

1826 - City & Town Tiles



Tile Information

The format for a tile placement is: Tile number : Hex : Orientation

The tile number is shown in blue at the head of each column.

The orientation is shown in the left hand column.

The number of each tile in the game is shown by the small number below the tile number to the right.

The value of the station is shown within the hex below the tile number.

Yellow Tiles from Start

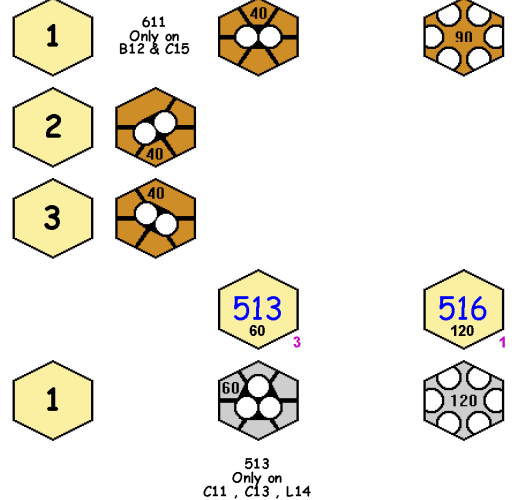
Green Tiles once first 4H sold

Brown Tiles once first 10H sold

Grey Tiles once first TGV sold

Promotions are shown on the plain track tiles page.

John Shelley - Ver 3 - February 2024



1826 - Plain Track Tiles

The format for a tile placement is: Tile number : Hex : Orientation
 The tile number is shown in blue at the head of each column.
 The orientation is shown in the left hand column.
 The number of each tile in the game is shown by the small number below the tile number to the right.

Yellow tile promotes to Green once first 4H is sold.

3 - 87 88 141 142 143 204

4 - 87 88 141 142 204

58 - 87 88 141 142 143 203 204

5 - 14 15 619

6 - 14 15 619

57 - 14 15 619

Green tile promotes to Brown once first 10H is sold.

14 - 63 611 (note restrictions on 611 placement)

15 - 63 611 (note restrictions on 611 placement)

619 - 63 611 (note restrictions on 611 placement)

514 - 515

16 - 43 70

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 tiles promote to Grey once first TGV is sold

63 - 513 (note restrictions on placement)

515 - 516

Note all tiles not mentioned do not promote.

