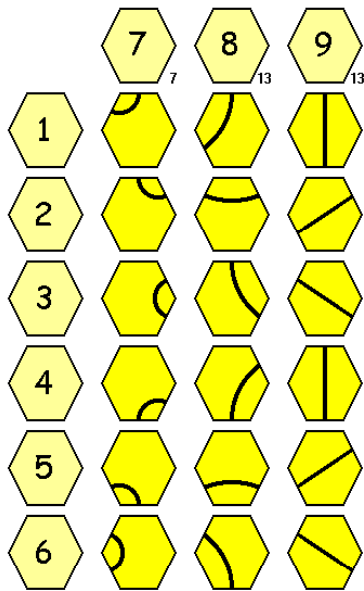
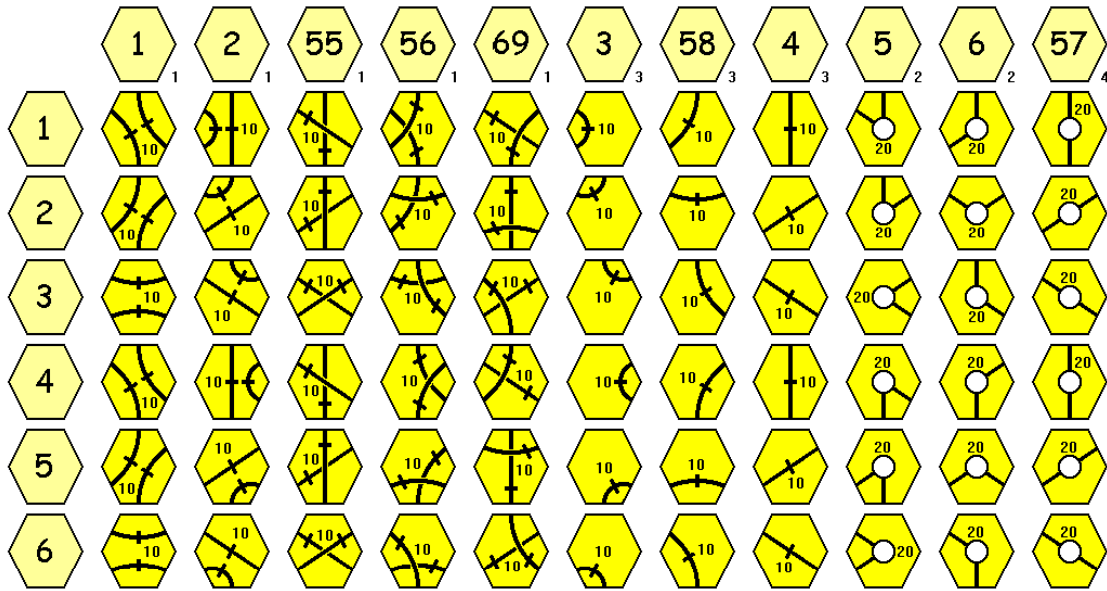
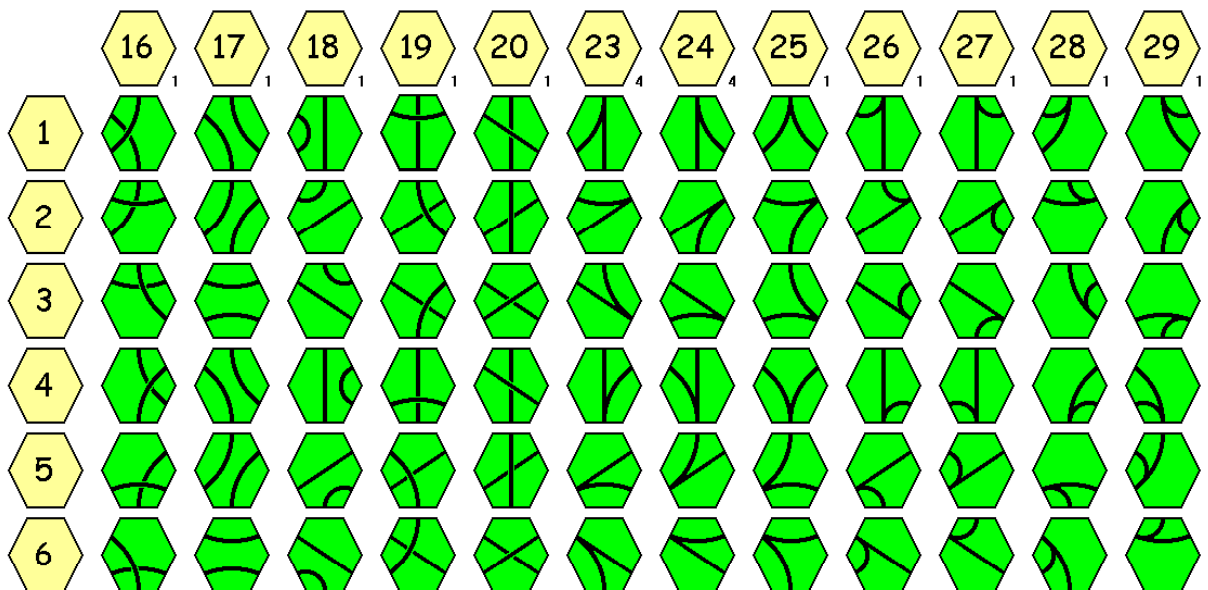
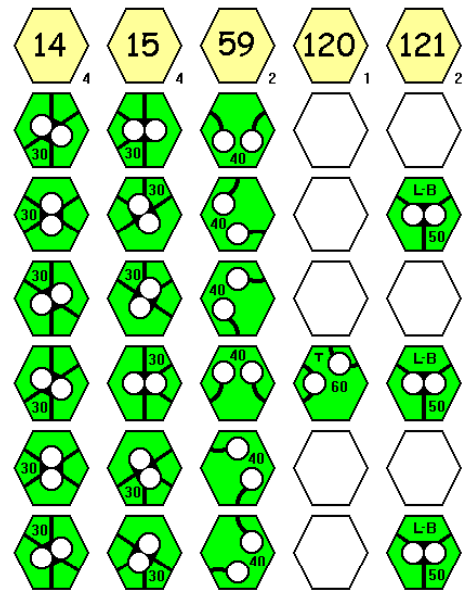


1856 Tiles - Original Orientation

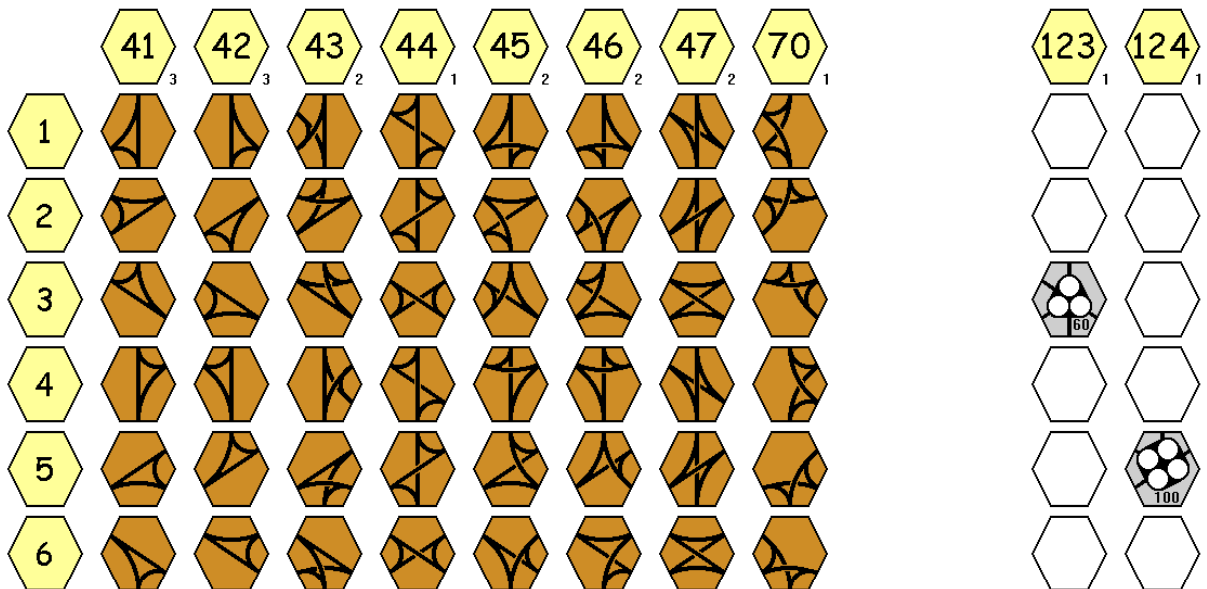
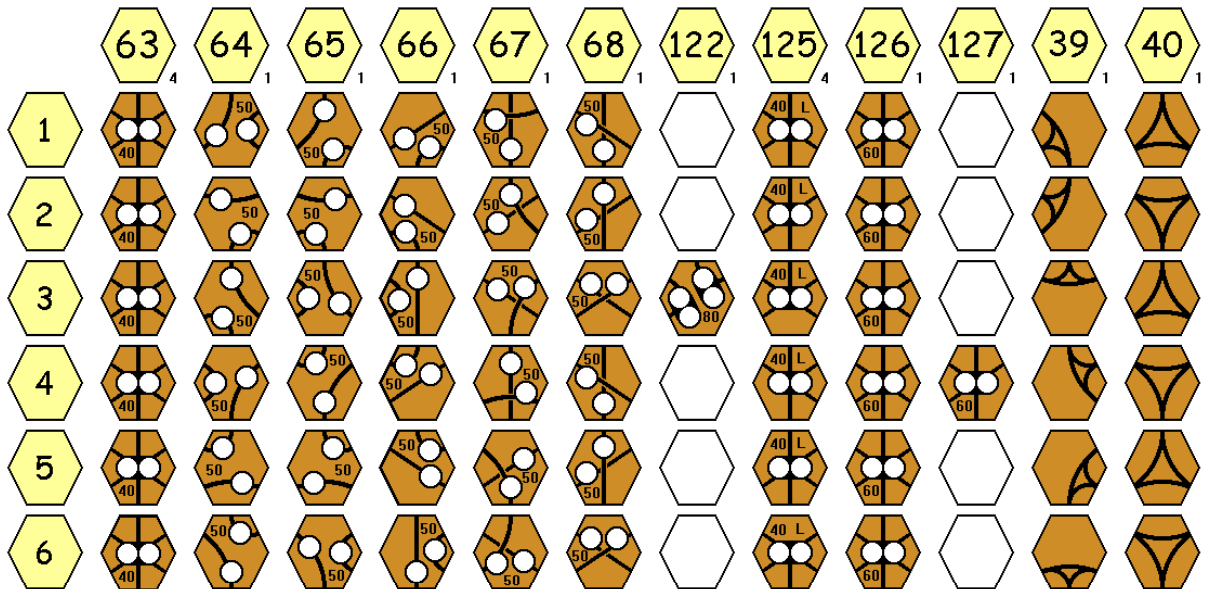


The small number below the tile number is the quantity of that tile in the game.

John Shelley
v2 - page 2 amended
January 2011



1856 Tiles - Original Orientation



Tile Promotions																															
Yellow to Green 1, 55 - 14* 2, 56 - 15* 69 - does not promote 3 - 5*, 7* 58 - 6*, 8* 4 - 57*, 9* 5 - 14, 15 6 - 14, 15 57 - 14, 15 7 - 18, 26, 27, 28, 29 8 - 16, 17, 19, 23, 24, 25, 28, 29 9 - 18, 19, 20, 23, 24, 26, 27 * from phase 5 onwards	Green to Brown 14, 15 - 63, 125 on L hexes only 121 - 126 (F15), 127 (M4) 16 - 43, 70 17 - 47 18 - 43 19 - 45, 46 20 - 44, 47 23 - 41, 43, 45, 47 24 - 42, 43, 46, 47 25 - 40, 45, 46 26 - 42, 44, 45 27 - 41, 44, 46 28 - 39, 43, 46, 70 29 - 39, 43, 45, 70	Brown to Grey 64, 65, 66, 67, 68 - 123 (L15 only) 122 - 124	Board Hex Promotions <table border="1"> <thead> <tr> <th>Yellow</th> <th>Green</th> <th>Brown</th> <th>Grey</th> </tr> </thead> <tbody> <tr> <td>M4</td> <td>- 121</td> <td>- 127</td> <td></td> </tr> <tr> <td>F15</td> <td>- 121</td> <td>- 126</td> <td></td> </tr> <tr> <td>N11</td> <td>- 120</td> <td>- 122</td> <td>- 124</td> </tr> <tr> <td>I12</td> <td>- 59</td> <td>- #</td> <td></td> </tr> <tr> <td>N17</td> <td>- 59</td> <td>- #</td> <td></td> </tr> <tr> <td>L15</td> <td>- 59</td> <td>- #</td> <td>- 123</td> </tr> </tbody> </table> # any tile 64 - 68	Yellow	Green	Brown	Grey	M4	- 121	- 127		F15	- 121	- 126		N11	- 120	- 122	- 124	I12	- 59	- #		N17	- 59	- #		L15	- 59	- #	- 123
Yellow	Green	Brown	Grey																												
M4	- 121	- 127																													
F15	- 121	- 126																													
N11	- 120	- 122	- 124																												
I12	- 59	- #																													
N17	- 59	- #																													
L15	- 59	- #	- 123																												

The small number below the tile number is the quantity of that tile in the game.