



# China Clay for Export Scenario Pack



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## **China Clay for Export Scenario Pack**

I know there might seem to be little variety in the rolling stock in these scenarios but I wanted to use just four packs so it can be run by as many people as possible. The required items for these scenarios are:

China Clay for Export route from: <http://www.creativerail.co.uk>

Woodhead Line add-on from Steam (for the class 08 shunter) : <http://store.steampowered.com/app/65244/>

Iron Horse House HAA, HCA and CDA wagon pack (only £3.99 + vat) :  
<https://sites.fastspring.com/ironhorsehouse/instant/brhaahcacdahopperwagon>

European Community Asset Pack from steam: [http://store.steampowered.com/app/208300/?snr=1\\_7\\_15\\_13](http://store.steampowered.com/app/208300/?snr=1_7_15_13)

If you have RailWorks or Train Simulator 2012, you already have the contents of the European Community Asset Pack. If you believe you require the European Community Asset Pack, please note that it is included free of charge with the following add-ons: GARL, West Coast Mainline North, Ohio Steel 2, Woodhead Line, Cologne-Dusseldorf, Doncaster Works, Falmouth Branch, Class 111 Pack, Portland Terminal, Edinburgh - Glasgow, Portsmouth Direct Line, Bristol to Exeter, Great Western Main Line, Hatchet Hill Quarry, Somerset and Dorset Joint Railway, East Coast Main Line, Ruhr-Sieg, Rascal and Cottonwood, Colton and Northern, Fort Kent to Eagle Lake.

These three scenarios are purely fictitious and in no way meant to represent any actual timetable, services or prototypical operations.

They were written for my own enjoyment and learning and I hope you enjoy them as well.

**NOTE I quote from the route manual:** A brief note about the authentic lower-quadrant signals.

These have been designed to work a little differently from the default semaphore signals included with Railworks. In an effort to replicate how semaphores were used to control the speed of trains, certain situations will see the player approaching a signal at danger. If the route is set for the player to proceed, the signal should clear as you approach but the train speed should reflect that a complete stop may be necessary.

### **A Heavy Freight Train**

You have driven up to Racks Dryers to collect a consist of hoppers for Cairne Point. These hoppers are obviously full and your train will be very heavy so you will have to take care as you descend the steep hill down towards Saint Blazey. A further point is that your class 47 is a little under powered for these wagons but you should be able to make it up the hill out of Par heading towards Lostwithiel. There might be an express heading up towards you as you leave so be prepared to stop before the single line section.

### **Return Empties to Rocks Dryers**

Having had your lunch break, it is now time to return to Racks Dryers with the rake of empty wagons waiting for you in the siding. You may have to wait for the stopping passenger to leave Lostwithiel before you can exit the branch leading up from Cairne Point. Watch your speed as you enter the main line as you will quickly pick up speed due to the incline but your wagons will still be under a 10 mph speed restriction. Remember you class 47 is a little under powered but you should climb the hill out of Lostwithiel ok.

### **Old UCV Wagons to St. Blazey Yard**

Last job of your shift is to marshal the old UCV hooded wagons that are in Goonbarrow sidings together and to take them down to St. Blazey Yard. Once more watch your speed as you descend the hill towards St. Blazey. I found that these wagons could be held in check by the loco brakes only on the downhill trip.