

## DISKWARS

A Round Has Five Segments

- 1) **Reinforcement Segment**
- 2) **Activation Segment**  
All units can be activated once per round. When a Disk is activated, it performs one of three actions:
  - a) Move or
  - b) Activate a Special Ability (SA)
  - c) Cast a Spell
- 3) **Missile Segment**
- 4) **Combat Segment**
- 5) **Remove Counters Segment**

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