H2. Kampfgruppe Peiper I

KGP I 1/2-inch Counters **82360027/28**

Counter	No.	ID	Nationality	Notes
6^3-6-7	4	AA-DD	American	
6^3-6-6	16	AA-PP	American	
6^2-5-8 SS	18	AA-RR	German	
3-4-8 SS	12	AA-LL	German	
3-4-6	6	AA-FF	American	
2-2-8 crew	1	12	German	
2-2-7 crew	3	12-14	American	
1-2-7 crew	3	14-16	German	
1-2-6 crew	4	11-14	American	
MMG Browning M1914A4	15	B-D; A-F; A-F	American	
LMG MG34 or MG42	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	
Acquisition 1/2-inch	6	a-f	Game-Veh/Ord	(German Blue Gray)
Acquisition 1/2-inch	6	AA-FF	Game-Veh/Ord	(Red)
Acquisition 1/2-inch	6	AA-FF	Game-Veh/Ord	(American Green)
Acquisition 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*	

Counter	No.	ID	Nationality	Notes
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. Opr: BB-CC AAMG
PzKpfw VG	10	a-f; AA-DD	German	27.
sIG 38(t)M	3	A-C	German	80. **Errata:** Should have Low Ground Pressure (KGP I)
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.

H2. Kampfgruppe Peiper I

Counter	No.	ID	Nationality	Notes
Acquisition 5/8-inch	6	AA-FF	Game-Veh/Ord	(American Green)
Acquisition 5/8-inch	6	AA-FF	Game-Veh/Ord	(Blue)
Acquisition 5/8-inch	6	a-f	Game-Veh/Ord	(German Blue Gray)
Acquisition 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	
Culvert [Burnt Out Wreck]			*Game-Terr*	
Foxhole 1S [Burnt Out Wreck]			*Game-Terr*	
Foxhole 2S [Burnt Out Wreck]			*Game-Terr*	
Foxhole 3S [Burnt Out Wreck]			*Game-Terr*	
Hull Down 1 [Concealment 5/8-inch]			*Game-Veh/Ord*	
Hull Down 1 [Concealment 5/8-inch]			*Game-Veh/Ord*	
Hull Down 2L [Concealment 5/8-inch]			*Game-Veh/Ord*	
Hull Down 2L [Concealment 5/8-inch]			*Game-Veh/Ord*	
Hull Down 2R [Concealment 5/8-inch]			*Game-Veh/Ord*	
Hull Down 2R [Concealment 5/8-inch]			*Game-Veh/Ord*	
Hull Down 3 [Concealment 5/8-inch]			*Game-Veh/Ord*	
Hull Down 3 [Concealment 5/8-inch]			*Game-Veh/Ord*	
Initiative (Attack/Idle American)	1		Game-Camp	
Initiative (Attack/Idle German)	1		Game-Camp	

Scenarios

Name	ID.
Shadows of Death	HASL KGP01
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

Maps

ID	Description
St	Stoumont (2 Sheets)