



## Rzhev (the Meat Grinder)



“Listen up, men! The Battle of Rzhev in that God-forsaken winter of ‘42 was a real bloodbath—some called it the **‘Rzhev Meat Grinder’** and they weren’t kidding. Those Russians threw everything they had at the Germans, trying to smash their lines and give Stalin a breather for Moscow. But the Germans had their trenches dug deep and those Red boys paid for every inch of dirt with buckets of blood.

The snow and ice turned the whole mess into a living hell—no damn place for a man or a tank. Despite all that, the Soviets never stopped coming. Sure, they didn’t take Rzhev right then and there, but they hammered the Germans so hard they finally had to pack up and haul ass out of there later on.

So here’s the lesson, boys: **courage is the fuel, and persistence is the**



**blade**—but even the toughest steel can wear down when you keep pounding it. The Rzhev campaign was brutal, but it was one more nail in the coffin of that damn Nazi war machine.”

~~ General Howitzer

**6 VP's**



**Card Balance:**

Allies - 4

Axis - 6

**Complexity:**

4

**Conditions:**

**Winter**



**Location:**

Russia



**Year:**

**1942**

**Theater:**

Eastern Front

**Summary:**

Rzhev is a complex scenario recreating the Soviet counter-offensive with a 10 VP goal. This requires a long-term plan, as quick tactical hits will not win such a long battle. Night rules are in effect.

**Objectives:**

10 VPs,  
including Objective medals for both Axis and Allies, plus Exit objectives for Allies.

The town of **Belyi** is a temporary medal objective worth 1 medal for both sides. If any unit occupies any of the three hexes marked with an 'A' they gain a medal irregardless if an opponent occupies any of the other hexes. Both sides can earn 1 medal at the same time.

The town of **Rzhev** is a temporary medal objective worth 2 medals for both sides. If any unit occupies any of the 3 hexes marked with a 'B' they gain 2 medals irregardless if an opponent occupies any of the other hexes.

**Terrain:**

The Axis forces already control much of the battlefield, as sandbagged troops who are very difficult to dislodge, while the Russians are pressed up against the wall.

**Troops:**

Allies - 9 Infantry including a Sniper, 5 Armor, 1 Artillery

Axis - 10 Infantry including a Sniper, 4 Armor, 1 Artillery



## □ 1. Winning as the Soviets (Allies)

Soviets must be **surgical**, not brute-force.

Your troops have numbers but terrible defensive terrain.

So your victories come from **forcing the Axis out of their woods**.

### **Do NOT Push the Center First**

The center looks juicy... but it's a trap.

If you push center:

- You feed medals to the German artillery in the woods
- You take 2-dice fire from multiple directions
- You lose tempo

2. You can attack the well-protected Axis Infantry units by placing your Armor in the forest and degrading them over several turns. Time is on your side, so there is no need to rush the attack until you are ready.

3. You have a well-placed Artillery right in the center of the battlefield. Use it at every opportunity to take out enemy forces. If you get the chance to concentrate firepower using a card like Firefight, Barrage, or Airpower, then use it to destroy the enemy Artillery against the back border before it moves forward.



## □ 1. Winning as the Germans (Axis)

Because this is a Russian counter-attack scenario, the Germans are primarily in a defensive position and out-numbered. So use your protections well. You must get your Armor into a good defensive tactical position to allow for mobility when needed, and defense of open terrain in the center and left section.

2. Your artillery is well-placed in the center. Use it to good effect before it is overwhelmed by the enemy.

### Battle Reports

(percentage of Allied victories):

31%

29

BR - Rzhev



Allies Won



Axis Won

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**Author:**

Days of Wonder



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