

## Battle of Moscow SPI Derived Errata 03/17/2023 by Donald Johnson

In the boxed version of Battle of Moscow on the last page of the rules, there is:

### IMPORTANT CORRECTION!

Two Russian units start the game in the Southeast Leningrad-Fort hex:

The 42nd inf (3-3),  
one 0-2-0 "F" unit.

All reinforcements arrive from off map on an appropriate map edge. They may either move normally onto the map or (if their entry hex is a friendly rail hex) they may freely move by rail on their first movement phase of arrival.

A friendly unit cannot retreat into a hex in an enemy ZOC unless the ZOC hex is occupied by a friendly unit. A supply line cannot be traced through a hex in an enemy ZOC unless the ZOC hex is occupied by a friendly unit.

There is no advance after combat, as the rules do not specify any such advance.

Soviet replacements are in terms of combat factors, but armor units have both an attack and a defense factor. Use the (stronger) attack factor of armor as the replacement point cost, as the number of replacement counters needed to replace armor is said to use the attack factor.