

High Iron Simulations

Realistic Routes and Scenarios for Train Simulator

Clinchfield Railroad Scenario Pack 01



About High Iron Simulations

As a Train Simulator Partner Programme member, we collaborate with Dovetail Games to produce a wide variety of realistic content for Train Simulator. Our products now include more than 25 realistic Train Simulator scenario packs, each of which is available at the Steam Store and Dovetail Games Store.

The Clinchfield Railroad

Fabulous and famous: The Clinchfield Railroad was one of America's most extraordinary railroads and was often called "The Rio Grande of the East" for its spectacular scenery and challenging mountain railroading,.

Constructed almost entirely in the early twentieth century and not completed until 1915, the Clinchfield was built to modern and high engineering standards with bridges, trestles, and more than 50 tunnels easing its path through the rugged Appalachian and Blue Ridge Mountains. The Clinchfield's longest and most famous tunnel – through Sandy Ridge north of Dante, Virginia – stretched 7,854-feet in length and the cumulative length of all the tunnels built on the Clinchfield stretched to nearly 54,000-feet or more than 10 miles!

The Clinchfield's northern terminus was in the small community of Elkhorn City, Kentucky, where it connected with the Big Sandy Subdivision of the Chesapeake & Ohio, and the CRR extended 276-route miles south to Spartanburg, South Carolina, where it connected with the Charleston & West Carolina subsidiary of the Atlantic Coast Line (later Seaboard Coast Line) as well as the Southern Railway. The Clinchfield also had connections with the Norfolk & Western and Interstate Railroad (later a part of the Southern) at or near St. Paul, Virginia.

Controlled by ACL/SCL and L&N for decades, the Clinchfield maintained an independent identity into the 1980s. That finally changed in December 1982 with the merger of its two owners, Seaboard Coast Line and Louisville & Nashville, into Seaboard System. In January 1983, the Clinchfield was likewise folded into the Seaboard System as the new railroad's Clinchfield Division. The Seaboard System, in turn, became a part of today's giant CSX system in 1986 and today the ex-Clinchfield remains an active rail line served as CSX's Kingsport Subdivision.

The Scenarios

Clinchfield Railroad Scenario Pack 01 features Clinchfield freight and coal operations as existed in the early 1980s. The pack utilizes the Train Simulator Clinchfield Railroad: Elkhorn City - St. Paul Route Add-On, which extends from Elkhorn City, Kentucky to St. Paul, Virginia. All scenarios in this pack require Train Simulator and the Clinchfield Railroad: Elkhorn City - St. Paul Route Add-On.

The scenario pack's ten career scenarios are closely based upon actual Clinchfield Railroad operations.

Career scenario scoring is based upon points deductions (starting from 1,000) for any operating errors.

Operating Recommendation: The Clinchfield EMD GP38 and SD40 as included with the Clinchfield Railroad: Elkhorn City - St. Paul Route Add-On have air braking which is slow to apply and creates undue (and not particularly realistic) operating difficulties. It is recommended that users set the adjustable air brake settings to "easiest" when using these locomotives. Active use of the locomotives' dynamic brakes will also enhance the operating experience.

Train Simulator and all required products are available at the Steam Store: <http://store.steampowered.com>

Our additional scenario packs are also available at the Steam Store: <http://store.steampowered.com>

For Train Simulator and scenario product support, visit: <http://dovetailgames.kayako.com/>

For the latest news and information on High Iron Simulations and our scenario products, visit our Facebook page at: <https://www.facebook.com/HighIronSimulations/>



Clinchfield Railroad Scenario Pack 01



[CRR 1.01] ELKHORN CITY MINE RUN

Crews based at Elkhorn City handled a variety of tasks, including switching the coal tipples and loaders adjacent to the yard and making runs south to work the mines between Elkhorn City and Dante as needed. Such is the case on an early autumn morning as you have been called to gather loads at Elkhorn City, then head south. Your power is a duo of veteran CRR EMD GP7s.

Duration: Approximately 60 minutes.

Featured: Clinchfield EMD GP7.



[CRR 1.02] FIRST MOSS TURN

Clinchfield's Fremont Branch, which was home to the massive Moss mine and processing plant, was served by two "Moss Turns" daily. You are the engineer of the First Moss Turn and are on the Fremont Branch awaiting some track work to be completed at Caney Junction, then you'll make the southbound run to Dante with veteran CRR EMD F7s as power.

Duration: Approximately 55 minutes.

Featured: Clinchfield EMD F7.



[CRR 1.03] CHESSIE COAL SOUTHBOUND, PT. 1

The Clinchfield was a great originator of coal tonnage, and also received vast amounts of coal in interchange. You are the engineer of CRR Extra 3001 South, ready to head south from Elkhorn City with coal that originated on the Chesapeake & Ohio's Big Sandy Subdivision. You have two SD40s and a GP38 as power. This is the first of a two-part scenario.

Duration: Approximately 60 minutes.

Featured: Clinchfield EMD SD40 and GP38.

Clinchfield Railroad Scenario Pack 01



[CRR 1.04] CHESSIE COAL SOUTHBOUND, PT. 2

The Clinchfield was a great originator of coal tonnage, and also received vast amounts of coal in interchange. You are the engineer of CRR Extra 3001 South, and in the first installment of this two-part scenario you proceeded from Elkhorn City to Allen. Following a meet with CRR Train 95, you will now continue south to Dante and St. Paul, Virginia.

Duration: Approximately 50 minutes.

Featured: Clinchfield EMD SD40 and GP38.



[CRR 1.05] L&N COAL NORTH

The majority of coal on the Clinchfield moved south, but not all of it. You are the engineer of CRR Extra 3013 North which is toting 80 loads of coal from the Louisville & Nashville's eastern Kentucky coal fields, via N&W trackage rights to Boody, and then onto the Clinchfield to move north and be interchanged to the C&O at Elkhorn City. As the scenario begins, you are ready to enter CRR trackage at St. Paul's Boody Junction with a trio of CRR SD40s as power.

Duration: Approximately 60 minutes.

Featured: Clinchfield EMD SD40.



[CRR 1.06] THE REX TURN, PT. 1

Among the numerous "turns" the Clinchfield operated to gather coal was the Rex Turn, which operated north from Dante serving various mines and tipples along the main line between Dante and Splash Dam. On an October morning, you have been called as the engineer of the Rex Turn with a GP38 and pair of GP7s as power. This is the first installment of a two-part scenario.

Duration: Approximately 75 minutes.

Featured: Clinchfield EMD GP38 and GP7.

Clinchfield Railroad

Scenario Pack 01



[CRR 1.07] THE REX TURN, PT. 2

Among the numerous “turns” the Clinchfield operated to gather coal was the Rex Turn, which operated north from Dante serving various mines and tipples along the main line between Dante and Splash Dam. You have been called as the engineer of the Rex Turn and in the first part of this scenario you reached Allen Passing Track. You will now continue north with work at Clinchco, Jacob’s Fork, and Splash Dam.

Duration: Approximately 60 minutes.

Featured: Clinchfield EMD GP38 and GP7.



[CRR 1.08] THE GREENBRIAR TURN

Clinchfield’s Greenbriar Branch (also known as the Haysi Branch) was home to several active coal mines and was served by the daily Greenbriar Turn operating from Dante. You are the engineer of the Greenbriar Turn and have just begun your turn back towards Dante. With a pair of GP7s and a GP38, you will be picking up coal loads as you return west along the branch line.

Duration: Approximately 60 minutes.

Featured: Clinchfield EMD GP7 and GP38.



[CRR 1.09] McCLURE SHIFTER

What many railroads called “locals,” the Clinchfield dubbed “shifters.” You are the engineer of a shifter assigned to deliver empties and pick-up coal loads at the sprawling mine located on the New McClure Spur near Caney Junction. As the scenario begins, you have just arrived on a rainy summer morning at the mine complex and have a pair of CRR EMD GP7s as power.

Duration: Approximately 45 minutes.

Featured: Clinchfield EMD GP7.

Clinchfield Railroad

Scenario Pack 01

[CRR 1.10] TRAIN 97, "THE FLORIDA PERISHABLE"



The Clinchfield was a hauler of coal – and of bridge traffic moving between the Seaboard Coast Line and the Chesapeake & Ohio. Indeed, the “hottest” train on the CRR was Train No. 97, “the Florida Perishable,” that carried produce and other manifest tonnage north from the SCL to the C&O. You are at Allen, briefly delayed by a train ahead, but soon you’ll be making the last lap of the northbound journey to Elkhorn City. Your power is a set of venerable CRR EMD F7s.

Duration: Approximately 60 minutes.

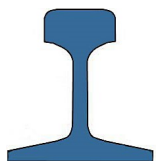
Featured: Clinchfield EMD F7.

Acknowledgements and Credits

For cooperation and support in developing this scenario pack, our thanks are extended to:

- Simon Sauntson, Third Party Partner Manager, Dovetail Games
- David Walker, Aimee Preston, and Catriona Barber, Third Party Support, Dovetail Games
- Stephen Dark, Product Experience Manager, Dovetail Games
- Members of the Dovetail Games QA department

Gary Dolzall authored the scenarios included in this pack.



High Iron Simulations

Realistic Routes and Scenarios for Train Simulator