RANGE TRAINS

2013 One-Gauge Trains & Accessories Catalog

ORFOLK SOUTHERN



4271

The Most True to Scale, Operate One-Gauge Tra

More than any other One-Gauge trains, M.T.H. RailKing One Gauge models capture the drama of mainline American railroading. Whether you're a garden railroader or prefer to operate indoors, the Proto-Sound 3.0 sound and control system built into every M.T.H. locomotive, as well as our optional DCS[™] command control system, allow you to duplicate in miniature the sights and sounds of Class 1 American railroads.

True to Scale

While One-Gauge manufacturers offer trains in a variety of scales, only 1:32 models such as the RailKing One Gauge line are correctly proportioned to represent standard gauge

7444

American trains. Models built to 1:29 scale, for example, are slightly oversized for One-Gauge track.

RailKing One Gauge 1:32 trains, however, are fully compatible with your existing equipment and can be intermixed with 1:29 and other One-Gauge models. RailKing One Gauge engines and cars run on standard 2-rail 45mm DC-powered or AC-powered

track systems, including the code 250 rail used by fine scale railroaders. All RailKing One Gauge engines and cars are supplied with truck-mounted operating knuckle couplers, hook & loop couplers, and body mounting pads

> for Kadee[®] couplers — so they can mate with virtually any other garden-sized train system.

Realistic

RailKing One Gauge models don't just look like the real thing — they sound and perform like real trains. All RailKing One Gauge locomotives feature crystal-clear digital steam chuff or diesel prime mover sounds, horn or whistle, bell, squealing brakes, and a host of other prototypical train sounds. Wherever possible, we have recorded the actual sounds of the engine we're modeling. Passenger locomotives feature accurate station announcements for the route traveled by the prototype; freight engines reproduce a symphony of freight yard sounds.

Our steam engines feature puffing smoke synchronized to the chuff sound and drive wheels, and our massive 2-8-8-8-2 Triplex even features a smoking whistle. In addition, RailKing One Gauge engines have a full complement of lighting, including firebox glow on steam engines, for vivid nighttime running.*

Fun to Operate

The features that make our trains dramatic and fun to operate are standard in all RailKing One Gauge equipment — not costly options or add-ons. Our patented speed control system allows you to throttle down to speeds as low as three scale mile per hour — and maintain that speed regardless of load, track curvature, or variations in terrain. When you just want to sit back and watch your trains run, M.T.H. speed control ensures the throttle won't need your attention.

Every RailKing One Gauge locomotive is also equipped for wireless handheld command control. Locomotives equipped with Proto-Sound 2.0 can be remotely controlled with any of our Digital Command System (DCS) control packages.



Realistic, Fun to ins You Can Buy

Locomotives equipped with our Proto-Sound 3.0 system take remote control one step further, thanks to the included DCC (Digital Command Control) receiver built into every PS 3.0 locomotive we produce. Compatibility with all of our DCS systems as well as with any manufacturer's DCC controllers ensures that Proto-Sound 3.0-equipped locomotives are the most fully featured locomotives you can buy today. Just like the prototype, you can double-head locomotives and add or drop helper engines.

When you have guests, give each visitor a DCS or DCC handheld and let them control their own engine. Outdoor railroading doesn't get any more fun than this!

Quality



RailKing One Gauge locomotives are designed and built for the challenges of outdoor railroading. All locomotive bodies are molded in polycarbonate, a plastic engineered to endure extremes of heat and cold and constant exposure

to sunlight. We use only UV-resistant paint to protect our locomotive colors from fading. And every RailKing One Gauge

engine and car rolls on metal wheels and axles for smooth, long-lasting operation in any environment.

PACIFIC

FRUIT

EXPRESS

We invite you now to turn the page and see for yourself what we have to offer. As always, we hope you'll find items in this catalog that will surprise and delight you, and help you enjoy this most wonderful of hobbies.

* Steam chuff, diesel prime mover sounds, brake sounds, atmospheric sounds, synchronized puffing smoke, lighting effects, and speed control operate with any DC or AC transformer. Whistle, horn, bell, station sounds, and remote uncoupling require an AC transformer with bell and whistle buttons, any DCC controller (for Proto-Sound 3.0 equipped models) or the M.T.H. DCS system running on either DC or AC.

For a list of compatible DC and AC power supplies, go to www.railking1gauge.com and click on "Support/Service"

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www.mthtrains.com





See It In Action!

When you see this \cancel{R} icon, click on it to see a video of the item in action.



Proto-Sound The Richest Set of Features in Model Railroading

Whether you operate with a conventional transformer or in command mode with DCC or DCS[™] (M.T.H.'s Digitial Command System), the Proto-Sound 2.0 or 3.0 system found in every locomotive in this catalog offers more realism, more fun, and more variety than any other locomotive control system in any scale.

FULL COMPATIBILITY WITH ALL OPERATING SYSTEMS

Right out of the box, every Proto-Sound 3.0 M.T.H. engine is compatible with all operating systems: conventional AC or DC, DCC, and our own Digital Command System (DCS). No switches to flip or adjustments to make. Your Proto-Sound engine senses what kind of power is on the rails; just set it on the track and run it.

PROTO-SOUND 3.0 DCC FUNCTIONALITY

Proto-Sound 3.0-equipped locomotives can be controlled in command mode with any DCC-compliant command control system. While you won't have access to all of the incredible features of Proto-Sound 3.0, you will have full DCC command control over 28 F functions, including Advance Consist-

ing, Feature Mapping and Speed Mapping. This means you can use your existing DCC controller to independently control your other DCC-equipped locomotives in addition to your Proto-Sound 3.0 locomotives on the same track at the same time.

OPERATE 'EM ALL

In DCS command mode, unlike any other command system available today, you'll have one-touch control over every Proto-Sound 2.0 or 3.0-equipped locomotive at the same time. Imagine, with the ALL command, your DCS system will start-up every locomotive at the same time! Almost every DCS feature can be sent to all the active engines at once. Tell 'em to run at 10 scale miles per hour and they'll all start moving at the same time and at the same speed.

BI-DIRECTIONAL COMMUNICATION

Proto-Sound 2.0 and 3.0 engines not only receive commands from the DCS system, they can report back vital information, trigger other devices to operate, and diagnose your layout's wiring and signal quality. Query a Proto-Sound 2.0 or 3.0 locomotive to find out how many scale miles it's run or how many hours it's been powered up. Check out the strength of the DCS signal on the track or measure the track voltage at a trouble spot. Measure the length of your track in scale miles. All of this is possible Effects[™], a complete arrival and departure sequence that you can activate from your DCC or DCS controller. In most cases, the station sequence features an actual name train pulled by that particular engine. Freight engines include Freight Yard Proto-Effects, a symphony of freight terminal sounds.

today, but only with a Proto-Sound 2.0 or 3.0-equipped locomotive when operated using the DCS Digital Command System.

VIVID ENGINE SOUNDS

Proto-Sound features crystal-clear digital sounds. We strive to make our sounds as authentic as possible, using the characteristic whistle for a particular steam engine, for example. With the optional DCS system, you can tune each engine to your preference by individually adjusting bell, horn or whistle, and chuff volume – and even play a steam engine quillable whistle as if you were pulling the whistle cord!

STATION SOUNDS

Proto-Sound passenger engines offer Passenger Station Proto-

ATMOSPHERIC SOUNDS

Crew conversations, the whoosh of a steam engine opening its cylinder cocks, and a host of other atmospheric sounds play automatically at random when using a conventional transformer — or can be activated manually from a DCC controller or the DCS handheld.

EXTRAORDINARY SLOW SPEED CAPABILITY

Proto-Sound engines can throttle down as slow as three scale miles per hour, highball down the main line, and maintain any speed in between. With certain DCC controllers, and any DCS controller, you can set engine speed in one-scale-mile-per-hour increments up to 120 smph. Go ahead, get out your stop watch and ruler and see how accurate our scale speeds are.

UNMATCHED SPEED CONTROL

The Proto-Speed Control[™] built into Proto-Sound 2.0 and 3.0 acts like the cruise control on a car, keeping your train moving at the speed you select, regardless of hills and curves. You can even switch off the speed control if you prefer.

MULTIPLE UNIT CAPABILITY

In DCS command mode, all locomotives set to the same throttle setting — 37 scale miles per hour, for example — will move at virtually the same speed. This makes it easy to double or even triple-head nearly any combination of Proto-Sound 2.0 and 3.0 locomotives.

GREAT SMOKE

Proto-Sound engines feature fan-driven ProtoSmoke[™], the most powerful smoke system in the hobby. You can vary the intensity with the smoke "volume" control on the locomotive or remotely with any DCC or DCS controller.



LIGHTING EFFECTS

Proto-Sound locomotives feature prototypical Rule 17 lighting, including a variety of realistic lighting effects. Depending on the locomotive, these may include constant-brightness headlights, illuminated number boards, lighted marker lamps, and alternating ditch lights. In DCS operation, many of these lighting effects can be individually controlled.

SYNCHRONIZED CHUFF AND PUFF

Like a real steam engine, M.T.H. steamers feature puffs of smoke and steam chuff sounds synchronized with the drive wheels. Better than any other model train, an M.T.H. locomotive portrays the drama of a steam engine slowly chuffing and puffing as it pulls out of a station and gets up to speed.

BRAKE SOUNDS

Engine brakes squeal whenever you throttle back sharply or pull into a station. In DCS mode, you can trigger the brake sound with the Brake button on the DCS handheld.

DCC Features

Proto-Sound 3.0-equipped locomotives can be controlled in command mode with any DCC-compliant command control system. While you won't have access to all of the incredible features of Proto-Sound 3.0, you will have full DCC command control. This means you can use your existing DCC controller to independently control your other DCC-equipped locomotives in addition to your Proto-Sound 3.0 locomotives on the same track at the same time.

When using a DCC controller, the following Proto-Sound 3.0 diesel locomotive features are accessible:

Diesel Features*

- Head Light/Tail Light
- Bell
- Horn
- Start-up/Shut-down
- Passenger Station/Freight Yard Sounds
- All Other Lights (On/Off)
- Master Volume
- Front Coupler
- Rear Coupler
- Forward Signal
- Reverse Signal
- Grade Crossing

- Idle Sequence 2
- * Check your DCC Controller's manual to see how many features it can access.

- Extended Start-up
- Extended Shut-down
- Rev Up
- Rev Down
- One Shot Doppler
- Coupler Slack
- Coupler Close
- Single Horn Blast
- Engine Sounds
- Brake Sounds
- Cab Chatter
- Feature Reset
- Smoke On/Off
- Smoke Volume
- Advance Consisting
- Feature Mapping • Speed Mapping

• Clickety Clack (On/Off) • Idle Sequence 3

- Idle Sequence 1



This remote is **SIMPLE**.

It speaks ENGLISH, NOT ICONS.

It can be **OPERATED** EASILY WITH ONE HAND.

It can be UPGRADED FOR FREE over the Internet.

Simply to Run

It can run over 4200* Proto-Sound[®] 2.0 & 3.0 engines and every TMCC[®], EOB, or Legacy[™] engine ever made — and run 99 of them at the same time, on the same track, independently, in command mode.

It can also **RUN ALL CONVENTIONAL AC LOCOMOTIVES** without the purchase of any additional hardware.

With the addition of an Accessory Interface Unit (AIU), it can **OPERATE ANY ACCESSORY OR SWITCH**. It can create scenes and routes that are triggered with one push of a button.

WHAT CAN YOUR REMOTE DO?

* Number of different Proto-Sound 2.0 and 3.0 engines cataloged through the 2013 One Gauge Catalog.

OIR

While all Lionel TMCC features can be accessed by the DCS handheld remote, at present some Legacy features cannot be accessed by the DCS remote.

Remote Shown Actual Size

the Best Way a Railroad

Command Control Explained

In conventional operation, an AC or DC transformer varies track voltage to adjust engine speed and direction. Command systems such as DCS, however, put a constant voltage on the track (around 18 volts for DCS) and vary speed by telling each engine how much of that voltage to use. Command control allows different engines to do different things — like run at different speeds, go in different directions, or make different sounds — even when they are on the same track.

In the DCS system, commands such as speed, direction, and sound control are sent as radio signals from the handheld throttle to a TIU (track interface unit). The TIU translates those radio signals into digital information that is sent through the rails and picked up by a receiver in the appropriate engine — telling it to go, for example, 37 miles per hour, blow the whistle, smoke more heavily, or any other command. DCS locomotives can also send information back to the handheld to let the operator know what they're doing.

Learn More About It



TRY IT at your local DCS Demo Center

Request a Complimentary DVD on DCS and M.T.H. technology. Log on to the DCS Web site, **www.protosound2.com**

Take your favorite Proto-Sound 2.0

or 3.0 engine to any DCS Demo Center and experience the additional features your engine has with DCS control. To find your nearest demo center or request your complimentary DVD, visit **www.mthtrains.com**.

DCS COMMANDER: Get into DCS on a budget

Ideal for small layouts. Learn more about it using our online Product Search feature to see more information and read the instruction manual.



DCS Commander System w/100 Watt Power Supply 50-1029 \$229.95

DCS Commander Controller (with out power supply) 50-1028 \$149.95



DCS Remote Commander Set 50-1033 \$49.95



2-8-8-8-2 Triplex

Features

- Detailed Polycarbonate Boiler and Tender Body
- Die-Cast Metal Chassis
- Authentic Paint Scheme
- Metal Wheels and Axles
- Constant Voltage Headlight
- Detailed Truck Sides
- (3) Precision Flywheel-Equipped Motors
- Supplied with Remote Controlled Proto-Coupler™, Hook & Loop Coupler, and Drilled Mounting Pad for Kadee Coupler
- Engineer and Fireman Figures
- Operating Firebox Glow
- Metal Handrails and Bell
- Metal Whistle
- Operating Marker Lights
- Lighted Cab Interior
- Numerous Added-on Details Including Steam and Air Brake Piping, Ladders, Safety Valves, Builder's Plates, Air Pumps, and Metal Bell, Whistle, and Handrails
 Synchronized Puffing ProtoSmoke[™] System In Boiler & Tender
- Locomotive Speed Control
- Proto-Sound 2.0 With The Digital Command System Featuring Freight Yard Proto-Effects™
- Unit Measures: 41" x 6 3/8" x 4 1/2" - Operates On R3 Curves

Did You Know?

The Triplex was engineered to haul 640 fifty-ton cars in a train almost five miles long. But the couplers and draft gear of the early twentieth century could not have handled such a load, so the 2-8-8-8-2 was used as a pusher and never put to a full test.

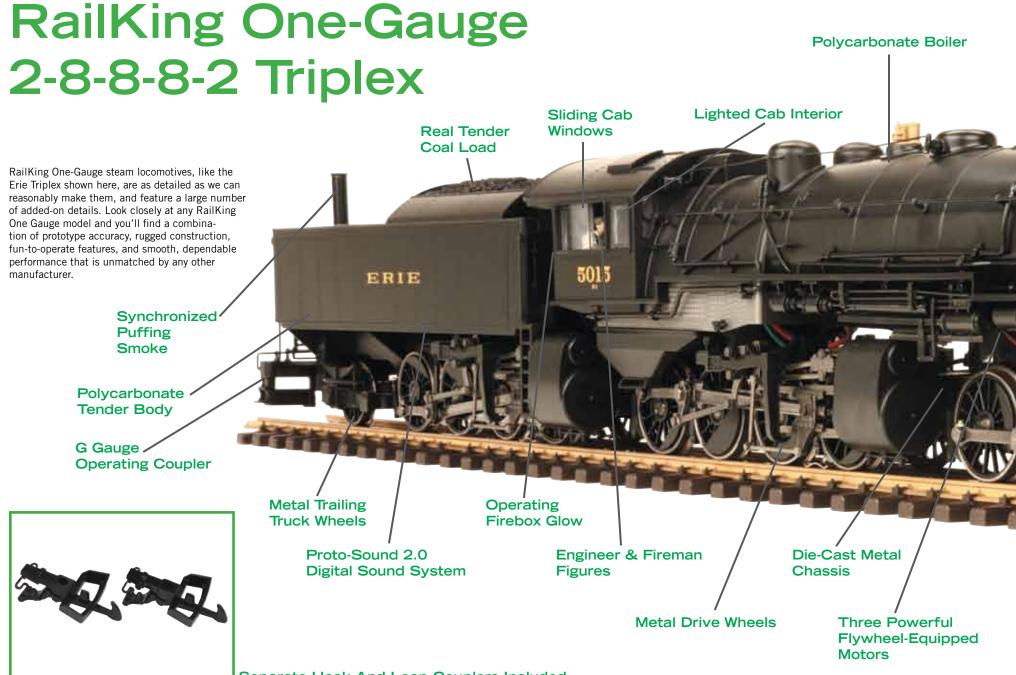


P. T. Barnum would have loved the Triplex. It was an engine of superlatives: more drivers than anything before or since, too big for the shops of its owner, the Erie Railroad, powerful enough to pull a train nearly five miles long. Nearly a century ago, in the days before multiple-unit control allowed one throttle to control several locomotives, the Triplex was the ultimate attempt to put as much power as possible in the hands of a single engineer. In the end, it proved a noble, flamboyant, but less-than-successful experiment. Baldwin Locomotive Works built three triplexes between 1914 and 1916 for pusher service on the Erie Railroad's daunting Susquehanna Hill (also known as Gulf Summit) near Deposit, N.Y. The cylinders of the Triplex's middle engine were powered by high pressure steam direct from the boiler, while the front and rear engines used low pressure steam exhausted from the middle cylinders.

Each triplex replaced three ordinary helper engines, and the new locomotives worked well enough to stay on the Erie roster for more than a decade. But the design proved a bit over the top and only one more Triplex was ever built, for the Virginian Railway. Even with their huge boilers, the locomotives could only make enough steam to go 10 mph. One reason was poor draft in the firebox, because only the front cylinders exhausted through the smokebox and created draft; the rear cylinders exhausted through a separate smokestack on the tender. Another inherent problem with the design was that traction from the rear engine decreased as the boiler used coal and water and the tender got lighter.

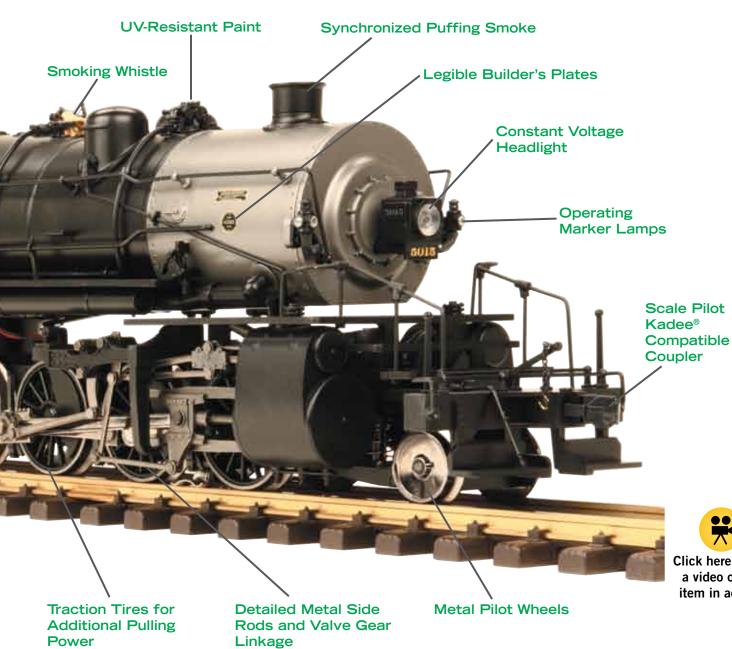
Our RailKing One Gauge Triplex recreates the sound, the smoke, and the flamboyance of the original design – but runs much better than the prototype ever did. Only M.T.H. engineering could make such a complex model run smoothly and steadily at speeds from a barely perceptible crawl to wide-open throttle. Add the Triplex to your roster and experience the sheer visual drama of one of the grand experiments in early twentieth century heavy machinery.





Separate Hook And Loop Couplers Included

Anatomy of a











Click here to see a video of the item in action!





Features

- Intricately Detailed Polycarbonate Body
- Detailed Truck Sides, Pilots and Fuel Tank
- Moveable Roof Fans
- Metal Body Side Grilles
- (2) Engineer Cab Figures
- Metal Wheels, Axles and Gears
- (2) Hook & Loop Coupler Assemblies
- Kadee Compatible Coupler Mounting Pads
- (2) Remote Controlled Proto-Couplers
- Prototypical Rule 17 Lighting
- Directionally Controlled Constant Voltage LED Headlights
- Lighted Cab Interior
- Illuminated Number Boards
- Lighted Marker Lights
- Operating MARS Light*
- (2) Precision Flywheel-Equipped Motors In Each A-Unit
- Operating Smoke Unit In Each A-Unit
- Onboard 28-Function DCC Receiver
- Locomotive Speed Control In Scale MPH Increments
- 1:32 Scale Proportions
- Proto-Sound 3.0 With The Digital Command System Featuring Passenger Station Proto-Effects
- Unit Measures: 39" x 3 3/4" x 5 1/4"
- Operates On R2 Curves

*Where Prototypical













70-2107-1 Proto-Sound 3.0 A-Unit

70-2108-3 Non-Powered B-Unit

\$599.95 ONLINE PRICE \$429.95

\$299.95 ONLINE PRICE \$224.95

TO ORDER

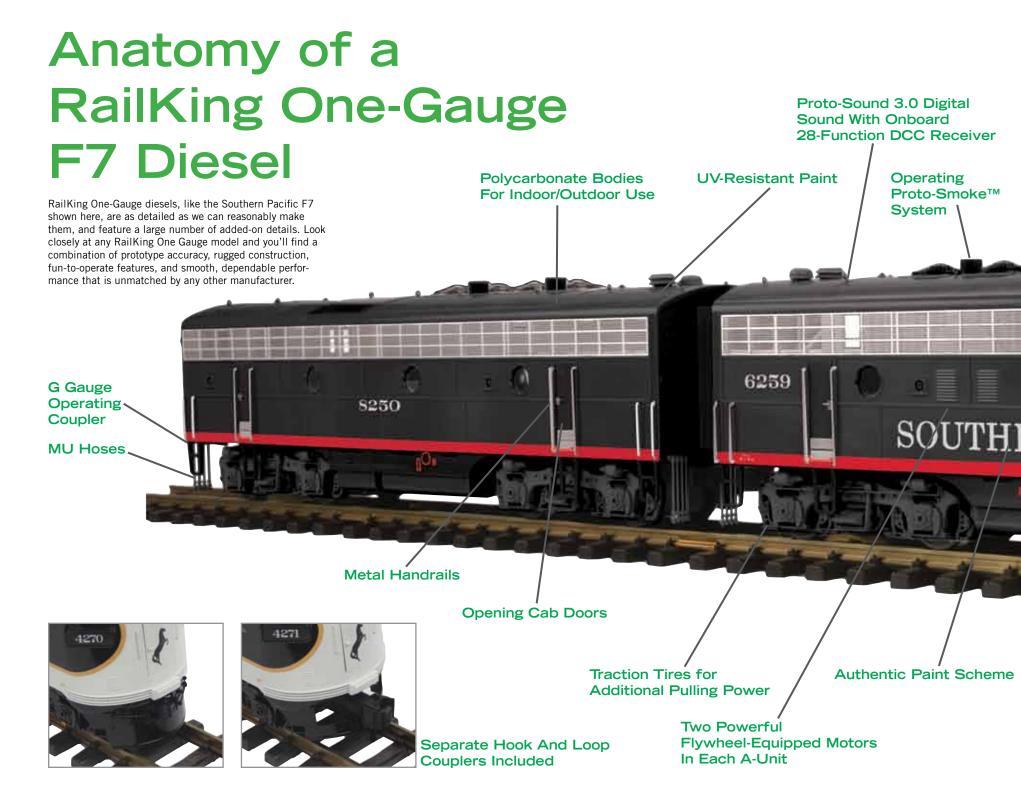
The F7 was the zenith of the "covered wagon," or carbodystyle diesel. With 3,849 units built between 1949 and 1953, the F7 was both the most popular carbody diesel and its last hurrah. By 1954 U.S. railroads had virtually stopped ordering F-units in favor of hood units like EMD's GP9 and Alco's RS-3. The side walkways of hood units offered better access for maintenance and better visibility for backup moves, making them truly universal locomotives useful for both mainline runs and road switching.

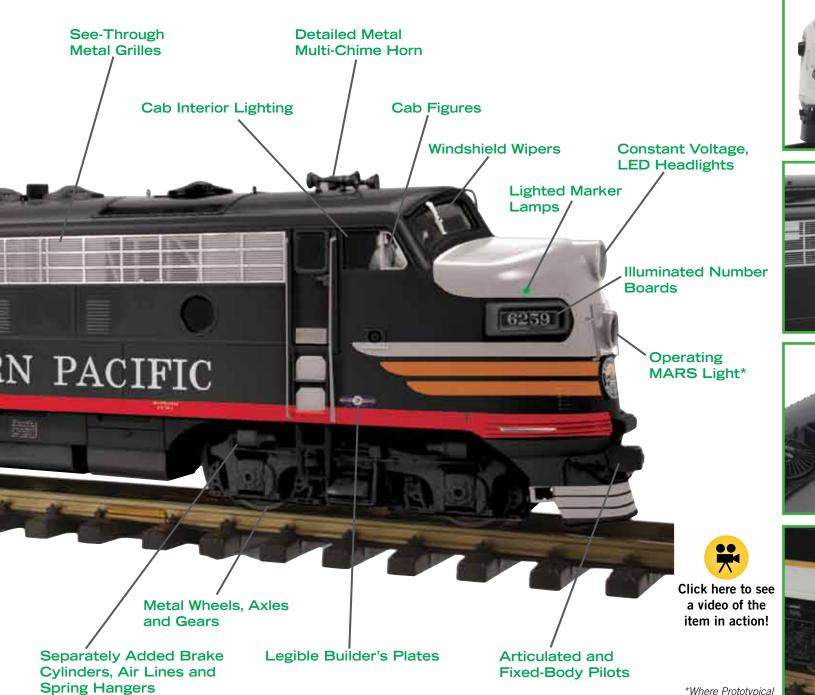
The F-unit, however, was, in *Trains* magazine editor David P. Morgan's words, "the diesel that did it" — retired the steam engine and changed railroading forever. The F-unit and its contemporaries were also the first standardized locomotive designs bought by American railroads since USRA steam engines. Whereas the steam engines of most railroads had a distinctive and easily-recognized "look," F-units were the same everywhere. But they had one great visual advantage over steam: their flat sides were like rolling billboards. Artists at EMD and the railroads responded with distinctive color schemes and, for the first time since the late 1800's, American locomotives became a riot of color in the postwar era.

Externally, the F7 was very similar to the earlier F3. The key spotting features that distinguished an F7 were its stainless steel upper body grilles that replaced the "chicken wire" worn by most F3s, and the rooftop dynamic brake fan that replaced the F3's rectangular roof vents just behind the cab. Internally, the F7 was also an evolution of the F3. While horsepower was the same, new D27 traction motors allowed the F7 to handle a heavier load.

Relive the sights, sounds, and drama of postwar railroading with this four-motored, full-scale 1:32 model. Throttle down to speeds as low as 3 scale miles per hour with any load, or roll along at the prototype's maximum speed of 102 mph with passenger gearing. Proto-Sound 3.0 offers authentic EMD 567 prime mover sounds, a first-generation diesel horn and bell. crew and station sounds. and adjustable smoke volume. The RailKing F7 features added-on details that include legible builder's plates, grab irons, multiple-unit hoses, rooftop lift rings, see-through rooftop fans, steam generator exhaust stack (for passenger car heating), windshield wipers, and trucks with separately-applied spring hangers, brake cylinders, and air pipes. Each A-unit is supplied with two sets of pilots: a fully-detailed pilot with narrow coupler opening for wide-radius curves, and a less-detailed pilot with wide coupler opening for operation on tighter curves.

See Matching Passenger Cars On Pages 34-35













*Where Prototypical



Features

- Intricately Detailed Polycarbonate Body
- Detailed Truck Sides, Pilots and Fuel
- Tank
- Moveable Roof Fans
- Metal Body Side Grilles
- (2) Engineer Cab Figures
- Metal Wheels, Axles and Gears
- (2) Hook & Loop Coupler Assemblies
- Kadee Compatible Coupler Mounting Pads
- (2) Remote Controlled Proto-Couplers
- Prototypical Rule 17 Lighting
- Directionally Controlled Constant Voltage LED Headlight
- Lighted Cab Interior
- Illuminated Number Boards
- Flashing Ditch Lights
- (2) Precision Flywheel-Equipped Motors
- Operating Smoke Unit
- Onboard 28-Function DCC Receiver
- Locomotive Speed Control In Scale MPH Increments
- 1:32 Scale Proportions
- Proto-Sound 3.0 With The Digital Command System Featuring Freight Yard Proto-Effects
- Unit Measures: 28" x 3 3/4" x 6 1/4"
- Operates On R2 Curves













Santa Fe - Narrow-Nose Dash 8 Diesel Engine (4-Wheel Trucks)ONLINE PRICE70-2097-1Proto-Sound 3.0\$749.95\$539.95

CLICK HERE TO ORDER In the late 1980s, as General Electric and General Motors' Electro-Motive Division engaged in heated competition (that continues today) for market share in the high horsepower category, GE announced its Dash 8 line of diesel locomotives. Although the first demonstrator version had only 3,200 hp, most of the Dash 8s had 4,000 hp when delivered and were therefore designated Dash 8-40. Because GE builds its diesel locomotives in five modules, it was able to customize its Dash 8s for each buyer to an unusual degree.

Some railroads ordered their Dash 8s with conventional cabs, while others opted for the wider North American or comfort cabs, identified by a "W" in the engine name. Some Dash 8s have 4-wheel trucks — denoted with a "B" — while a Dash 8-40C has 6-wheel trucks. This variety meant that these diesels, which were designed for fast freight duty, also found a home in Amtrak passenger service. Despite their many differences, all Dash 8s share microprocessor control. The microprocessor, a small computer, regulates rpm, fuel injection volume, generator excitation, and many other operational features to make the Dash 8s run more efficiently than any diesels before them.

M.T.H. is proud to make this rugged American prototype available to garden railroaders in a variety of roadnames in narrow nose and wide nose versions that are sure to please. These highly detailed 1:32 scale models provide realistic operation and the long list of features shown.

Did You Know?

The microprocessor in the prototype Dash 8 recognizes whether the engine is overheating in a tunnel, as opposed to a malfunction on the open rails, and allows it to keep operating at full power for ten minutes, so the crew doesn't find itself stranded in a tunnel.



0NLINE PRICE \$539.95 CLICK HERE TO ORDER

Dash 8 diesel



Union Pacific - Wide-Nose Dash 8 Diesel Engine (6-Wheel Trucks) 70-2099-1 Proto-Sound 3.0 \$749.95 0NLINE PRICE \$539.95 CLICK HERE TO ORDER





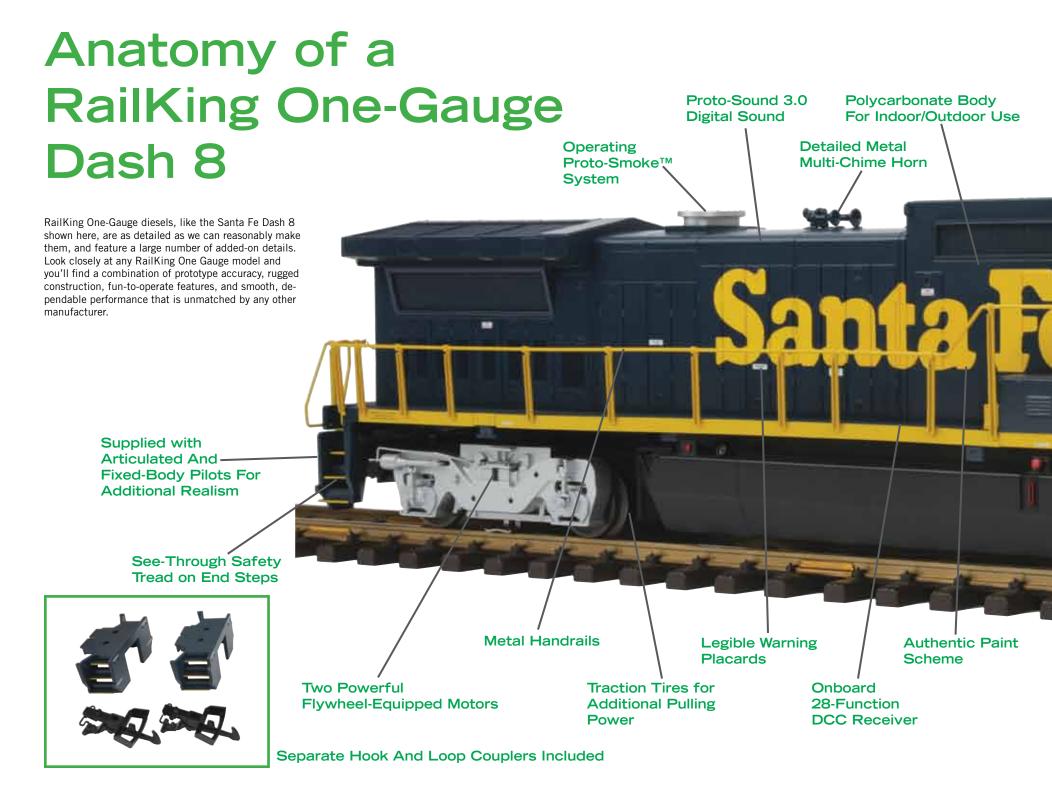
Amtrak - Wide-Nose Dash 8 Diesel Engine (4-Wheel Trucks) ONLINE PRICE 70-2100-1 Proto-Sound 3.0 \$749.95

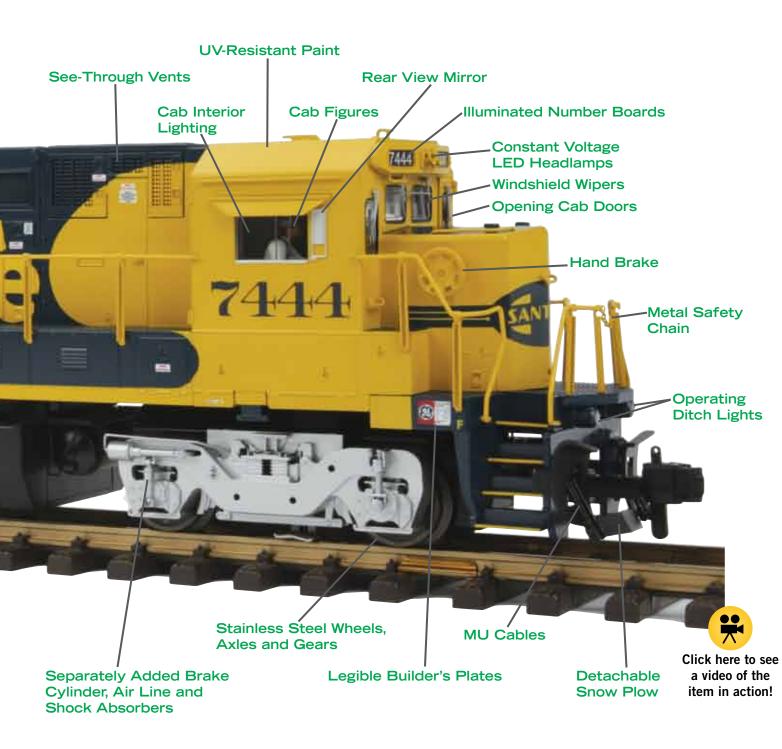
\$539.95

CLICK HERE TO ORDER

See Matching Passenger Cars On Page 35

















Features

- Intricately Detailed Polycarbonate Body
- Detailed Truck Sides, Pilots and Fuel Tank
- Metal Handrails and Horn
- Moveable Roof Fans
- Metal Wheels, Axles and Gears
- (2) Hook & Loop Coupler Assemblies
- Kadee Compatible Coupler Mounting Pads
- (2) Remote Controlled Proto-Couplers
- Prototypical Rule 17 Lighting
- Directionally Controlled Constant Voltage LED Headlight
- Lighted Cab Interior
- Illuminated Number Boards
- (2) Precision Flywheel-Equipped Motors
- Operating Smoke Unit
- Onboard 28-Function DCC Receiver
- Locomotive Speed Control In Scale MPH Increments
- 1:32 Scale Proportions
- Proto-Sound 3.0 With The Digital Command System Featuring Freight Yard Proto-Effects
 Unit Measures:
- 18 5/16" x 5 7/16" x 3 11/16"
- Operates On R1 Curves



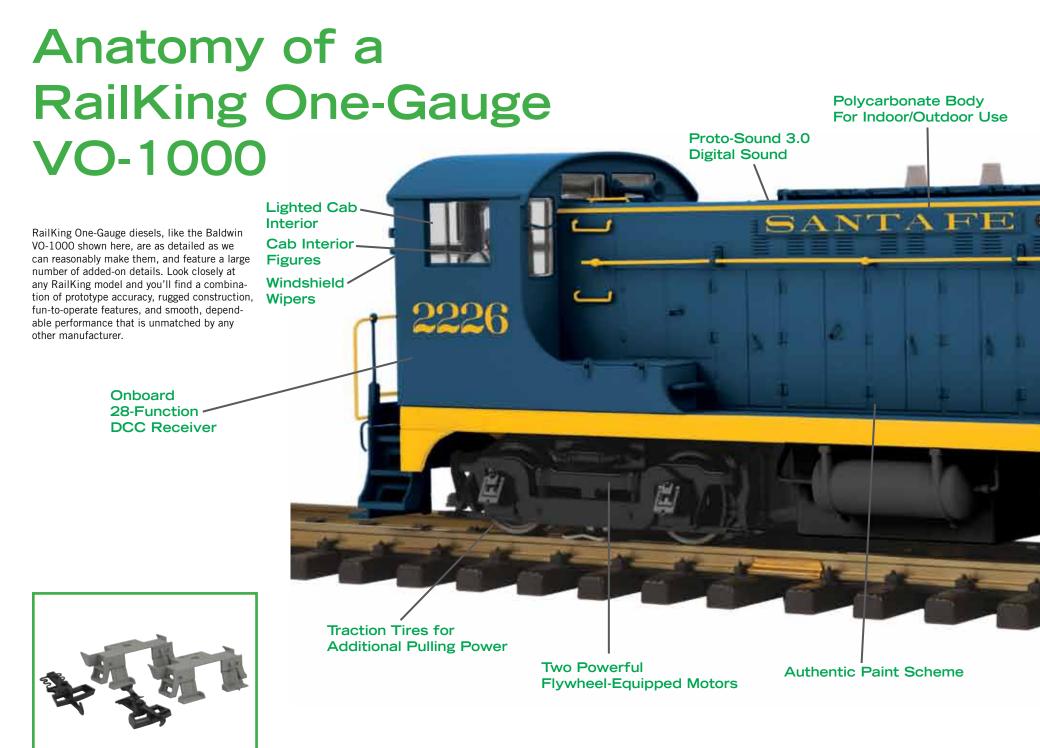


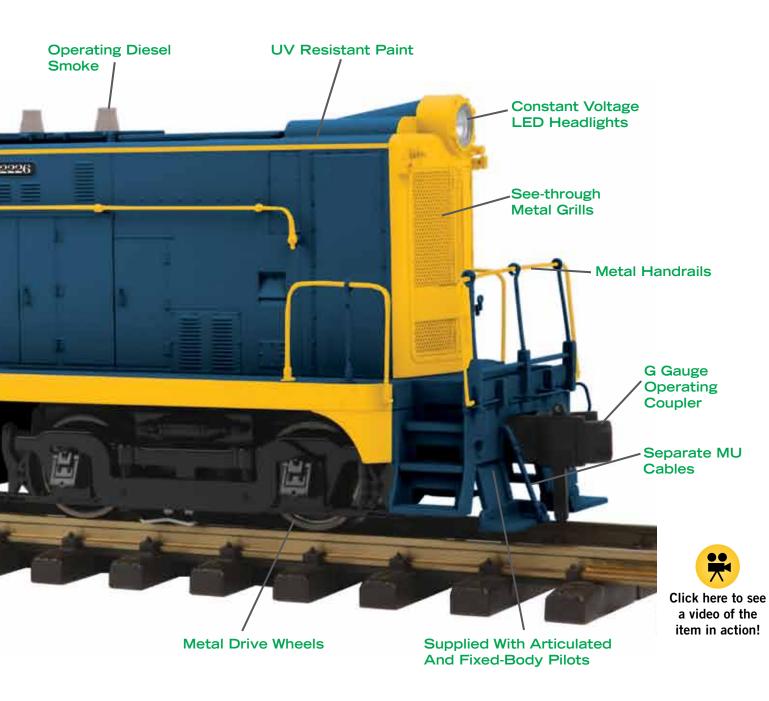
The Baldwin Locomotive Works had been building steam engines for a century before it sold its first production diesel in 1937. While most of Baldwin's diesels were ultimately disappointments to its customers, the engines' unique looks won the hearts of American railfans and modelers. Nothing else on rails looked like the baby-faced 24-wheeled Centipedes or the Raymond Loewy-styled Sharknoses. The distinctive VO-1000, perhaps the most muscular looking of all first-generation diesel switchers, was Baldwin's most successful product. The U.S. military and over 30 class one railroads bought 548 copies of the 1000 hp. engine between 1939 and 1946.

All Baldwin diesels were powered by variations of the same De La Vergne diesel motor. Acquired by Baldwin in 1931, the De La Vergne Engine Company had started life in 1880 making mechanical refrigeration machines for breweries. Its power plant for Baldwin's locomotives was rather unique among diesels of its time. In order to make the fuel burn slower and give their 4-cycle engine a longer power stroke, De La Vergne's designers used massive cylinders more than a foot in diameter and added a separate combustion chamber above each cylinder. To allow the fuel more time to burn, they ran the engine at a maximum speed of 625 rpm — just over half the speed of most competitive diesels. In the October 1936 issue of Baldwin Locomotives Magazine, the company claimed that "slow combustion gives low fuel consumption, absence of smoke, quick pick-up, and smooth idling."

Ultimately the massive De La Vergne motor proved to be both a blessing and a curse. Teamed up with equally heavy-duty traction motors supplied by Westinghouse, Baldwin's prime mover found its niche in low-speed lugging assignments, which it handled relatively well. But those were just the types of assignments in which crews tended to abuse equipment and push an engine to its limits. As a result, Baldwin engines eventually developed a reputation for high maintenance costs. The VO-1000 switcher, with its normally aspirated 8-cylinder engine, was actually one of Baldwin's most dependable locomotives, and many served for decades. The turbocharged models that succeeded the VO-1000, however, were plagued with problems that included excessive piston wear. By 1956 it was clear that Baldwin was no longer a contender in the diesel business, and the nation's oldest locomotive builder threw in the towel.

Relive the excitement and variety of the early diesel years with the RailKing VO-1000. Thanks to Proto-Sound 3.0, our model features authentic Baldwin prime mover sounds and the ability to duplicate the low-speed lugging power of its prototype — as well as the ability to hustle along virtually as fast as you care to run it.





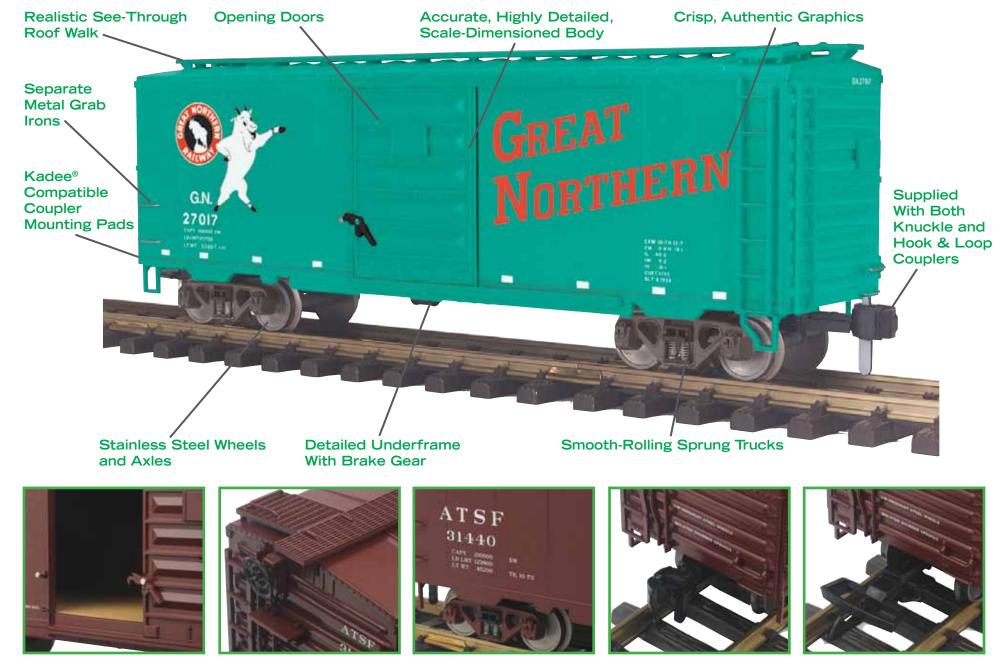








40' Box Car



 Great Northern - 40' Box Car

 70-74085
 Car Number 27017
 \$139.95
 ONLINE PRICE \$99.95

 70-74084
 Car Number 27010
 \$139.95
 ONLINE PRICE \$99.95

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 70-74081
 Car Number 32189
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 70-74080
 Car Number 32183
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 Vestern Pacific - 40' Box Car

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 Car Number 20957

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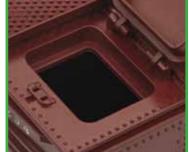
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40' Reefer













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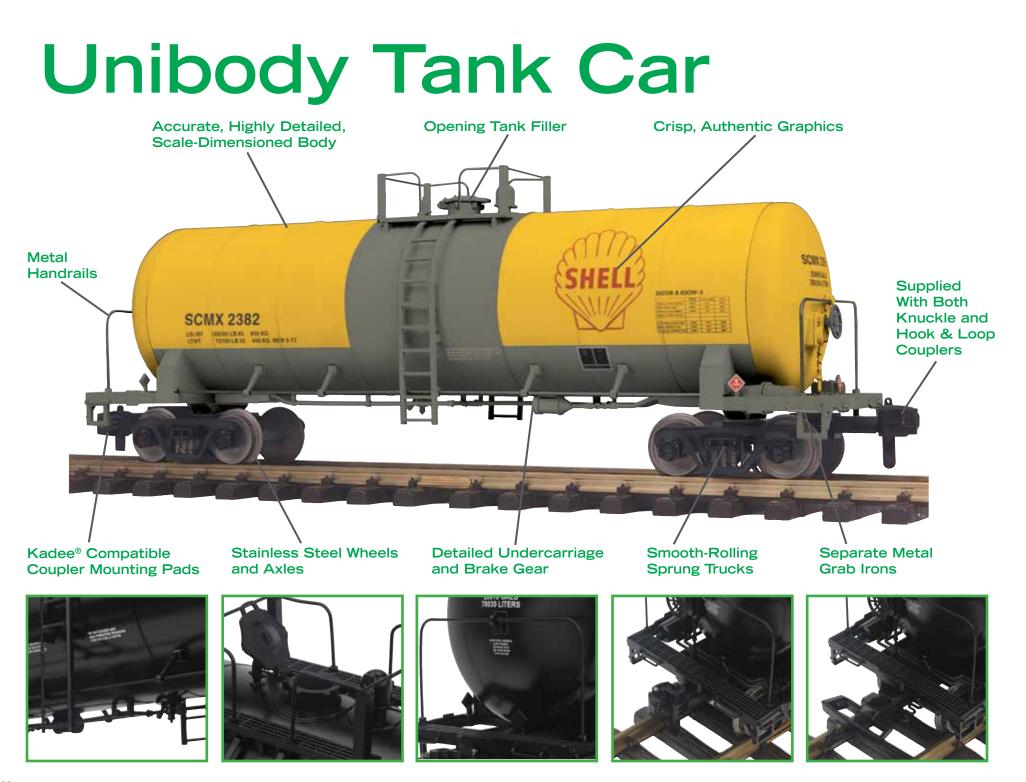














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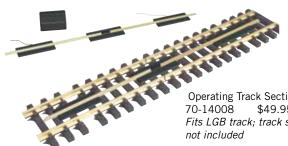
> When activated, rotors spin. helicopter takes off and flies up

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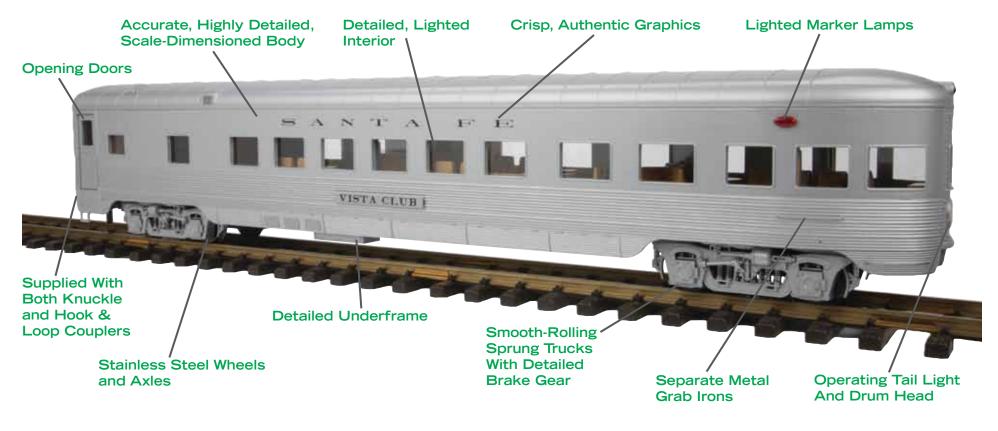


Operating Track Section Kit \$49.95 Fits LGB track: track section

1181

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Anatomy of a RailKing One-Gauge Passenger Car





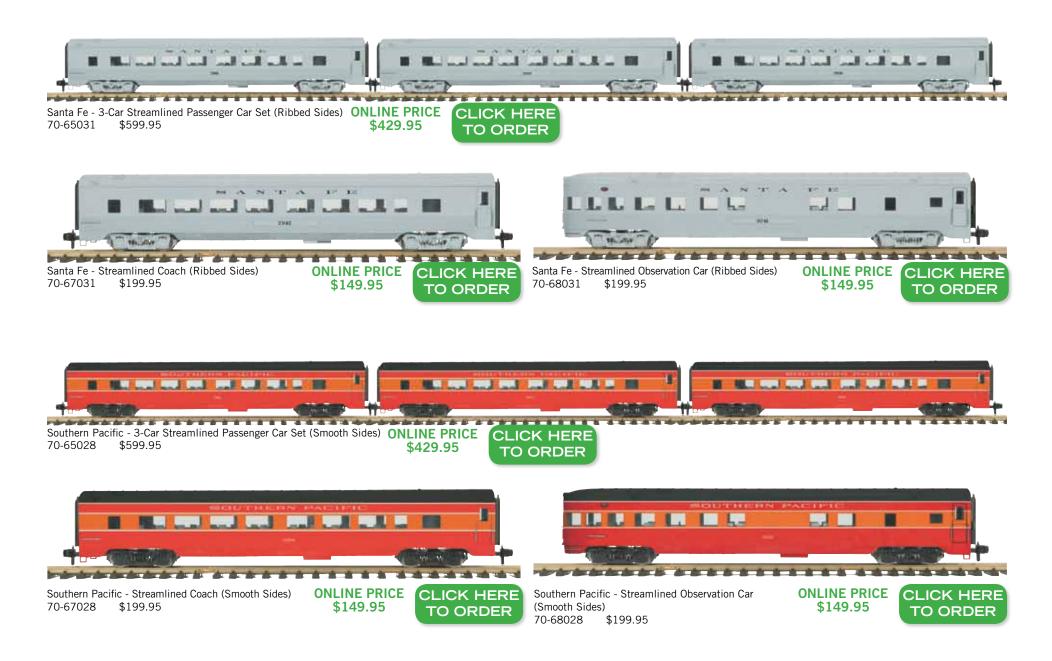


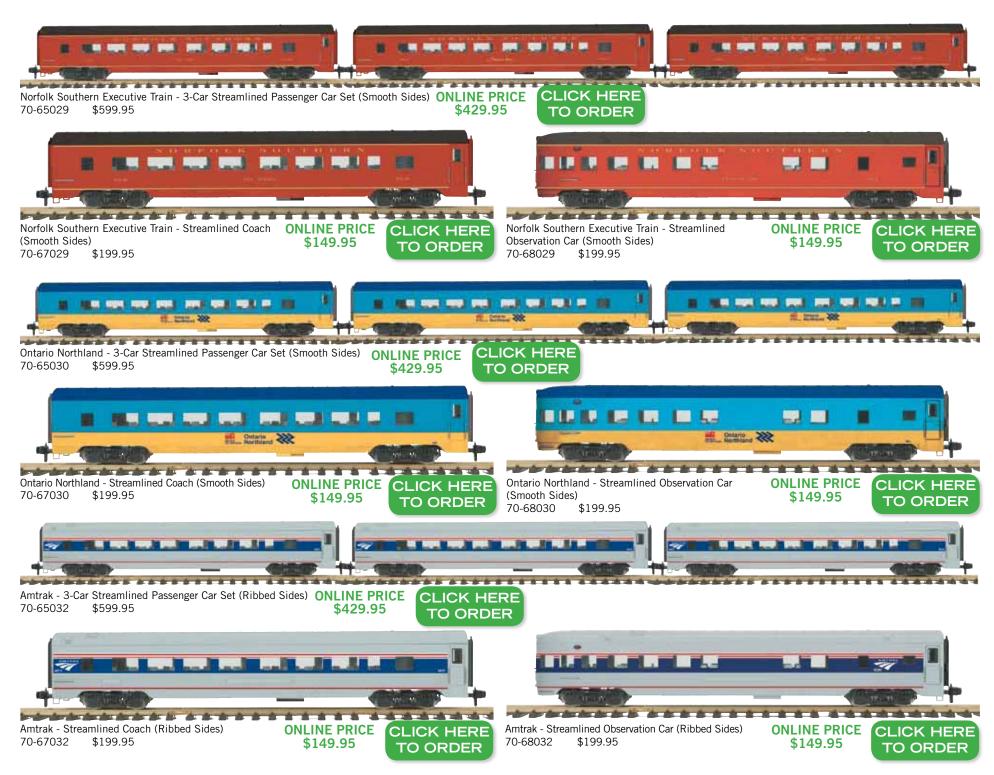






Passenger Cars





Power Up

with the best transformers in model railroading!



Z-1000[™] AC Transformer 40-1000 \$ 109.95 With 14 Volt Accessory Port

Whether you operate with conventional AC power or the M.T.H. Digital Command System (DCS), our UL-approved transformers offer the best way to power your layout. Choose the 100-watt Z-1000TM for a small- to medium-sized layout, or step up to the 400-watt, feature-laden Z-4000[®], the most powerful UL-approved transformer in the hobby. All M.T.H. transformers offer

- Incredibly smooth, wide range throttle for precise speed control
- · Bell and whistle/horn buttons that work with all makes of locomotives
- · Fast-acting circuit breakers to protect your equipment
- Continuous useable wave power output compatible with all AC-powered engines



Put the power of the Z-4000, all 400 watts of it, into the palm of your hand with the Z-4000 Remote Control System!

Now you'll never have to touch the Z-4000 handles again. Simply turn on the transformer and fire up either channel with the easy-to-use wireless 900mhz remote control. Each remote can communicate with up to three different Z-4000 transformers* from as far as 30 feet away.

The large, easy-to-read LCD screen displays the selected channel's track voltage output. The easy-to-use interface provides you with quick button access to the original Proto-Sound system found on M.T.H. locomotives produced in the 1990s, as well as conventional features found on Proto-Sound 2.0 and 3.0 locomotives manufactured since 2000.

Z-4000 Remote Control System 40-4001 \$ 149.95

The Z-4000 remote system can even respond to conventional commands from the M.T.H. DCS Digital Command System handheld remote, providing command control operators with complete wireless control over their Z-4000-powered model railroad.

* Each Z-4000 transformer requires (1) 40-4002 Z-4000 Remote Control Receiver



Z-DC300 30 Watt DC Transformer 40-300 \$ 79.95

Featuring 30 watts of DC power and a 16 volt AC accessory port, the CSA-approved DC-300 will comfortably run up to five HO locomotives.

- Controller LED On Light
- Overload Light
- Power On Switch
- Momentum Control
- Brake Control
- Direction Control
- Built-In Circuit Breaker Protection
- 30 Watt DC Power Supply w/16v
- AC Accessory Ouput Jacks

Z-500™ AC Transformer 40-500 \$ 69.95

Designed for smaller layouts, the 50watt Z-500 offers the same control features as the Z-1000 but with less power.





100-Watt Accessory AC Power Supply 40-1000a \$89.95

- Ideal for powering accessories, or for DCS users who don't need a conventional transformer
- TIU/Barrel Jack adapter available separately for easy connection to DCS Track Interface Unit (TIU)
- 18-volt track power output
- 14-volt accessory output

Z-DC1 Transformer 40-200 \$ 29.95

The perfect small DC power supply for accessories or lights:

- U.L. Approved
- 20 Watts DC Max Power Output
- Smooth Operating Throttle Knob
- Built-In Circuit Breaker Protection





RailKing Controller Set40-750C\$ 59.95Includes Z-500/Z-750 transformercontroller, RealTrax lock-on (40-1003),RealTrax wire harness (40-1015)(power supply not included)

400 Watts! The Most Powerful (9) Listed AC Transformer!

Overload indicator

Learn More About It

The instruction manual for every M.T.H. transformer is available at **www.mthtrains.com**. Just look up the transformer in our Product Search feature.

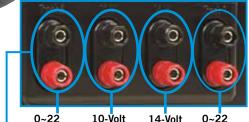
Smooth-operating, wide-range **dual throttles**

Power-on indicator

Dual digital voltmeters show how much power you're putting on the track

UL approved, patented design for continuous and safe maximum allowable power output at a sustained 18 volts RMS at 10 amps

Rear Panel Outputs



 0~22
 10-Volt
 14-Volt
 0~22

 Volts Track
 Accessory
 Accessory
 Volts Track

 Power
 Power
 Power
 Power

 (10 AMP)
 (3 AMP)
 (3 AMP)
 (10 AMP)

-Accepts bare wires, spade lugs, or banana plugs (recommended) for easy connections

Dual ammeters

Smooth-operating,

wide-range dual throttles

show how much current each throttle is using and warn of potential overloads

Bell and whistle-horn buttons compatible with all AC engines

Programming button for

original Proto-Sound and QSI[®] AC sound systems

Z-4000° Transformer 40-4000 \$459.95 Two throttles, each with its own complete set of controls, plus 10-volt and 14-volt accessory outputs

Internal cooling fan Direction button for each channel

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To protect our customers and their trains, M.T.H. Electric Trains is committed to manufacturing safe, UL or CSA approved transformers and power supplies. By subjecting our transformers to the strenuous tests and requirements of Underwriters Laboratories and/or CSA, M.T.H. helps ensure that our products meet the same requirements as other consumer electronics sold today. When choosing a new transformer, model railroaders should only look for those that have received a UL or CSA listing.

On-off switch with Accidental Startup Protection: If throttles are not in Off position when Z-4000 is turned on, no power will be applied to the track.

Join the M.T.H. Railroaders Club!

There are **TEN** different types of memberships, based on the style of model railroading that most interests you.

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70-75032 MTHRRC Pennsylvania Power & Light 4-Bay Hopper One-Gauge Membership is \$100.00

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Lionel Corp. O Gauge Membership



11-70091 Lionel Corp. No. 2815 O Gauge Oil Car Lionel Corp. 2800 Series Membership is \$90.00

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80-94029 MTHRRC Farmer's Cooperative R40-2 Woodside Reefer HO Membership is \$30.00

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technology can bring your

railroad to life.

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articles explaining how M.T.H.

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Show the world your membership in this elite group of model railroaders with your high-quality embossed membership card and beautiful enameled lapel pin.

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DCS[™] Simply The Best Way To Run A Railroad[™] M.T.H.'s DCS Digital Command System has received U.S. Patent No. M. I.H. S DCS Digital Command System has received 0.5. Faterit No. 6,457,681. M.T.H.'s Proto-Sound® 2.0 system has received U.S. Patent No's 6,457,681 B1 (sound system), 6,457,681 B1 (Proto-Speed Control™), 6,604,641 (Proto-Coupler™), 7,210,656 (Sound), 6,662,917 (2/3Rail), 7,210,656 (Internet Downloads, Music & Doppler). 6,655,640 (Smoke Construction) Synchronization), HO Coupler 7,694,834 Bi-Directional Communication 8262034

M.T.H.'s RealTrax® has received U.S. Patent No. 6,019,289. M.T.H.'s Z-4000® Transformer has received U.S. Patent No's. 6.281,606 & 6,624,537.

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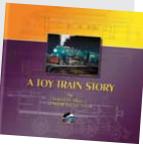
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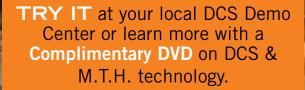


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