

## H2. Kampfgruppe Peiper I

### KGP I 1/2-inch Counters

82360027/28

Counter	No.	ID	Nationality	Notes
6 <sup>3</sup> -6-7 Elite Square	4	AA-DD	American	
6 <sup>3</sup> -6-6 1st Line	16	AA-PP	American	
6 <sup>2</sup> -5-8 SS Elite	18	AA-RR	German	
3-4-8 SS Elite HS	12	AA-LL	German	
3-4-6 1st Line HS	6	AA-FF	American	
2-2-8 Infantry crew	1	12	German	
2-2-7 Infantry crew	3	12-14	American	
1-2-7 Vehicular crew	3	14-16	German	
1-2-6 Vehicular crew	4	11-14	American	
MMG Browning M1914A4	15	B-D; A-F; A-F	American	
LMG MG34	10	A-F; C-F	German	
dm MMG [dm HMG]	6		American	
dm HMG [dm MMG]			American	
BAZ 45 M9A1	8	J-Q	American	
MTR 60* M2 60mm Mortar	6	AA-FF	American	1.
dm MTR 60* M2 [dm MTR 81*]	6	AA-FF	American	
dm MTR 81* [dm MTR 60* M2]			American	
Abandoned Scrounged [Abandoned/No AAMG]			Game-Veh/Ord	
Abandoned/No AAMG [Abandoned Scrounged]	8		Game-Veh/Ord	
Acquired Target 1/2-inch	6	a-f	Game-Veh/Ord	(German Blue Gray)
Acquired Target 1/2-inch	6	AA-FF	Game-Veh/Ord	(Red)
Acquired Target 1/2-inch	6	AA-FF	Game-Veh/Ord	(American Green)
Acquired Target 1/2-inch	6	AA-FF	Game-Veh/Ord	(Blue)
Bog [Mired]	5		Game-Veh/Ord	
Dummy Minefield [Minefield]			Game-Terr	
Minefield [Dummy Minefield]	5		Game-Terr	
Minefield [Minefield 12]	1		Game-Terr	
Minefield [Minefield 6]	6		Game-Terr	
Minefield [Minefield 8]	3		Game-Terr	
Minefield [Minefield AT 1]	1		Game-Terr	
Minefield [Minefield AT 2]	2		Game-Terr	
Minefield [Minefield AT 3]	4		Game-Terr	
Minefield [Minefield AT 4]	4		Game-Terr	
Minefield [Minefield AT 5]	4		Game-Terr	
Minefield 12 [Minefield]			Game-Terr	
Minefield 8 [Minefield]			Game-Terr	
Minefield 6 [Minefield]			Game-Terr	
Minefield AT 1 [Minefield]			Game-Terr	
Minefield AT 2 [Minefield]			Game-Terr	

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Minefield AT 3 [Minefield]			Game-Terr	
Minefield AT 4 [Minefield]			Game-Terr	
Minefield AT 5 [Minefield]			Game-Terr	
Mired [Bog]			Game-Veh/Ord	
Mist Density [No Mist]	1		Game-Basic	
No Mist [Mist Density]			Game-Basic	
One Lane [Stun +2]	6		Game-Terr	
One Lane [Stun +3]	3		Game-Terr	
Out of Gas [Out of Gas Abandoned]	20		Game-Veh/Ord	
Out of Gas Abandoned [Out of Gas]			Game-Veh/Ord	
Starshell	5		Game-Basic	
Stun +2 [One Lane]			Game-Veh/Ord	
Stun +3 [One Lane]			Game-Veh/Ord	
Location American [Location German]	40		Game-Camp	
Location German [Location American]			Game-Camp	

### KGP I 5/8-inch Counters

8236031/32

Counter	No.	ID	Nationality	Notes
Sniper	1		American	
Sniper	1		German	
M5A1 Light Tank	4	AA-DD	American	5.
M4 Medium Tank	4	CC-FF	American	8.
M4A1 Medium Tank	6	AA-FF	American	9.
M4A3 Medium Tank	6	AA-FF	American	12.
M4A3(75)W Medium Tank	6	AA-FF	American	13.
M4A3(75)W Medium Tank	6	AA-FF	American	16.
M3 Halftrack	6	aa-ff	American	28
M4A1 MC Halftrack	3	A-C	American	32.
Jeep	3	AA-CC	American	54. Opt: BB-CC AAMG
PzKpfw VG	10	a-f; AA-DD	German	27.
sIG 38(t)M	3	A-C	German	80. <b>Errata:</b> Should have Low Ground Pressure (KGP II)
SPW 251/1	12	a-f; aa-ff	German	63.
SPW 251/2	4	A-C; F	German	59.
SPW 251/21	2	D-E	German	66.1
2cm FlaK LKW	4	A-B; E-F	German	92.
SdKfz 11	4	E-F; AA-BB	German	99.
MTR 81* M1 81mm Mortar	3	E-F; FF	American	3.
AT 57L M1 57mm AT Gun	5	E-F; AA-CC	American	7.
AT 76L M5 3-inch AT Gun	4	C-D; DD-EE	American	8.
AA 20L 2cm FlaK 38	2	E-F	German	26.

# armory

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Counter	No.	ID	Nationality	Notes
Acquired Target 5/8-inch	6	AA-FF	Game-Veh/Ord	(American Green)
Acquired Target 5/8-inch	6	AA-FF	Game-Veh/Ord	(Blue)
Acquired Target 5/8-inch	6	a-f	Game-Veh/Ord	(German Blue Gray)
Acquired Target 5/8-inch	6	AA-FF	Game-Veh/Ord	(Red)
Burnt Out Wreck [Culvert]	4		Game-Terr	
Burnt Out Wreck [Foxhole 1S]	14		Game-Terr	
Burnt Out Wreck [Foxhole 2S]	8		Game-Terr	
Burnt Out Wreck [Foxhole 3S]	6		Game-Terr	
Concealment 5/8-inch [Concealment 5/8"]	2	Q-R	American	
Concealment 5/8-inch [Hull Down 1]	2	M-N	American	
Concealment 5/8-inch [Hull Down 1]	3	L-N	German	
Concealment 5/8-inch [Hull Down 2L]	2	K-L	American	
Concealment 5/8-inch [Hull Down 2L]	3	I-K	German	
Concealment 5/8-inch [Hull Down 2R]	2	O-P	American	
Concealment 5/8-inch [Hull Down 2R]	3	O-Q	German	
Concealment 5/8-inch [Hull Down 3]	2	R-S	German	
<i>Culvert [Burnt Out Wreck]</i>			<i>Game-Terr</i>	
<i>Foxhole 1S [Burnt Out Wreck]</i>			<i>Game-Terr</i>	
<i>Foxhole 2S [Burnt Out Wreck]</i>			<i>Game-Terr</i>	
<i>Foxhole 3S [Burnt Out Wreck]</i>			<i>Game-Terr</i>	
<i>Hull Down 1 [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
<i>Hull Down 1 [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
<i>Hull Down 2L [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
<i>Hull Down 2L [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
<i>Hull Down 2R [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
<i>Hull Down 2R [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
<i>Hull Down 2R [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
<i>Hull Down 3 [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
<i>Hull Down 3 [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
Initiative (Attack/Idle American)	1		Game-Camp	
Initiative (Attack/Idle German)	1		Game-Camp	

### Scenarios

### Maps

Name	ID	ID	Description
Shadows of Death	HASL KGP01	St	Stoumont Village (2 sheets)
Festung St. Edouard	HASL KGP02		
Panthers in the Mist	HASL KGP03		
Chapelle Ste Anne	HASL KGP04		
Clash at Stoumont	KGP CG I		
The Bridge at Cheneux	KGP CG II		
Decision at La Gleize	KGP CG III		