

# *High Iron Simulations*

Realistic Routes and Packs for Train Simulator

## ***Northeast Corridor Scenario Pack 02***



# About High Iron Simulations

As a Train Simulator Partner Programme member, we collaborate with Dovetail Games to produce a variety of realistic North American content for Train Simulator. Our products include routes, special content packs, and more than 30 Train Simulator scenario packs, all of which is available at the Steam Store and Dovetail Games Store.

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## The Northeast Corridor

Amtrak's Northeast Corridor: It is a crown jewel of American railroading, stretching 467 miles from historic Boston South Station to magnificent Washington, DC, Union Station.

What is today the New York-Washington segment of the Northeast Corridor achieved greatness with the Pennsylvania Railroad's grand electrification project of 1932-33, and ever since it has been host to busy, fast, and famous railroading. In May 1971, Amtrak assumed intercity passenger operations on the Northeast Corridor and later that decade became owner of the route between Washington and New York.

Train Simulator's Northeast Corridor: Washington DC – Baltimore route, as featured in this scenario pack, re-creates the corridor from Washington Union Station to Baltimore's Penn Station, a distance of 41 route miles. Washington Union Station, one of America's most grand and beautiful rail stations, is second only to New York Penn Station on the NEC in passenger arrivals and departures, with 4.3 million in 2019. Baltimore Penn is busy as well, with 921,000 arrivals and departures in 2019.

Between Washington and Baltimore, the Northeast Corridor hosts two Amtrak stations: New Carrollton, Maryland, and the BWI Marshall Airport station adjacent to Baltimore/Washington International Thurgood Marshall Airport.

Operations on the New York—Philadelphia segment of the Northeast Corridor is featured in High Iron Simulations' Northeast Corridor Scenario Pack 01.

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## The Scenarios

Northeast Corridor Scenario Pack 02 includes 10 career scenarios based on passenger, freight, maintenance-of-way, and commuter operations on the Train Simulator Northeast Corridor: Washington DC - Baltimore Route.

All scenarios require Train Simulator and the Northeast Corridor: Washington—Baltimore Route Add-On. Individual scenarios often require additional DLC (downloadable content) as detailed in the scenario descriptions (pages 3-6).

Career scenario scoring for passenger and commuter scenarios is based upon points achieved for meeting timetable expectations. Freight operations are based upon a starting score of 1,000 with deductions made for operating errors.

Operating Note: To enjoy a realistic operating experience and experience the intended flow of other ("AI") rail traffic, it is important to adhere to track speed limits and observe signal-indicated speed restrictions. For this purpose, a guide to signal indications and their meanings on the route is provided in this manual (see pages 7-8).

## Availability and Support

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

Our additional products 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/>

# Northeast Corridor

## Scenario Pack 02

### [NEC 2.01] Acela Five O'clock Departure



Acela Train 2122, with a weekday 5 p.m. departure from Washington Union Station, is always a busy and often sold-out train. You are the engineer of Train 2122 on an October evening and will soon be departing Washington for the first leg of the fast run north toward New York City.

Duration: ~ 40 minutes.

Featured Equipment: Amtrak Acela.

Requirements: Northeast Corridor: Washington DC - Baltimore Route Add-On; Amtrak Dash 8-32BWH Loco Add-On; Miami – West Palm Beach Route Add-On.

### [NEC 2.02] Corridor Workhorses



Together, the Amtrak ACS-64 and Amfleet equipment are the workhorses of the Northeast Corridor, serving Northeast Regional trains. You are the engineer of Train 184 scheduled to depart Washington at 9:20 a.m., but the original locomotive has an electrical fault and you will be taking a replacement ACS-64 from the coach yard to the station before departure.

Duration: ~ 45 minutes.

Featured Equipment: Amtrak ACS-64 and Amfleet consist.

Requirements: Northeast Corridor: Washington DC - Baltimore Route Add-On; Miami – West Palm Beach Route Add-On.; Amtrak Dash 8-32BWH Loco Add-On.

### [NEC 2.03] Racing Midnight



Acela-equipped Amtrak Train 2175 is one of the “fastest of the fast,” with only three intermediate stops carded on its run between New York City and Washington, D.C. You are the engineer of Train 2175, picking up passengers at Baltimore Penn Station. Soon you'll be ready to make the final non-stop dash to Washington as the clock approaches midnight.

Duration: ~ 35 minutes.

Featured Equipment: Amtrak Acela.

Requirements: Northeast Corridor: Washington DC - Baltimore Route Add-On; Miami – West Palm Beach Route Add-On.

# Northeast Corridor

## Scenario Pack 02

### [NEC 2.04] Silver Meteor Southbound



Along with Amtrak's Acela and Northeast Regional trains, the Northeast Corridor hosts a number of long-distance Amtrak trains. You are the engineer of Amtrak Train 97 – the southbound Silver Meteor – making its way from New York to Miami. As the scenario begins, you are making the station stop at Baltimore Penn Station and momentarily, with ACS-64 power, you will continue the journey to Washington Union Station.

Duration: ~ 45 minutes.

Featured Equipment: Amtrak ACS-64 and long-distance equipment.

Requirements: Northeast Corridor: Washington DC - Baltimore Route Add-On; Miami – West Palm Beach Route Add-On.

### [NEC 2.05] CSX Pope's Creek Empties



Heavy tonnage moving over the south end of the Northeast Corridor is uncommon, but an exception is the frequent coal trains that reach CSX's Pope Creek Subdivision by utilizing the NEC between CSX's Landover Subdivision and Bowie, Maryland. You are the engineer of CSX symbol B804 returning empties off the Pope Creek Subdivision and, as the scenario begins, are awaiting clearance onto the Northeast Corridor for the run south to Landover.

Duration: ~ 30 minutes.

Featured Equipment: CSX EMD SD80MAC.

Requirements: Northeast Corridor: Washington DC - Baltimore Route Add-On; CSX SD80MAC Loco Add-On; Miami – West Palm Beach Route Add-On.

### [NEC 2.06] Amtrak Odenton M-O-W



Located 21 miles north of Washington, D.C., Odenton, Maryland is home to an important maintenance-of-way base serving the Northeast Corridor. You have been called as engineer of a M-O-W extra which will haul a train load of ballast from Odenton to Washington in anticipation of resurfacing work at Ivy City. Your power is a pair of Amtrak GE Dash 8-32BWH diesels, which in addition to passenger duty are often utilized in M-O-W and switching work.

Duration: ~ 45 minutes.

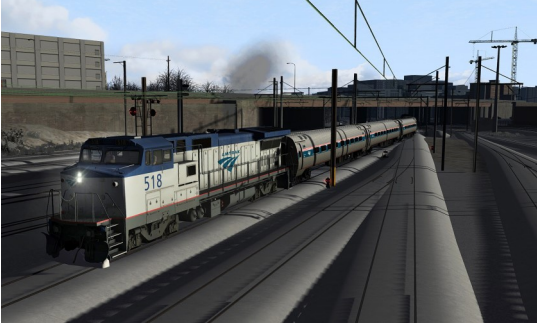
Featured Equipment: Amtrak GE Dash 8-32BWH.

Requirements: Northeast Corridor: Washington DC - Baltimore Route Add-On; Amtrak Dash 8-32BWH Loco Add-On; Miami – West Palm Beach Route Add-On; CSX SD80MAC Loco Add-On.

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## Scenario Pack 02

### [NEC 2.07] Washington Terminal Duty



Washington Terminal, which stretches from Washington Union Station north to historic Ivy City, is a bustling complex served by multiple Amtrak switch jobs. You are working an afternoon call, and with an Amtrak Dash 8-32BWH serving as power, you have switching assignments to perform around Ivy City, the Amtrak coach yard, and Washington Union Station.

Duration: ~ 30 minutes.

Featured Equipment: Amtrak GE Dash 8-32BWH.

Requirements: Northeast Corridor: Washington DC - Baltimore Route Add-On; Amtrak Dash 8-32BWH Loco Add-On; Miami – West Palm Beach Route Add-On.

### [NEC 2.08] Commuter to the Capital



On a rainy summer evening, you have been called as engineer for commuter train 443 making a semi-express run from Baltimore Penn Station to Washington Union Station. Your departure time from Baltimore is 4:52 p.m., and, as typical for a southbound commuter train on the line, you'll be operating at the controls of a MultiLevel commuter cab car.

Duration: ~ 55 minutes.

Featured Equipment: Bombardier MultiLevel commuter equipment and MPI MP36PH-3C.

Requirements: Northeast Corridor: Washington DC - Baltimore Route Add-On.

### [NEC 2.09] Amtrak's Classic Crescent



Among the legendary trains that pass along the Northeast Corridor is Amtrak's Crescent, making its 1,300-mile journey between New Orleans and New York. You are the engineer of Amtrak Train 20, which has just arrived northbound at Washington Union Station. You're aboard an ACS-64, which will take over for the diesels that have powered the train from New Orleans.

Duration: ~ 35 minutes.

Featured Equipment: Amtrak ACS-64 and long-distance consist.

Requirements: Northeast Corridor: Washington DC - Baltimore Route Add-On; Miami – West Palm Beach Route Add-On.

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### [NEC 2.10] Rakish Power for the Rush



Over the past two decades, MPI's rakish MP36PH-3C diesel has become a frequent sight powering commuter trains throughout North America, and such is certainly the case in the nation's capital. On a fine afternoon, you are the engineer of an "all-stops" commuter run equipped with Bombardier MultiLevel equipment, ready to make the run between Washington Union Station and Baltimore Penn Station.

Duration: ~ 60 minutes.

Featured Equipment: MPI MP36PH-3C and Bombardier MultiLevel commuter equipment.

Requirements: Northeast Corridor: Washington DC - Baltimore Route Add-On; Miami – West Palm Beach Route Add-On.

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## 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 and Aimee Preston Third Party Support, Dovetail Games
- Stephen Dark, Product Experience Manager, Dovetail Games
- Creators of the Train Simulator route and DLC featured in this scenario pack.
- Dovetail Games' QA staff.

Gary Dolzall authored the scenarios included in this pack.



# Northeast Corridor

## Scenario Pack 02

NEC Position Color Lights Quick Reference Signal Guide

| Signal Name      | Wayside Signal                                                                     | Description                                                                                              | Cab Signal Equivalent                                                                |
|------------------|------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
| CLEAR            |   | Proceed not exceeding line speed.                                                                        |   |
| CAB SPEED        |   | Proceed not exceeding indicated cab speed. If cab speed indication is not available do not exceed 60mph. |   |
| APPROACH LIMITED |   | Slow to 45mph.                                                                                           |   |
| LIMITED CLEAR    |  | Proceed not exceeding 45mph, until rear of train clears interlocking.                                    |  |

| Signal Name      | Wayside Signal                                                                      | Description                                                           | Cab Signal Equivalent                                                                 |
|------------------|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| APPROACH MEDIUM  |  | Slow to 30mph.                                                        |  |
| ADVANCE APPROACH |  | Slow to 45mph. Be prepared to stop at the signal after next.          |  |
| MEDIUM CLEAR     |  | Proceed not exceeding 30mph, until rear of train clears interlocking. |  |
| APPROACH SLOW    |  | Slow to 30mph. Be prepared for restricting at the next signal.        |  |
| APPROACH         |  | Slow to 30mph. Be prepared to stop at the next signal.                |  |

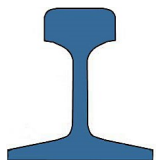
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| Signal Name      | Wayside Signal                                                                      | Description                                                                      | Cab Signal Equivalent                                                                 |
|------------------|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| MEDIUM APPROACH  |    | Proceed not exceeding 30mph. Be prepared to stop at the signal after next.       |    |
| SLOW APPROACH    |    | Proceed not exceeding 30mph. Be prepared to stop at the next signal.             |    |
| RESTRICTING      |    | Slow to 20mph, or 15mph for yard entry, until rear of train clears interlocking. |    |
| STOP AND PROCEED |    | Stop, Then proceed not exceeding 20mph. Be prepared to stop for any obstruction. |    |
| STOP             |  | Stop.                                                                            |  |

Signal Guide provided for game-use and reference only. Not to be employed in actual railroad uses.

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