

RAPID FIRE!

Market Garden Battlegames

HELL'S HIGHWAY - KAMPFGRUPPE WALTER'S ATTACK ON VEGHEL



**A scenario by Don McHugh
For use with Rapid Fire! Reloaded
fast play WWII wargaming rules**

HELL'S HIGHWAY

KAMPFGRUPPE WALTER'S ATTACK ON VEGHEL

22nd September 1944

What Really Happened

Following Panzer Brigade 107's failed attempt to cut the corridor at Son on 19th September, the brigade had initially been pushed east away from the road towards Helmond by the British 11th Armoured Division. The British 11th Armoured Division was tasked with clearing and protecting the Allies corridor eastern flank. Having crossed the Zuid Willems Canal at Helmond, Panzer Brigade 107 moved north to Gemert. On the 21st of September Panzer Brigade 107 was transferred to Von Obstfelder's LXXXVIII Armeekorps. This now took over control of the German defence of the Allied corridor to the east. The brigade was joined by the following units: II/SS Panzer-Grenadier 21 (Richter); Grenadier Ersatz-und Ausbildungsbattalion 16; three artillery batteries from Artillery Ersatz – und Ausbildungs-Regiment 22; and three flak batteries from Flak Ersatz-und Ausbildungs-Battalion 52 (mot). This was collectively known as Kampfgruppe Walther. The 22nd September saw the Kampfgruppe advancing through Erp toward its objective of Veghel and the destruction of the bridges. The attack was to be carried out in concert with an attack from the south west by Kampfgruppe Huber of 59th Infantry Division, supported by the remnants of Schwere Heeres Panzerjäger-Abteilung 559's Jagdpanthers.

Only the American 2nd Battalion / 501st Parachute Infantry Regiment had been assigned to the defence of Veghel and it moved out to meet the attack from the East. Among the many Allied units making their way up the corridor was the British 123rd British LAA with their Bofors 40mm guns and elements of 86th British Royal Artillery Field Regiment equipped with Sexton 25 pdr self-propelled guns. These did what they could to assist the American paras until other reinforcements arrived.

Brigadier General A.C. McAuliffe had arrived to set up his American Airborne HQ in the town and was quickly tasked by General Taylor to co-ordinate the town's defence. The arrival of 2nd Battalion / 327th American Glider Infantry Regiment and 2nd Battalion / 506th American Parachute Infantry Regiment enabled him to stabilize the situation.

The German attack began with a massive artillery bombardment, the heaviest the American paras had experienced so far in the war. The 3rd Battalion / 327th Glider Infantry Regiment had arrived during this barrage and were so badly hit that they took no part in the fighting that day, taking up positions to the north of the town which was not attacked by the Germans.

There is some confusion as to why Kampfgruppe Walther initially turned northeast and cut the road between Veghel and Eden at Mariaheide. It may have been as

flank protection for enemy troops coming from the north. However, it brought all traffic on the road to an immediate halt and much of the trapped traffic was soon destroyed, further blocking the road. The southern attack along the northern edge of the River Aa made several attempts to enter Veghel but was repulsed by the 2nd Battalion / 501st. The main attack by Panzergrenadier Battalion 2107 found it difficult to manoeuvre with the ditch lined roads and was forced to attack in penny packets. With the defenders' numbers increasing and the arrival of the British 44th Royal Tank Regiments' Sherman tanks the chance to take Veghel had gone. Late in the afternoon the Germans were subjected to a prolonged air attack by 80 British Typhoons. This caused little actual damage to the Kampfgruppe's vehicles, and they were able to hold their positions until nightfall.

The Germans had failed to capture Veghel and destroy the bridges, but they had halted all movement on the road at a vital time in Operation Market Garden. Part of Guards Armoured Division at Nijmegen had to return south to clear the road at Mariaheide the following day. The road had been closed for over 24 vital hours by the time the Grenadier Guards met up with the American paras just outside Veghel. More vital time was lost clearing the many destroyed vehicles before traffic could get moving again. Valuable Allied forces had to be redirected south to re-open the road, instead of North towards Arnhem.

On the evening of 24th September, the road was cut south of Veghel by the forces of Kampfgruppe Huber. This again led to traffic being halted for another 24 hours. This action is covered in our PDF 'Hell's Highway, The Germans Cut the Corridor.'

ACKNOWLEDGEMENTS

Colin Rumford, with a little help from Richard Marsh, for pulling all my ideas together and producing this PDF. Alan McCoubrey & Chris Hall for their help with research into the German and Allied forces. Will Morris, Ian Willer, Rob Beswick, Chris Hall, Lee Wilkins and Trevor Crook for playtest. Joris Nieuwint - The Battlefield Explorer who walked us over the ground during our visit in 2025.

THE GAME

This represents the attack by Kampfgruppe Walther to capture Veghel and destroy the bridges across the River Aa and the Zuid Willems Canal.

The game is played on a 6' x 8' table over 12 moves; the German forces move first.

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FIGURE AND VEHICLE RATIOS

To enable the inclusion of several small units, I have reduced the vehicle and gun ratios to 3 to 1. I have left American airborne infantry figure numbers the same as a 'normal' Rapid Fire order of battle rather than increase their numbers, this is to reflect their casualties sustained in the several days leading up to 22nd.

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GERMAN ORDERS

Cut the road to the north and attempt to capture Veghel and destroy the Aa River bridge

ALLIED ORDERS

Hold Veghel at all costs and keep the road north to Nijmegen open to traffic.

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GERMAN VICTORY CONDITIONS

To win: To win get troops to the Aa River bridge or hold the village of Beukelaar and capture 3 buildings in Veghel. If only one of these two objectives is achieved, then it is a draw

ALLIED VICTORY CONDITIONS

To win: To win prevent the Germans gaining any of their objectives. If the Germans gain one of the secondary objectives, it is a draw.

SPECIAL RULES

Battlegroup Morale for Mixed Forces

- +1 if the whole battlegroup is elite.
- +1 if more than 50% of the surviving figures are in hard cover. AFV crew count as if in hardcover.
- 1 if the battlegroup CO has been lost.
- 1 for each consecutive morale test.
- 1 if the battlegroup is under artillery fire.
- 1 if the battlegroup is classed as poor.

Speculative Fire

Speculative fire against buildings is available to HE firing only, but if the occupants have not been observed, any damage caused (i.e. casualties) is against the building only.

High Explosive Firing (or HE)

Indirect HE cannot be fired at targets that have friendly units within 6".

L/Sgt Leaver Rule

The on table 3.7" AA gun begins the game with two rounds of HE and one round of anti-tank (AT) ammunition. To obtain more rounds throw a D6. On a score of 1 no new rounds have arrived, on a score of 2, 3 or 4 a HE round is available, on a 5 or 6 a A/T round is available. This represents L/Sgt Leaver attempting to collect more rounds from the rear.

German Artillery Barrage

Veghel was subjected to a very heavy bombardment during the opening phase of the German attack. To represent this the German off-table artillery fires on Veghel for the first three turns using the 12" grid for fall of fire. The aiming points for each battery must be recorded before any Allied troops are deployed. Only one battery may target each 12" x 12" built-up area base.

The HE effects dice are reduced by one dice because this is unaimed fire. Casualties can be caused by this unaimed fire.

Below: The battlefield looking west towards Veghel and the river Aa.





Left: During the morning of this action around Veghel, the 165th British Heavy Anti-Aircraft Artillery Regiment found itself trapped between the Zuid Willems Canal and the River Aa. All three batteries were soon in action, 198th battery deployed in the anti-tank role against the German 559th Jagdpanthers with their supporting infantry attacking from the west. 275th & 317th Batteries were deployed in the artillery role, providing artillery support against Kampfgruppe Walther's attack from the north. Later in the day a troop from 198th Battery was deployed in the anti-tank role east of Veghel. It was during this action that Lance Sergeant Alvin Paul Leaver earned his Military Medal. L/Sgt Leaver went back to the ammunition lorries several times in a Jeep to get extra rounds, as it was impossible to bring the ammunition trucks forward due to the very heavy enemy fire.

Below: After Normandy the 401st American Glider Infantry Regiment was split up to provide a 3rd battalion to the two other glider infantry regiments. 1st Battalion 401st became the 3rd Battalion 327th Glider Infantry Regiment. The 101st Division's glider regiment had not been issued British 6 pdr anti-tank guns and had retained their 37mm anti-tank guns from Normandy. By Operation Market Garden they still had their 37mm anti-tank guns but many of the guns had been fitted with Littlejohn adapters to increase their effectiveness.





Above: HQ and 1st and 2nd Companies of Panzergrenadier Regiment 2107. Panzer Brigade 107 was not fully equipped to the outline plan for the new panzer brigades, it lacked the 120mm mortars and many light machine guns. To make up for this they were provided with extra 81mm mortars, and the infantry of the 1st and 2nd companies were armed with the Sturmgewehr 44 (StG44). The StG44 was an early assault rifle. Panzer Brigade infantry companies still benefit from the extra small arms dice, as it is felt the volume of fire from the StG44s would be the same as a standard German infantry company armed with an LMG and rifles.



Above: Panzer Brigade 107 column 2 moving down 'Hell's Highway' towards Beukelaar.

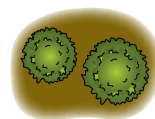
THE VEGHEL BATTLEFIELD

Terrain

- No vehicles, except half-tracks, may move off roads / tracks, or outside the built-up area.
- The main roads are grey and benefit from all the standard road rules.
- The main roads are lined with ditches that provide soft cover to infantry figures and heavy weapons teams.
- Moving past any destroyed vehicles is counted as overtaking, so movement is reduced to cross-country speeds.
- The only vehicles permitted to cross the roadside ditches are half-tracks, however their cross-country speed is reduced by the sum of 2 x D6 in the move in which they are crossing.
- Destroyed vehicles do not block line of sight or line of fire. They do offer soft cover to troops in contact with them.
- The brown coloured roads represent farm tracks and all movement on these is at cross-country rates.
- No overtaking is allowed on the farm tracks, except to pass a destroyed vehicle. The overtaking vehicles movement is reduced by the score of 1 x D6.
- Deployed A/T guns may be placed beside the farm tracks but cannot be man-handled across country.
- Troops moving along the roadside ditches count it as a continuous obstacle and reduce their movement by the score on 1 x D6.
- Tree lined roads. A single row of trees does not block line of sight but does provide cover for AFVs. A double row of trees cannot be seen through.
- The wire fences and edges of the ploughed fields represent the many ditches that criss-crossed the battlefield. They do not slow movement, but they do offer soft cover to troops lining them.
- Crop fields are treated in the same way as cornfields.
- The Aa River bridge cannot be observed from outside the built-up area.
- The green areas between the roads and tracks should be criss-crossed with field and fences. Please see battlefield picture above for the author's representation.



Key to the Battle Map



= Wood



= Track



= Tree lined track

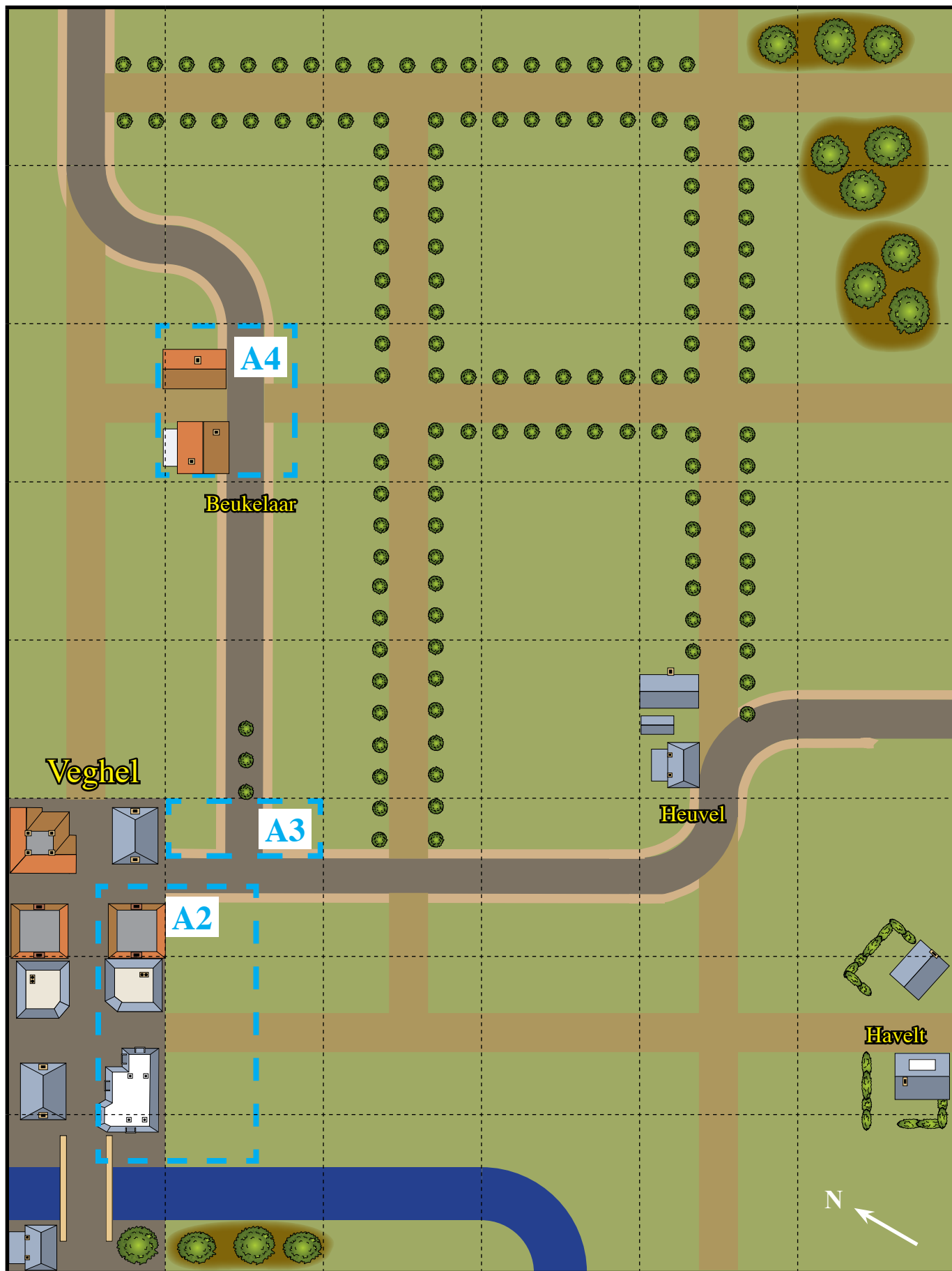


= Roadside ditch

Above: The Kampfgruppe HQ pulls over on the road to Veghel to allow the panzergrenadier HQ to over take.

VEGHEL BATTLE MAP

G4



G3

G2

G1

A1

Beukelaar

Veghel

Heuvel

Havelt

N



AMERICAN AIRBORNE FORCES AROUND VEGHEL

Deployed in the area marked A2.
50% must be outside the town.

2nd Battalion / 501st Parachute Infantry Regiment (Lt Colonel Robert A. Ballard)

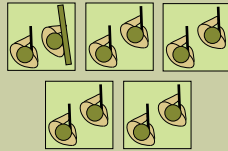
HQ Company (HQ)

CO + 5 figures, 81mm mortar,
2 figure artillery OP team



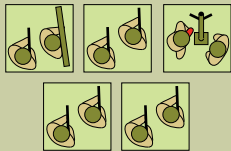
Dog Company

10 figures, Bazooka



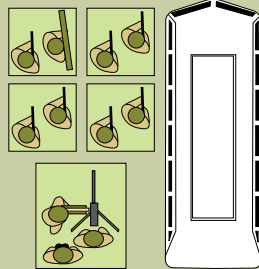
Easy Company

10 figures, Bazooka,
60mm mortar



Fox Company

11 figures, Bazooka,
30 cal MMG, civilian bus*



* Counts as having a VMG when the passengers are onboard.

Morale: CO + 38 figures (Elite)



Above: 501st's
commandeered
local bus for
patrolling the
streets of Veghel

Right:
Elements of SS
Hauptsturmführer
Richter's force
clear the village of
Havelt.

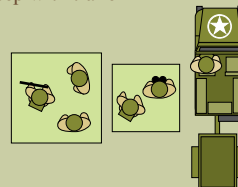


Arrives at A1 on move 1

2nd Battalion / 327th Glider Infantry Regiment (Lt Colonel Thomas J Rouzie)

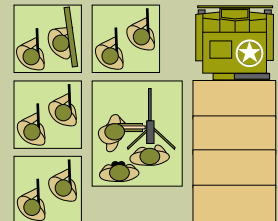
HQ

3 figures,
2 figure artillery OP team,
Jeep with trailer



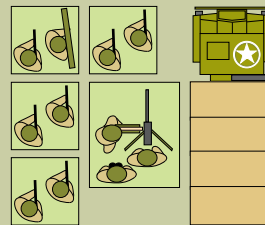
George Company

11 figures, Bazooka,
30cal MMG, British truck



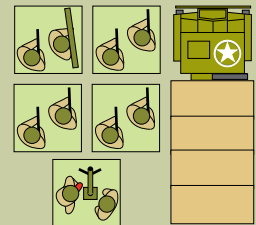
How Company

11 figures, Bazooka,
30cal MMG, British truck



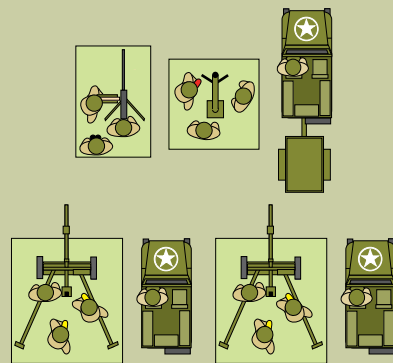
Item Company

10 figures, Bazooka,
60mm mortar, British truck



HQ Company

12 figures, 50 cal HMG, 81mm mortar, Jeep & trailer,
2 x 37mm anti-tank guns with Littlejohn adapters, 2 x Jeep tows

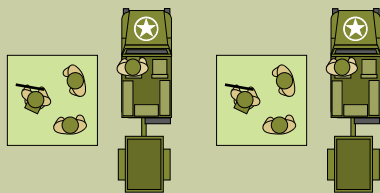


Morale: CO + 48 figures (Regular)

Arrives at A1 on move 2

Battlegroup HQ (Brigadier General A.C. McAuliffe)

2 x 3 figures 2 x Jeep with trailers

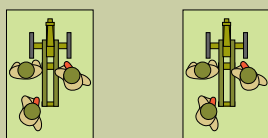


Morale: Force CO

Available from move 2

Battery / 907th Glider Field Artillery Battalion

2 x 75mm pack howitzers - off table



Morale: N/A

Below: The Sherman tanks of 44th RTR move out of Veghel in support of the 501st PIR.

Arrives at A1 on move 3

2nd Battalion / 506th Parachute Infantry Regiment (Lt Colonel Robert L. Strayer)

HQ Company (HQ)

CO + 5 figures, 81mm mortar,
2 figure artillery OP team



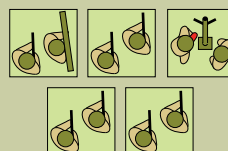
Dog Company

10 figures, Bazooka



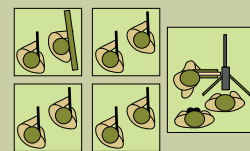
Easy Company

10 figures, Bazooka,
60mm mortar



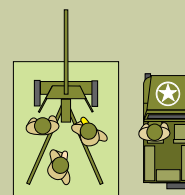
Fox Company

11 figures, Bazooka,
30 cal MMG



Attached: Battery B / 81st Anti-Tank Artillery Battalion

3 figures, 6 pdr anti-tank gun,
Jeep tow



Morale: CO + 41 figures (Elite)



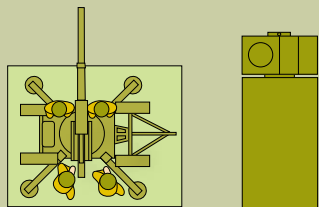


BRITISH FORCES AROUND VEGHEL

Deployed Within the Area marked A3 on the Road

Troop / 198th Battery / 165th Heavy A/A Regiment Royal Artillery

4 figures, 3.7" anti-aircraft gun, Matador tow



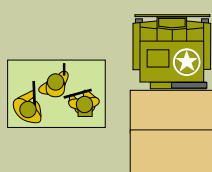
Morale: N/A

Deployed on the Road or Track in Area A2

E Troop / 123rd Light A/A Battery

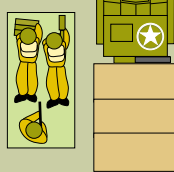
HQ

CO +2 figures,
15cwt truck

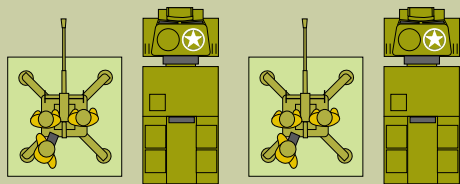


Ammunition Platoon

(Battery personnel and drivers)
3 figures*, PIAT, 3 ton lorry



6 figures, 2 x 40mm Bofors anti-aircraft gun, 2 x Bedford tow



* Treat as Bren Carrier platoon.

Morale: 12 figures (Regular)

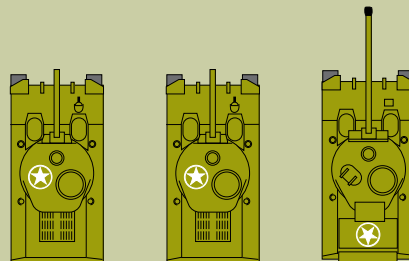


Above: E Troop / 123rd Light Anti-Aircraft Battery deployed around Beukelaar.

Arrives at A1 on Move 4

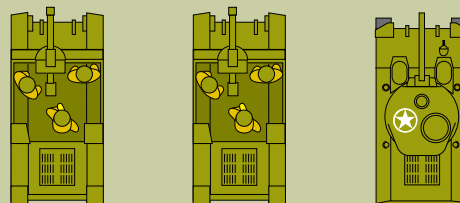
C Squadron / 2nd Arm'd Bn Grenadier Guards

Sherman (75mm) CO, Sherman (75mm), Sherman Firefly (17 pdr)



Battery / 86th Field Regiment Royal Artillery

2 x Sexton self-propelled gun (25 pdr) - off table,
Sherman OP (VMG - dummy main gun)

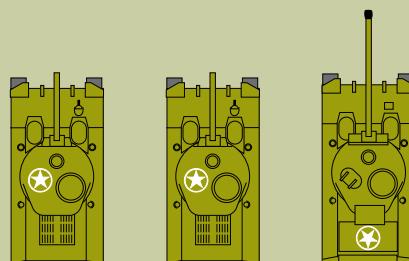


Morale: 4 independent AFVs (Regular)

Arrives at A1 on Move 6

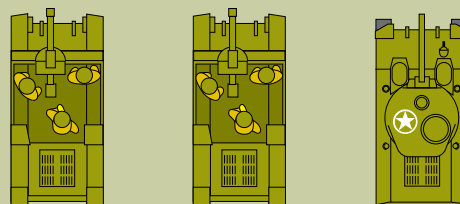
B Squadron / 2nd Arm'd Bn Grenadier Guards

Sherman (75mm) CO, Sherman (75mm), Sherman Firefly (17 pdr)



Battery / 86th Field Regiment Royal Artillery

2 x Sexton self-propelled gun (25 pdr) - off table,
Sherman OP (VMG - dummy main gun)

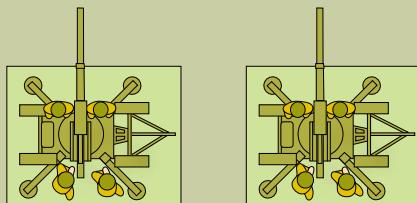


Morale: 4 independent AFVs (Regular)

Available on Move 6

275th Battery / 165th Heavy A/A Regiment Royal Artillery

2 x 3.7" anti-aircraft gun - off table*



* These are controlled by any American OP. They may only fire for a total of 3 moves.

Morale: N/A

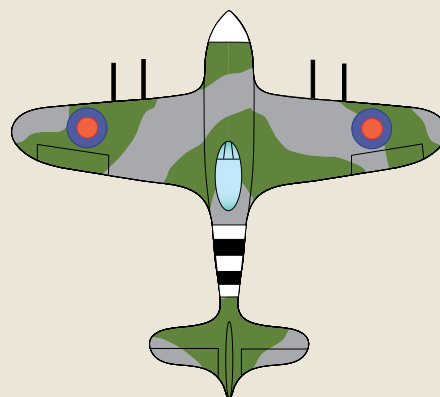
ALLIED ARTILLERY OPS

American and British OPs can control the artillery batteries of the other nationality but must throw a radio check of a 3+ to be able to control their guns. The order the batteries are to fire must be declared before any radio check tests are taken. Each radio check must be taken in that order but if any fail the test no further radio checks are allowed that in that move.

Available on Moves 10, 11 & 12

Typhoon

Anti-tank capability - Gun class 3
Strafing capability - 6 x D6



ALLIED VEHICLE AND GUN STATISTICS

Vehicle	Speed	Target Class	Main Weapon	Second Weapon
Sherman (75mm)	24 / 12	3	AT class 3 / HE 4 x D6 (or VMG)	VMG
Sherman Firefly (17 pdr *)	24 / 12	3	AT class 1 / HE 4 x D6 (or VMG)	-
Sherman OP tank	24 / 12	3	VMG	VMG
Sexton SP field gun (25 pdr)	24 / 12	5	AT class 3 / HE 5 x D6	-
Bedford 3 ton Bofors tow	24 / 12	6	-	-
3 ton truck	24 / 12	6	-	-
15 cwt truck	30 / 15	6	-	-
Jeep	30 / 18	6	-	-
Guns				
PIAT	AT class 2 / HE 4 x D6		Maximum of three shots per game	
Bazooka	AT class 2 / HE 4 x D6			
60mm mortar	HE 3 x D6		Maximum of three shots per game	
81mm mortar	HE 4 x D6			
37mm anti-tank gun with Littlejohn adapter	AT class 3		4 rounds of AT class 2 ammunition	
40mm Bofors AA gun	AT class 4 / autocannon			
6 pdr anti-tank gun	AT class 3 / HE 3 x D6			
75mm pack howitzer	AT class 3 / HE 4 x D6			
3.7" AA gun	AT class 2 / HE 5 x D6			

* AT ranges are: Short 0 - 12", Medium 12 - 36", Long 36 - 60". HE bands are: 6 x 10".



KAMPFGRUPPE WALTHER

Arrives at G1 on Move 1

II / SS Panzer Grenadier Battalion 21 (SS-Hauptsturmführer Richter)

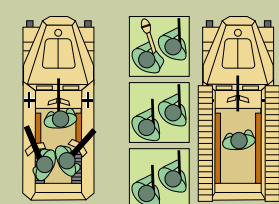
CO + 13 figures,
Panzerfaust, 81mm mortar

11 figures,
MMG, Panzerfaust



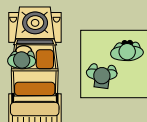
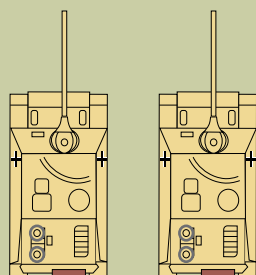
Pioneer Company 2107
6 figures, Panzerfaust,
Sdkfz 251/7 half-track (VMG),
Sdkfz 251/16 (flamethrower)

**4th Company /
Panzergranadier-Bn 2107**
2 x Sdkfz 251/21 'Drilling'
(multiple HMG)



**4th Company /
Jagdpanzer Battalion 2107**
2 x Panther IV/70 (75mm)

E-u-AA 22
2 figure OP team ,
Kübelwagen



Morale: CO + 48 figures including 5 independent AFVs (Regular)

Arrives at G1 on Move 1

E-u-A Battalion 16

HQ

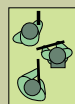
CO + 2 figures

1st Company

8 figures, Panzerfaust

2nd Company

8 figures, Panzerfaust

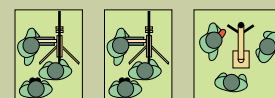


3rd Company

8 figures, Panzerfaust

4th Company

6 figures,
2 x MMG, 81mm mortar

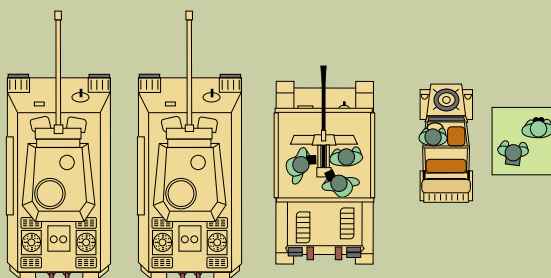


1st Company / Panzer Battalion 2107

2 x Panther (75mm),
Mobelwagen SP 37mm anti-aircraft gun

E-u-AA 22

2 figure OP team ,
Kübelwagen



Morale: CO + 46 figures including 3 independent AFVs (Regular)

Below: The crew of the Mobelwagen keep a watchful eye on the skies for Allied 'Jabos', while the first aid post deals with the early casualties.



Arrives at G3 & G2 on Move 1

Panzer Brigade 107 Column 1

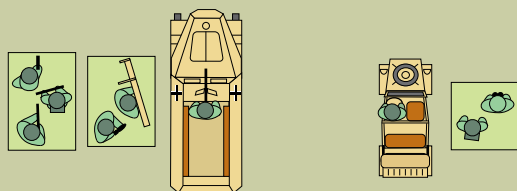
HQ

Panzergrenadier Bn 2107

CO + 4 figures, Panzerschreck, Sdkfz 251/1 (VMG)

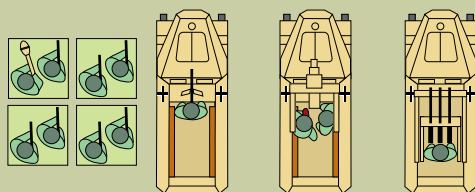
E-u-AA 22

2 figure OP team, Kübelwagen



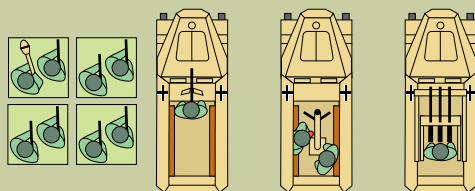
1st Company / Panzergrenadier Battalion 2107

8 figures, Panzerfaust, Sdkfz 251/1, Sdkfz 251/9 (75mm), Sdkfz 251/21 'Drilling' (multiple HMG)



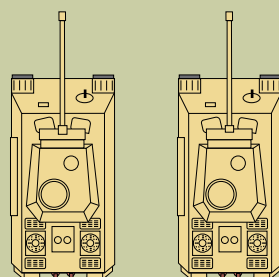
2nd Company / Panzergrenadier Battalion 2107

8 figures, Panzerfaust, Sdkfz 251/1, Sdkfz 251/2 (81mm mortar), Sdkfz 251/21 'Drilling' (multiple HMG)



2nd Company / Panzer Battalion 2107

2 x Panther (75mm)



Morale: CO + 43 figures including 5 independent AFVs (Regular)

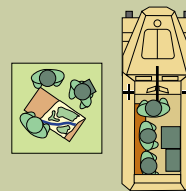
Below: The Panthers of the 2nd Company near the village of Beukelaar



Arrives Move 3 at G1, G2 or G3

Kampfgruppe HQ

CO + 2 figures in Sdkfz 251/1 (Higher level of command)



Morale: N/A

Arrives at G4 on Move 5

Panzer Brigade 107 Column 1

HQ

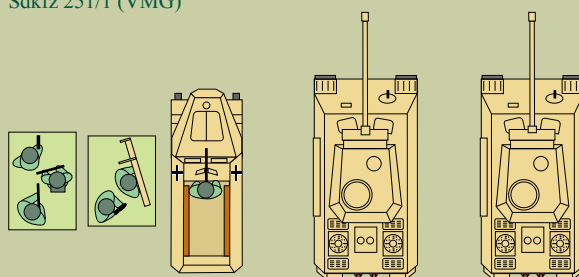
Panzergrenadier Bn 2107

CO + 4 figures, Panzerschreck, Sdkfz 251/1 (VMG)

3rd Company /

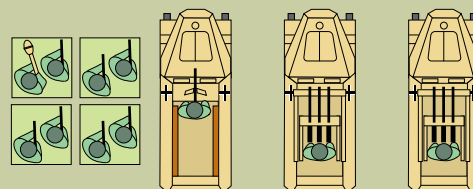
Panzer Battalion 2107

2 x Panther (75mm)



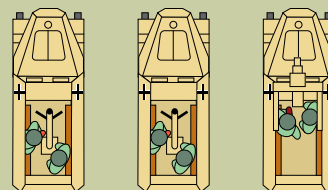
3rd Company / Panzergrenadier Battalion 2107

8 figures, Panzerfaust, Sdkfz 251/1, 2 x Sdkfz 251/21 'Drilling' (multiple HMG)



5th Company / Panzergrenadier Battalion 2107

Sdkfz 251/9 (75mm), 2 x Sdkfz 251/2 (81mm mortar)



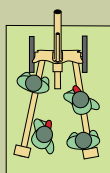
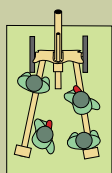
Morale: CO + 41 figures including 5 independent AFVs (Regular)

Off-Table Artillery Support

E-u-AA 22*

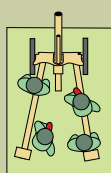
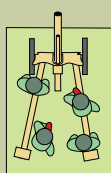
Battalion

2 x 105mm howitzer



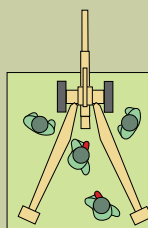
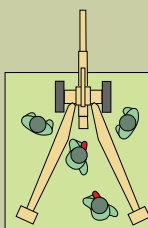
Battalion

2 x 105mm howitzer



Battalion

2 x 150mm howitzer



*Battalions must be allocated one to each of the battlegroup OPs before the game.

Morale: N/A

GERMAN OPs

German OPs can control the other artillery batallions but must throw a radio check of a 3+ to be able to control the guns. The order the battalions are to fire must be declared before any radio check tests are taken. Each radio check must be taken in that order but if any fail the test no further radio checks are allowed that in that move.



Brigadier General McAuliffe organizes the defense of Veghel.

GERMAN VEHICLE AND GUN STATISTICS

Vehicle	Speed	Target Class	Main Weapon	Second Weapon
Panther (75mm)	30 / 15	2	AT class 1 / HE 3 x D6 (or VMG)*	VMG
Jagdpanzer IV/70 (75mm)	24 / 12	2	AT class 1 / HE 3 x D6 (or VMG)*	-
Mobelwagen SP 37mm AA gun	24 / 12	4**	AT class 5 / Autocannon	-
Sdkfz 251/1 1half-track	30 / 15	5	VMG	-
Sdkfz251/2 (81mm mortar)	30 / 15	5	HE 4 x D6	-
Sdkfz 251/7 (Pioneer)	30 / 15	5	VMG	-
Sdkfz 251/9 (75mm)	30 / 15	5	AT class 4 / HE 4 x D6	-
Sdkfz 251/16 (flamethrower)	30 / 15	5	Flamethrower (or VMG)	-
Sdkfz 251/21 (triple 15mm)	30 / 15	5	Multiple HMG	-
Kübelwagen	30 / 18	6	-	-
Guns				
Panzerfaust	AT class 2 / HE 4 x D6		Single shot weapon Maximum of three shots per game	
Panzerschreck	AT class 2 / HE 4 x D6			
81mm mortar	HE 4 x D6			
105mm howitzer	HE 5 x D6			
150mm howitzer	HE 6 x D6			

* AT ranges are: Short 0 -12", Medium 12 - 36", Long 36 - 60". HE bands are: 6 x 10".

** Target class 6 if firing.

PICTURES FROM OUR BATTLEFIELD TOUR IN 2025



Above: The only surviving Panzer Brigade 107 Panther, now in the Overloon Museum.

Below: Joris Nieuwint - The Battlefield Explorer, holding a picture taken in 1944 on the same spot in 2025.





Above: The river Aa has changed very little in 80 years.
Below: An example of the many tree lined tracks around Veghel.





Above: View of Drop Zone A that was used on 17th September.

Above right: Another picture of then and now in Veghel

Below: This is the commandeered French Ford Type BB18 bus used by the 501st PIR to move around Veghel.



CHRIS WOFFENDEN'S SIGNS



Please note a print quality PDF of these signs will be available to download from
the Rapid Fire website:
[www.rapid-fire.uk.com /free-downloads/](http://www.rapid-fire.uk.com/free-downloads/)

MODELLING CREDITS

RAVENTHORPE MINIATURES

All the buildings throughout this PDF, except for the two in the picture at the bottom of page 8, are produced by Raventhorpe Miniatures in resin. I would like to say a big thank you to Tony from Raventhorpe for adding the two buildings I mastered into his range. These are the righthand buildings in the pictures at the bottom of page 10 & 12.

S&S MODELS

Shaun very kindly mastered the 37mm anti-tank gun with the Littlejohn adapter in white metal that is now part of their range and can be seen in the picture on page 4.

He also moulded the civilian bus I converted from a 3D print that can be seen on page 8.

The 3.7" anti-aircraft gun and crew are also from Shaun's range.

ANDY GRUBB

All the American airborne figures are from Andy's Kelly's Heroes Range.