



(RIS087) RA71460 09:19 Salzgitter to Velim

Scenario Details

Route: Nachteburg - Rannstadt 1.3.2

Section: Biederitz - Rannstadt

Season: Spring

Weather Forecast: Partly Cloudy

Start Time: 11:26:00

Duration: 45 minutes

Difficulty: Easy

Train Type: Electric [E]

Train Category: Rail Adventure: Stock Moves

Max Speed: 100kph

Train Length: 199m (654ft)

Train Weight: 382 tons

Operational Information: Nothing

Scenario Briefing

Good morning driver. The Intercity Nieuwe Generatie trains for Nederlandse Spoorwegen are being built by Alstom at their factory in Salzgitter. When each unit is completed it is moved to the Velim test track to begin its programme of tests and Rail Adventure are responsible for moving the new units from Salzgitter as far as Bad Schandau. Today you've been rostered on to one of these movements.

Having left Salzgitter some time ago you've got as far as Biederitz where you've had a booked stop. Your booked departure time is approaching so get everything set-up and head out at 11:27.

Once underway you'll be going as far as Rannstadt Gbf where you have another booked stop.

Your motive power is a BR111 and the maximum permitted speed for your train is 100kph.

Weekly/Daily/Special Operating Notices

None

Timetable

	Schedule			
Location	Arrival	Pass	Departure	Platform/Line
Biederitz	---	---	11:27	4
Nachteburg Neustadt	---	11:31	---	1
Nachteburg Hbf	---	11:33	---	5
Nachteburg Süd	---	11:37	---	2
Weileben	---	11:42	---	1
Solze	---	11:45	---	2
Bad Spandau	---	11:47	---	2
Gnöben	---	11:53	---	1
Wulndorf	---	11:58	---	1
Nielbe	---	12:02	---	1
Rannstadt Gbf	12:08	---	---	

Notes

When creating this scenario I ran into a problem with the connection of the vR Habbis 345 repaint wagon and the ICNG. Although in the game they were connected, visually there was a big gap between the couplers of the 2 units. I experimented with putting the ChrisTrains NS Koppelwagen between the Habbis 345 & the ICNG and that still had the gap so I spoke to ChrisTrains about it and he felt it was because of the way the coupler had been modelled originally for the NS Koppelwagen. He supplied me with an updated coupler which I installed and it fixed the problem completely - no more gap between the Koppelwagen and the ICNG. Chris did say he was going to update the Koppelwagen with the revised coupler and that the updated version would be the one available for download from his website but I am not sure if he's had time to do that. If you download the Koppelwagen from his website but still have the gap please let me know. Anyway, that is why the consist is slightly untypical in including a Dutch coupling wagon in what is essentially a train running German stock.

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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