

IRON AGE: COUNCIL OF THE CLANS

PLAYER RECORD SHEET

| Productive Buildings Requires 3 units of wood, stone, or pottery to build | Size | Commodity Each building makes 1d6 x size, per turn. | Quantity in store Total storage space = |
|---|-------------|---|---|
| Pasture | | Cattle | 00000 00000 00000 |
| Harbour | | Fish | 00000 00000 00000 |
| Bakery | | Bread | 00000 00000 00000 |
| Orchard | | Fruit | 00000 00000 00000 |
| Lumber Mill | | Wood | 00000 00000 00000 |
| Quarry | | Stone | 00000 00000 00000 |
| Clay Pit | | Pottery | 00000 00000 00000 |
| Blacksmith | | Metalwork | 00000 00000 00000 |
| Weaver | | Cloth | 00000 00000 00000 |
| Hunting Lodge | | Furs | 00000 00000 00000 |
| Apiary | | Mead | 00000 00000 00000 |
| Marketplace | | Coins | 00000 00000 00000 |

| Special Buildings Requires 5 units of wood, pottery, or stone to build. | |
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| Town Hall Holds 10 commodities; houses three specialists. | ✓ |
| Great Hall Replaces Town Hall; holds 15 commodities; houses six specialists; stores unlimited coins. | |
| Souterrain Holds 10 units of food | |
| Warehouse Holds 10 units of trade goods | |
| Ring Fort Adds +3 to defence | |
| Barracks Houses unlimited warriors; adds +3 to attack | |
| Nemeton Improves productivity; houses unlimited priests; expands for Great Temple milestone | |

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| Poets Requires 3 food and 2 mead | |
| Priests Requires 3 food and 2 furs | |
| Merchants Requires 3 food and 2 coins | |
| Warriors Requires 3 food and 2 metalworks | |

| HONOUR | |
|---------------------------|-----------------------|
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| Total Villagers to feed = | Landsmoot Victories = |

| Milestones Each adds +10 Honour |
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