

H3. Kampfgruppe Peiper II

KGP II Countersheet #1

8238031/32

Counter	No.	ID	Nationality	Notes
10-2	1		American	Cpt Johnson
9-2	2		American	Cpt Ramos, Lt Pomerantz
9-1	2		American	Lt Chaney, Lt Peterson
8-1	4		American	Sgt Fortenberry, Sgt McGrath, Sgt Porterfield, Sgt Weissbard
8-0	5		American	Sgt Coyle, Sgt Gifford, Sgt Hailey, Sgt Noah, Sgt Tapio
7-0	4		American	Cpl Amoral, Cpl Cross, Cpl Perry, Cpl Simonitch
6+1	2		American	Col Marte, Col Shepherd
7 ³ - 4 ⁷ Elite	20	a-f; MM-ZZ	American	
6 ³ -6-7 Elite Square	10	EE-NN	American	
6 ³ -6-6 1st Line	10	QQ-ZZ	American	
5 ² -4-6 2nd Line	10	AA-JJ	American	Errata: Broken Morale should be 7 (DB1)
3-3- 7 Elite HS	10	LL-UU	American	
2-2-7 Infantry crew	6	15-20	American	Note: Should have a BPV of 7 (DB1)
1-2-6 Vehicular crew	6	15-20	American	
Sniper	1		American	
MMG Browning M1919A4	8	A-H	American	
BAZ 45 M9A1	12	Q-Z; a-b	American	
MTR 60* M2 60mm Mortar	8	a-h	American	1.
M5A1 Light Tank	2	a-b	American	5.
M4A1 Medium Tank	6	a-f	American	9.
M4A3 Medium Tank	6	a-f	American	12.
M4A1(76)W Medium Tank	2	a-b	American	15.
M4 18-Ton hst	6	A-F	American	27. KGP II. Errata: T4 should read T-4 and AAMG (DB1)
Jeep	8	a-e; aa-cc	American	54. Opt: a-b AAMG 4; c-e AAMG 2
<i>Burnt Out Wreck [Foxhole 3S]</i>			<i>Game-Terr</i>	
Foxhole 1S [Foxhole 2S]	48		Game-Terr	
<i>Foxhole 2S [Foxhole 1S]</i>			<i>Game-Terr</i>	
Foxhole 3S [Burnt Out Wreck]	16		Game-Terr	
Initiative (Attack/Idle American)	1		Game-Camp	

KGP II Countersheet #2

8238027/28

Counter	No.	ID	Nationality	Notes
10-3	1		German	Note: Purple. Maj Homeyer
10-2	1		German	Note: Purple. Cpt Schilling
9-2	2		German	Note: Purple. Lt Buntten, Lt Furtenbach
9-1	3		German	Note: Purple. Lt Mueller, Lt Neukom, Lt Wehrte
8-1	5		German	Note: Purple. Sgt Givler, Sgt Goetz, Sgt Pleva, Sgt Wolkey, Sgt Youse
8-0	4		German	Note: Purple. Sgt Boren, Sgt Heinz, Sgt Hudman, Sgt Saltzmann

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Counter	No.	ID	Nationality	Notes
7-0	3		German	Note: Purple. Cpt Dehlen, Cpl Knoles, Cpl Mudge
6+1	1		German	Note: Purple. Col Weigend
8 ³ -3-8 SS Elite Square	26	A-Z	German	Note: Purple. (DB1)
3-3-8 SS Elite Square HS	16	A-P	German	Note: Purple. (DB1)
2-2-8 Infantry crew	8	13-20	German	Note: Purple. (DB1)
1-2-7 Vehicular crew	4	17-20	German	Note: Purple. (DB1)
Sniper	1		German	Note: Purple.
HMG MG42	2	A-B	German	Note: Purple. (DB1)
MMG MG34 or MG42	6	A-F	German	Note: Purple. (DB1)
LMG MG34	8	A-H	German	Note: Purple. (DB1)
PSK RP 54/1	4	O-R	German	Errata: Purple. Firepower and Range should be 12-4 (DB1)
PzKpfw IVH	6	a-f	German	24. Note: Purple.
PzKpfw IVJ	6	a-f	German	25. Note: Purple.
sIG 38(t)M	5	A-E	German	80. Correction (KGP I) Note: Purple.(DB1)
Acquired Target 5/8-inch	6	a-f	Game-Veh/Ord	Note: Purple.
<i>Burnt Out Wreck [Foxhole 3S]</i>			<i>Game-Terr</i>	
Concealment 1/2-inch [CX]	26	a-z	German	Note: Purple. (DB1)
Concealment 5/8-inch [HD 1]	1	Z	German	Note: Purple.
Concealment 5/8-inch [HD 2L]	2	X-Y	German	Note: Purple.
Concealment 5/8-inch [HD 2R]	2	V-W	German	Note: Purple.
Concealment 5/8-inch [HD 3]	2	T-U	German	Note: Purple.
<i>CX [Concealment 1/2-inch]</i>			<i>Game-Basic</i>	
Foxhole 1S [Foxhole 2S]	48		Game-Terr	
<i>Foxhole 2S [Foxhole 1S]</i>			<i>Game-Terr</i>	
Foxhole 3S [Burnt Out Wreck]	16		Game-Terr	
<i>HD 1 [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
<i>HD 2L [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
<i>HD 2R [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
<i>HD 3 [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
Initiative (Attack/Idle German)	1		Game-Camp	

KGP II Countersheet #3

8238035/36

Counter	No.	ID	Nationality	Notes
Abandoned/No AAMG [Abandoned Scrounged]	20		Game-Veh/Ord	
<i>Abandoned Scrounged</i> <i>[Abandoned/No AAMG]</i>			<i>Game-Veh/Ord</i>	
Bog [Mired]	5		Game-Veh/Ord	
<i>Dummy Minefield [Minefield]</i>			<i>Game-Terr</i>	
Location American [Location German]	40		Game-Camp	
<i>Location German [Location American]</i>			<i>Game-Camp</i>	
Minefield [Dummy Minefield]	5		Game-Terr	
Minefield [Minefield 12]	1		Game-Terr	
<i>Minefield 12 [Minefield]</i>			<i>Game-Terr</i>	

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Counter	No.	ID	Nationality	Notes
Minefield [Minefield 8]	3		Game-Terr	
<i>Minefield 8 [Minefield]</i>			<i>Game-Terr</i>	
Minefield [Minefield 6]	6		Game-Terr	
<i>Minefield 6 [Minefield]</i>			<i>Game-Terr</i>	
Minefield [Minefield AT 1]	1		Game-Terr	
<i>Minefield AT 1 [Minefield]</i>			<i>Game-Terr</i>	
Minefield [Minefield AT 2]	2		Game-Terr	
<i>Minefield AT 2 [Minefield]</i>			<i>Game-Terr</i>	
Minefield [Minefield AT 3]	4		Game-Terr	
<i>Minefield AT 3 [Minefield]</i>			<i>Game-Terr</i>	
Minefield [Minefield AT 4]	4		Game-Terr	
<i>Minefield AT 4 [Minefield]</i>			<i>Game-Terr</i>	
Minefield [Minefield AT 5]	4		Game-Terr	
<i>Minefield AT 5 [Minefield]</i>			<i>Game-Terr</i>	
<i>Mired [Bog]</i>			<i>Game-Veh/Ord</i>	
Mist Density [No Mist]	1		Game-Basic	
<i>No Mist [Mist Density]</i>			<i>Game-Basic</i>	
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	
<i>Out of Gas Abandoned [Out of Gas]</i>			<i>Game-Veh/Ord</i>	
Starshell	5		Game-Basic	
<i>Stun +2 [One Lane]</i>			<i>Game-Veh/Ord</i>	
<i>Stun +3 [One Lane]</i>			<i>Game-Veh/Ord</i>	

Scenarios

Maps

Name	ID	ID	Description
Marechal's Mill	HASL KGP05	Lg	La Gleize Village (2 sheets)
Probing the Villas	HASL KGP06	Ch	Cheneux Village
The Bridge at Cheneux	HASL KGP07		
Les Montis	HASL KGP08		
Carnage in the Night	HASL KGP09		
Peiper's Last Gasp	HASL KGP10		
Beast at Bay	HASL KGP11		
Clash at Stoumont	KGP CG I		
The Bridge at Cheneux	KGP CG II		
Decision at La Gleize	KGP CG III		
Prayers in the Dark	J3	KGP CG IV	