



(RIS281) 2F06 06:04 Paignton to Exmouth (Part 1)

Scenario Details

Route: JT WML (Exeter to Penzance Rework) Modern 2025

Section: Paignton - Exeter

Season: Spring

Weather Forecast: Overcast

Start Time: 06:02:00

Duration: 70 minutes

Difficulty: Easy

Train Type: Diesel Mechanical Multiple Unit [DMU]

Train Category: Ordinary Passenger Trains

Max Speed: 75 mph

Train Length: 47m (154ft)

Train Weight: 83 tons

Operational Information: Nothing

Scenario Briefing

Good morning driver. Today you have been rostered on to 2F06, a GWR service from Paignton to Exmouth. You are currently in platform 2 at Paignton, so release your doors for passengers to board and get ready to depart as soon as permitted.

Once underway you have station stops at Torquay, Torre, Newton Abbot, Teignmouth, Dawlish, Dawlish Warren, Starcross, Marsh Barton, Exeter St Thomas and Exeter St Davids on this leg of your journey.

Your train is formed of a 2 Car Class 165 set, and the maximum permitted speed for your train is 75 mph.

Weekly/Daily/Special Operating Notices

None

Timetable

Location	Schedule			Platform/Line
	Arrival	Pass	Departure	
Paignton pathed as Class 150/153/155/156 DMU at 75mph	---	---	06:04	2/UT
Torquay	06:08	---	06:09	2
Torre	06:11	---	06:12	2
Newton Abbot West Jnc	---	06:19	---	UDR
Newton Abbot	06:20	---	06:33	1/UM
Teignmouth	06:41	---	06:42	2
Dawlish	06:46	---	06:47	2
Dawlish Warren	06:50½	---	06:51½	UPL/2
Starcross	06:55	---	06:56	2
Marsh Barton	07:03	---	07:03½	2
Exeter St Thomas 1 min engineering allowance	07:06½	---	07:07½	2/DM
Exeter St Davids	07:11	---	---	1

UT - Up Torbay
UDR - Up & Down Relief
UM - Up Main
UPL - Up Passenger Loop
DM - Down Main

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.

The scenario also features 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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