



## (RIS120) 6Z51 16:02 Baglan Bay to Chirk (Part 1)

### Scenario Details

Route: Welsh Marches Line - Newport to Shrewsbury  
Section: Newport - Hereford  
Season: Spring  
Weather Forecast: Light Cloud Clearing

Start Time: 17:44:00  
Duration: 70 minutes  
Difficulty: Easy

Train Type: Diesel [D]  
Train Category: RfD General Merchandise (UK Contracts) (J8)  
Max Speed: 60 mph  
Train Length: 248m (816ft)  
Train Weight: 705 tons  
Operational Information: Nothing

### Scenario Briefing

Good afternoon driver. Kronospan at Chirk have been long-time Colas Rail UK clients with loaded wagons being moved from Baglan Bay on a regular basis. Today you have been rostered on to 6Z51 which departed Baglan Bay at 16:02.

You've reached Newport where you've encountered an adverse signal. You are booked to pass through Newport at 17:49 so get ready and then proceed as soon as permitted.

Once underway again you'll be running as far as Hereford where you have another booked stop.

Your motive power is a Class 56 and the maximum permitted speed for your train is 60 mph.

### Weekly/Daily/Special Operating Notices

None

# Timetable

	Schedule			
Location	Arrival	Pass	Departure	Platform/Line
Newport (South Wales) Booked to Wait	---	---	17:49	UR
Maindee West Junction	---	17:50	---	UM/UH
Panteg Booked to Wait 1 min Pathing Allowance	18:07	---	18:22	UGL
Little Mill Jnc	---	18:30	---	UM
Pontypool & New Inn	---	18:32	---	
Abergavenny	---	18:38	---	1
Pontrilas	---	18:57	---	
Tram Inn	---	19:03	---	
Hereford Booked to Wait Crew Change (if necessary)	19:11	---	---	UR

UR - Up Relief  
UM - Up Main  
UH - Up Hereford  
UGL - Up Goods Loop

## Notes

I have used the Signal Enhancement Pack from Armstrong Powerhouse in this scenario. One thing to be aware of is that, when using the Force Red trigger it seems as though, even though the signal the trigger is used on is turns green, the game still thinks it's displaying red so if you have the Pass Signal At Red Ends Game option turned on the scenario will end at that point. I've asked AP about this but their reply was to run the scenario with the Pass Signal At Red Ends Game option turned off. All trains are taken from the current WTT with adjustments here and there to cater for TSC and game-play.

## Disclaimer

By installing and using this scenario in Train Simulator you agree not to hold me responsible for any damage it may cause to your PC or any files thereupon.

Author: Robert Slater  
Date: 16 April 2023

Version: 1.0