Mottram Yard Shunter

A scenario for The Woodhead Line

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There is only one DLC required to run this scenario and that is:

The Woodhead Line add-on from Steam: http://store.steampowered.com/app/65244/

The stock used in this scenario is that which is supplied with the route.

This scenario is purely fictitious and in no way meant to represent any actual timetable, services or prototypical operations.

It was written for my own enjoyment and learning and I hope you enjoy it as well. I wanted to tackle the challenge of a different interaction between the player loco and AI traffic. The challenge was that there are no signals within the yard and so I needed both AI traffic and the player loco to run on the same lines as each other as well as being in the same signal block at the same time

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A simple scenario lasting around 30 minutes. You start waiting for a consist of coal hoppers to arrive. Once dropped off, after the engines have left, you are required to split the wagons between two other consists that are waiting in the departure yard. Then you return to the reception sidings to collect you next set of wagons to sort, but is this your next job? Be careful backing onto the wagons as they seem to be quite easy to derail, especially the first consist, as you are backing up an incline.