

Drawn LAM = Campaign Operation Choices			
Operations (5.3)	Restrictions/ Requirements	Continuation DR (5.25)	Attrition (6.4)
Leader Move (6.2)	Unlmted Move to CU Auto Cont.	Auto Continue Or DR	No
Force Move (6.0)	All Force Moves must have a Leader present	DR	Yes
Force Move ---Drop Off CUs (6.24)	*Only Dropped off CUs check for Attrition	Auto Continue	Yes*
Force Move ---Pick Up CUs (6.25)	*Moving Force checks for Attrition, then add CUs	DR	Yes*
Force Move ---Inside City (6.37)	When a Force enters a city it must stop.	DR	Yes (but it is modified)
Force Move --Across Straight (7.3)	Must have Naval Superiority (7.1) and embarking hex must be free of enemy CUs	DR	SCT (Straight Crossing Table is used)
Force Move ---Intercepted (6.5)	Both Forces Check Attrition. Battle is Fought.	DR (If Active Force Wins)	Yes
Force Move ---Overrun (6.6)	≥ 9-1 odds and more Cav. OVR n/a in City, MTN, Marsh, Across RVR or Naval Trans.	Auto (Unless Attrition is checked then DR)	No (But player may choose to Check)
Naval Transport (7.2)	(7.22, .26, .27) Embark, Stop, Atk.	DR	NTT (Naval Transport Table is used)
Reform Scattered Units	Remove 1 Scattered Marker from CUs	DR	No
Attack Enemy in Land Combat (8.0)	Must be in a hex with an Enemy Force	DR (If Active Force Wins)	No
Place City Under Siege (9.2)	(9.22) for Restrictions	Auto Finish	Yes
Siege Assault on City (9.4)	Useless Inf., Cav, & EL may not be used. City must be under siege.	Auto Finish	No
Treachery within a Besieged City (9.6)	City must be occupied and under siege. Guile may be used.	Auto Finish	No
Involuntary Surrender of a City (9.52)	Force must have 10 X Inf. CU than City SDS (9.12). n/a to Rome. 1 Try per LAM	DR (If No +2, if Yes -2)	Yes
Senate Permission ROMAN ONLY (R5.4)	Roman LDR attempt to Leave assigned Province or enter Rome	Yes = Auto Continue No = DR	No

BELOW: Only Overall Commanders Operations (5.12), (For Romans: Dictator or Both Consuls R5.13)

Ally Move (6.13)	Uncommanded Allied CUs may move (i.e. no combat)	DR	Yes
Manpower (Recruitment of troops) (R10.0)	Once Per Campaign Phase. Roman Consul or Dictator only.	DR	No
Diplomacy (Sending an Ambassador) (12.32)	Each Ambassador once/year costs 1 Guile point. Roman Consul or Dictator only.	DR	No