



(RIS284) 2T30 18:26 Exmouth to Paignton (Part 2)

Scenario Details

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

Section: Exeter - Paignton

Season: Spring

Weather Forecast: Clear

Start Time: 18:59:00

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 evening driver. Today you have been rostered on to 2T30, a GWR service from Exmouth to Paignton. Having left Exmouth a while ago you've now reached Exeter St Davids so release your doors for passengers to board and get ready to depart as soon as permitted.

Once underway you have station stops at Exeter St Thomas, Marsh Barton, Starcross, Dawlish Warren, Dawlish, Teignmouth, Newton Abbot, Torre, Torquay and Paignton 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	
Exeter St Davids pathed as Class 150/153/155/156 DMU at 75mph	---	---	19:01	3/DM
Exeter St Thomas	19:03	---	19:04	1
Marsh Barton	19:06	---	19:07	1
Starcross	19:14	---	19:15	1
Dawlish Warren ½ min pathing allowance	19:19	---	19:31	DPL/1/DM
Dawlish	19:34½	---	19:35½	1
Teignmouth	19:39½	---	19:40½	1
Newton Abbot	19:47	---	19:48	UDR/1/DT
Newton Abbot West Jnc	---	19:49	---	
Torre	19:55½	---	19:56½	1
Torquay 1 min engineering allowance	19:58½	---	19:59½	1
Paignton	20:05	---	---	1

DM - Down Main
DPL - Down Passenger Loop
UDR - Up & Down Relief
DT - Down Torbay

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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