



H2. Kampfgruppe Peiper I

Revised 06/16

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> - <del>5</del> -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	
BAZ 45 M9A1	8	J-Q	American	
MTR 60* M2 60mm Mortar	6	AA-FF	American	1.
dm MTR 60mm M2 [dm MTR 81mm]	6	AA-FF	American	
Abandoned/No AAMG				
[Abandoned Scrounged]	8		Game-Veh/Ord	
Target Acquisition	6	a-f	Game-Veh/Ord	(German Blue Gray)
Target Acquisition	6	AA-FF	Game-Veh/Ord	(Red)
Target Acquisition	6	AA-FF	Game-Veh/Ord	(American Green)
Target Acquisition	6	AA-FF	Game-Veh/Ord	(Blue)
Bog [Mired]	5		Game-Veh/Ord	
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	
Mist Density [No Mist]	1		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	
Starshell	5		Game-Basic	
Location American [Location German]	40		Game-Camp	

KGP I 5/8-inch Counters

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Counter	No.	ID	Nationality	Notes
M5A1 Light Tank	4	AA-DD	American	5.
M4 Medium Tank	4	CC-FF	American	8.



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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.
Area Acquisition	6	AA-FF	Game-Veh/Ord	(American Green)
Area Acquisition	6	AA-FF	Game-Veh/Ord	(Blue)
Area Acquisition	6	a-f	Game-Veh/Ord	(German Blue Gray)
Area Acquisition	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	
Initiative (Attack/Idle American)	1		Game-Camp	
Initiative (Attack/Idle German)	1		Game-Camp	
Sniper	1		American	
Sniper	1		German	



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Scenarios

Mapsheets

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		