



(RIS211) 9E19 19:24 Liverpool Lime Street to Newcastle (Part 1)

Scenario Details

Route: ATS Chat Moss – Manchester Stations to Liverpool Lime Street via the Chat Moss
Section: Liverpool - Manchester
Season: Autumn
Weather Forecast: Cloud/Mist

Start Time: 19:22:00
Duration: 50 minutes
Difficulty: Easy

Train Type: Diesel Mechanical Multiple Unit [DMU]
Train Category: Express Passenger Trains - Express Passenger
Max Speed: 125 mph
Train Length: 130m (427ft)
Train Weight: 224 tons
Operational Information: Nothing

Scenario Briefing

Good evening driver. Today you are in charge of a TPE service from Liverpool to Newcastle. You are currently in platform 3 at Liverpool Lime Street so release your doors to allow passengers to board and get set-up ready to depart at 19:24.

On this leg of your journey you have station stops at Newton-le-Willows and Manchester Victoria only. Although you are pathed as a Class 80x unit on diesel power you have arrived running on your inward journey on electric power and would normally remain running under electric power between here and Manchester Victoria.

Your train is formed of a 5 car Class 802 set and the maximum permitted speed for your train is 125 mph.

Timetable

	Schedule			
Location	Arrival	Pass	Departure	Platform/Line
Liverpool Lime Street pathed as Class 80x on diesel at 125mph	---	---	19:24	3/DCMS
Edge Hill	---	19:27	---	UCMS/1/UCM
Bootle Branch Jnc	---	19:28	---	
Olive Mount Jnc	---	19:28½	---	
Roby	---	19:30½	---	3/UCMF
Huyton	---	19:31	---	3/UCM
Rainhill	---	19:33	---	1
Earlestown	---	19:37	---	1
Newton-le-Willows	19:38½	---	19:40	1
Parkside Jnc	---	19:41½	---	
Astley	---	19:45½	---	
Eccles 1 min engineering allowance	---	19:50	---	1
Ordsall Lane Jnc	---	19:55½	---	
Salford Central	---	19:56½	---	3/USS
Manchester Deal Street Jnc	---	19:57	---	
Manchester Victoria	19:58½	---	---	4

DCMS - Down Chat Moss Slow

UCMS - Up Chat Moss Slow

UCM - Up Chat Moss

UCMF - Up Chat Moss Fast

USS - Up Salford Slow

Notes

This scenario has been built around the player adhering to the given maximum speed and following the given schedule. Without those elements, the scenario may not play as intended. All trains are taken from the timetable in operation on the day the scenario is set with adjustments here and there to cater for TSC and gameplay. Additionally, the scenario reflects what happened on that specific day.

This scenario does feature a lengthy stop for the player train. If you do not wish to be stationary for an extended period of time I would suggest running the game with the ASYNC keys shortcut active which will allow you to accelerate time in-game.

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.

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