



(RIS289) 3A81 09:33 Laira T&RSMD to Newton Abbot

Scenario Details

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

Section: Laira - Newton Abbot

Season: Winter

Weather Forecast: Light Rain Clearing

Start Time: 09:32:00

Duration: 65 minutes

Difficulty: Easy

Train Type: Diesel Mechanical Multiple Unit [DMU]

Train Category: Empty Coaching Stock Trains - Empty Coaching Stock (ECS)

Max Speed: 125 mph

Train Length: 235m (771ft)

Train Weight: 414 tons

Operational Information: Nothing

Scenario Briefing

Good morning driver. Today you have been rostered on to 1A81, a GWR service from Newton Abbot to Paddington. However, before that, you have to operate 3A81, an ECS service from Laira T&RSMD to Newton Abbot. You are currently in Laira T&RSMD so get set-up and depart as soon as you are ready.

You will initially head to Mount Gould Jnc where you will reverse to head to Plymouth station via Lipson Jnc. You have a 10-minute booked stop in platform 7 at Plymouth but can proceed as soon as you receive permission. You have no further booked stops between Plymouth and Newton Abbot.

Your train is formed of a 9 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	
Laira T&RSMD pathed as Class 80x on diesel at 125mph	---	---	19:18	
Mount Gould Jnc service reverses here	19:23	---	19:38	
Lipson Jnc 4½ min pathing allowance	---	19:41	---	DM
Plymouth service reverses here	19:49	---	19:59	UM/7/UM
Lipson Jnc	---	10:02	---	
Hemerdon	---	10:07	---	
Ivybridge	---	10:12	---	2
Aish Emergency Crossovers	---	10:16	---	
Rattery	---	10:19	---	
Totnes	---	10:23½	---	
Dainton Tunnel	---	10:29	---	
Newton Abbot West Jnc	---	10:32½	---	DM/UDR
Newton Abbot	10:34	---	---	1

DM - Down Main
UM - Up Main
UDR - Up/Down 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.

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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