



(RIS278) 2U14 09:45 Plymouth to Cardiff Central (Part 2)

Scenario Details

Route: Just Trains - South Western Expressways - Reading

Section: Exeter - Bristol

Season: Winter

Weather Forecast: Light Rain

Start Time: 10:50:00

Duration: 100 minutes

Difficulty: Easy

Train Type: Diesel Mechanical Multiple Unit [DMU]

Train Category: Ordinary Passenger Trains

Max Speed: 125 mph

Train Length: 130m (427ft)

Train Weight: 224 tons

Operational Information: Nothing

Scenario Briefing

Good morning driver. Today you have been rostered on to a GWR passenger service from Plymouth to Cardiff Central. Having left Plymouth a while ago you've now reached Exeter St Davids so release your doors for passengers to board and get set-up ready to depart as soon as permitted.

Once underway you have station stops at Tiverton Parkway, Taunton, Bridgwater, Highbridge & Burnham, Weston-Super-Mare, Worle, Yatton, Nailsea & Backwell and Bristol Temple Meads on this leg of your journey.

Your train is formed of a 5 Car Class 800 set, and the maximum permitted speed for your train is 125 mph.

Weekly/Daily/Special Operating Notices

None

Timetable

Location	Schedule			Platform/Line
	Arrival	Pass	Departure	
Exeter St Davids pathed as Class 80x on diesel from here	---	---	10:51	5/UM
Cowley Bridge Jnc	---	10:53	---	
Tiverton Loop	---	11:02	---	
Tiverton Parkway	11:04	---	11:05½	2
Tiverton Whiteball	---	11:09½	---	
Norton Fitzwarren	---	11:15	---	
Taunton	11:16½	---	11:18	UR/5/UM
Cogload Jnc	---	11:22½	---	
Bridgwater	11:27	---	11:28	2
Highbridge & Burnham ½ min performance allowance	11:34	---	11:35	2
Uphill Jnc	---	11:41½	---	
Weston-Super-Mare	11:44½	---	11:46½	2
Worle Jnc	---	11:49½	---	
Worle	11:51	---	11:52½	2
Yatton	11:57	---	11:58½	2
Nailsea & Backwell	12:03	---	12:04½	2
Parson Street 1 min engineering allowance	---	12:09½	---	
Bristol West Jnc	---	12:12	---	UR
Bristol Temple Meads	12:13½	---	---	3

UM - Up Main
UR - Up Relief

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.

Additionally, 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.

Author: Robert Slater
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