the left, and an additional black Viking timer marker is pushed out before the next round of play begins. Once the Vikings have arrived, Wessex has entered the “final conflict” against the Danelaw... and unique victory conditions apply.

