

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

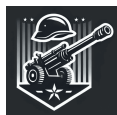
Conditions:

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 and the two key towns of Rzhev & Belyi.

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, such as the towns on each side of you.**
- **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.

4. Possible Attack Vector: Your left flank. The enemy is weak and will have to work hard to get Armor over there to defend. You can push down towards the Medal Objective.



Big Picture Strategy

1. The way to win this scenario is to control the towns of Rzhev and Belyi. Rzhev is worth two Medals and Belyi is worth one. That is a total of 3 Medals in a 10 Medal game.
2. Note the BOTH sides can earn medals from the towns at the SAME TIME. If either side has a unit in any of the three town hexes of Rzhev or Belyi, they can each earn medals.
3. FLAGS ARE KEY: So the goal is to push the enemy out, or stay in control. In this scenario, Flags are actually a powerful tool to win the game. You do not have to destroy every unit in the towns; just push them out with Retreat Flags and the Medals can be yours!





❑ 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.

3. Your weak sector is your right flank. There is a lot of open territory undefended. With the right cards, the enemy will be able to push their way down toward the Medal Objective.

Battle Reports

(percentage of Allied victories):

31%



Author:



Days of Wonder

General Howitzer / Battle Reports

Rzhev - The Meat Grinder

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. [Register](#)

Please login, so your battle history can be updated. [Login](#)

Allied win rate**39.53%**

Average medals per side

Allies**9.0**Axis**10.0**

Submitted AARs

43Games reported

Allied victories**17 · 39.5%**

Axis victories**26 · 60.5%**

Neilster01 recently won this battle.

General Howitzer / Community Strategy

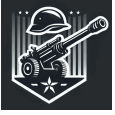
Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.



No approved general strategy notes yet.

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