



(RIS080) LN63475 17:05 DUSS Nachteburg to Contargo Hof (KT186)

Scenario Details

Route: Nachteburg - Rannstadt 1.3.2

Section: Rannstadt - Nachteburg

Season: Winter

Weather Forecast: Overcast

Start Time: 16:49:00

Duration: 60 minutes

Difficulty: Easy

Train Type: Electric Locomotive [E]

Train Category: Bulk Freight: Intermodal

Max Speed: 100kph loaded 120kph light engine

Train Length: 531m (1744t) loaded, 18m (61ft) light engine

Train Weight: 859 tons loaded, 84 tons light engine

Operational Information: Nothing

Scenario Briefing

Good afternoon driver. The container terminal at Nachteburg is one of many dotted around the country. Today you've been rostered on to a service taking wagons from there to the terminal at Hof. You arrived light engine at Nachteburg Gbf a while ago and have now been given permission to hook-up to your wagons and depart at your scheduled time. Once underway you'll be heading to Rannstadt Gbf where you have another booked stop.

Your motive power is a BR186. As part of the Leipzig-Ludwigsfelde ETCS project, the Nachteburg-Rannstadt route has ETCS Level STM signalling implemented so you can activate ETCS with PZB/LZB.

Remember - the maximum permitted speed for your train is 120kph when running light engine and 100kph when coupled to your wagons.

Weekly/Daily/Special Operating Notices

None

Timetable

	Schedule			
Location	Arrival	Pass	Departure	Platform/Line
Nachteburg Gbf	---	---	17:05	
Nachteburg Süd	---	17:08	---	3
Weileben	---	17:14	---	1
Solze	---	17:16	---	2
Bad Spendau	---	17:19	---	2
Gnöben	---	17:24	---	1
Wulndorf	---	17:30	---	1
Nielbe	---	17:34	---	1
Rannstadt Gbf	17:42	---	---	

Notes

Although I generally get good framerates on this route I do get frequent micro-stutters when the frame rate drops into the teens. Although this scenario is 95% the same as my RIS079 scenario it does have the player starting in Nachteburg Gbf. This is because at the start of the scenario you have to set the K-Trains BR186 up and that doesn't seem realistic if the locomotive is already on the mainline. The only way I could work out how to make it believable was to have the locomotive already sitting in a siding in a yard where having the locomotive dead at the start of the scenario seems more in tune with what would happen in reality. Additionally, I've only run this scenario using the PZB/LZB option under ETCS. I have not tested it to see if it works using any of the ETCS levels.

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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