

AGRICOLA EXPRESS VI.3 DICE

Print this page on label stock and cut out each square below. Each band of squares is intended to be adhered to the sides of one standard six-sided die. You will need all 13 dice to play the game.



AGRICOLA EXPRESS VI.3 SCORE SHEET

Costs

Occupation

- Mayor *Set Farm die for 2 Food, score +2 per field at harvest*
- Builder *Set Improvement die, score +1 per improvement*
- Farmer *Set 2 Produce dice*
- Rancher *Set 2 Animal dice*
- Gatherer *Set 2 Resource dice*
- Midwife *Pay half food for babies, score babies every harvest*

Improvement

- Oven *Cook grain and vegetables*
- Hearth *Cook sheep, boar, and cattle*
- Basketmaker's Workshop *Score reed; collect +1 reed*
- Joinery *Score wood; collect +1 wood*
- Pottery Workshop *Score brick; collect +1 brick*
- Stonecutter's Workshop *Score stone; collect +1 stone*

Bonus if Any Owned

Score

	House	<input type="checkbox"/> Wood <input type="checkbox"/> Brick <input type="checkbox"/> Stone	<input type="text"/>	+3	+1/2/3 (house type)
	Field		<input type="text"/>	+3	+1 or : +3
	Pasture		<input type="text"/>	+3	+1
	Baby		<input type="text"/>	—	—
	Food		<input type="text"/>	—	-3 per missing
	Grain	→ 2	<input type="text"/>	+1	+1 per 2
	Veggie	→ 3	<input type="text"/>	+1	+1 per 1
	Reed		<input type="text"/>	—	: +2 per 2
	Wood		<input type="text"/>	—	: +2 per 3
	Brick		<input type="text"/>	—	: +2 per 3
	Stone		<input type="text"/>	—	: +2 per 2
	Sheep	→ 2	<input type="text"/>	+1	+1 per 3
	Boar	→ 3	<input type="text"/>	+1	+1 per 2
	Cattle	→ 4	<input type="text"/>	+1	+1 per 1
	Improvements			—	: +1 each
Harvest 1:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		: +1/3/5/7		
Harvest 2:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		: +1/3/5/7		
Harvest 3:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		+1/3/5/7 for 1/2/3/4 babies		

Score:

<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>
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