

# 1985: Under an Iron Sky

## SEQUENCE OF PLAY

1. **Mobilization Phase (21.9)**
2. **Unrest / Revolt Phase (35, 36)**
3. **Weather Phase (23)**
4. **External Events Phase (21.25)**
5. **WMD Release Phase (24, 25, 26)**
6. **SSM Attacks Phase (24.4)**
7. **Air Superiority Phase (27.4)**
  - a. Air Superiority Placement Phase
  - b. Air Superiority Allocation Phase
  - c. Air Superiority Resolution Phase
8. **Nuclear Strike Phase (25)**
9. **Warsaw Pact Action Phase**
  - a. Warsaw Pact Reinforcement Phase (21)
  - b. Warsaw Pact Replacement Phase (22)
  - c. Warsaw Pact Special Forces Assault Phase (33)
  - d. Warsaw Pact Land Movement Phase (5)
  - e. Warsaw Pact Removal Phase

Persistent Chemical Contamination and Flak Suppression markers are removed.  
Nuclear Contamination markers are assessed to see if they are removed.  
Interdiction Markers not placed during the current Action Phase are removed.
10. **NATO Action Phase**
  - a. NATO Reinforcement Phase (21)
  - b. NATO Replacement Phase (22)
  - c. NATO Special Forces Assault Phase (33)
  - d. NATO Land Movement Phase (5)
  - e. NATO Removal Phase

Persistent Chemical Contamination and Flak Suppression markers are removed.  
Nuclear Contamination markers are assessed to see if they are removed.  
Interdiction Markers not placed during the current Action Phase are removed.
11. **End Phase**
  - a. All Air Squadrons in an Air Superiority Area are returned to a valid Airfield.
  - b. All Air Superiority Area markers are removed.
  - c. All Wild Weasel Markers are removed.
  - d. All Air Squadrons in the **Used** section of an undamaged Airfield are moved to the **Ready** section.
  - e. All repair operations of damaged Air Squadrons occur (28.1)
  - f. All eligible flak and artillery units receive their full complement of ammunition points (17)
  - g. All eligible NATO ground units receive their full complement of Embedded Supply (13.3)
  - h. All repair operations of installations occur (39)
  - i. The Game Turn marker is advanced to the next space and another Game Turn begins