

# 1985: Under an Iron Sky

## Living Rules List of Changes

### Version 21, 10/17/2020

#### 9.11, Retreat After Combat

Some clarifications about Breakthrough areas and Support Units.

#### 21.26, NATO Mobilization

NATO mobilization explicitly set at Turn 0, to avoid any doubt about when a M+3 mobilized unit should arrive.

#### 27.19, Air Losses

More specific explanation about what a Damaged step does.

#### 38.3.1, Bridge Demolition

Completely rewritten the rule.

### Version 18, 04/04/2020

This version integrates some of the rule changes introduced by **1985: Deadly Northern Lights**.

#### Air Missions

The sequence for most Air Missions has been slightly changed, as the player executing the mission does not have to declare the Mission Type and the Target Hex anymore. See for example 27.9, Ground Strike Missions.

#### 9.17, Airmobile Battalions

UK 19th Mech Brigade, 3rd Armored Division has been removed from the units capable of airmobile battalion deployment. Disregard the "A" code on the counter.

#### 27.3, Combat Radius

Aircraft have a limited combat range and may incur in penalties when undertaking long-range missions.

#### 27.13, Air Transport Mission

Transport aircrafts may now embark ADA and Electronic Warfare units.

Transport mission now works as most other missions and can be intercepted.

#### 27.14, Airdrop Mission

Airborne units can now airdrop into Urban hexes.

#### 27.17.2, Attack Squadron Splitting

Intercepting Squadrons may split and attack two different Strike Squadrons.

#### 31.5, Helicopter Transport

Transport Helicopters may now embark Electronic Warfare units.

## Version 17, 09/30/2018

8.0, Limited Intelligence

Added effect of Spotted hex.

11.0, Cadre Rating

Corrected die roll range for “tested” Cadre Rating.

24.4, Missile Delivered Chemicals

Reduced impact of SSM Chemicals on NATO Support Units.

## Version 15, 05/10/2018

9.20, Fluid Combat (Optional)

Introduced an optional rule for some combat results, used during playtest but dropped from the final version.

## Version 14, 05/04/2018

9.3, Column Assault

Changed Movement Points cost from 3 to 2

12.2, NATO General Supply

Changed wrong reference at point 9

13.0, Embedded Supply

Added reference to Supply Rules that should be ignored when using Embedded Supply

14.2 Recombination

Changed layout of Recombination Losses table

27.15, Intercept Combat Sequence

Changed wrong reference in Escort Combat Phase sequence

Changed wrong Su24 values in the example of play