

FORNOVO 1495



INTRODUCTION

Fornovo 1495 is the story of the first 'War of Italy', with the expedition of French king Charles VIII against Naples. The French objective is to capture the key city of Naples and keep it against their adversaries. Their foes, the Italian League, must beat and repel the French armies outside of Italy by setting up a large coalition with the Papacy, Spain, Venice and Milan.

Fornovo 1495 is played in 15 turns, each representing a fortnight, between August 1494 and October 1495. Two players, France and the Italian League, are facing each other in the First War of Italy, at the start of the Renaissance.

- The **French** have an impressive army made of knights, Swiss pikemen and guns.
- The **Italian League** is quite weak at the beginning, but thanks to the crafty diplomacy of Pope Alexander VI Borgia, it will be able to create a large force able to push the French out of Italy.

Be careful to some turncoat Italian states that can switch sides at any time!

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

DURATION

Average Duration: 1h30

Favored Side: None

Most Difficult Side to Play: League

The game lasts 15 turns (between August 1494 and October 1495), each turn being equivalent to 1 month.

The **French player** always plays first, followed by the **League player**.



FORCES

The **French player** controls the **French (blue)** and **Genoese (red)** units.

The **League player** controls the **Neapolitan (tan)**, **Papal (pink)**, **Mantuan (black)**, **Aragonese (yellow)**, **Venetian (orange)**, **Florentine (purple)** and **German Mercenaries (kaki)** units.

The **Milanese (light pink)** units can be controlled by either player.

MAPBOARD

The map shows Italy. Only the Cartagena, Provence and Osterreich regions are not considered as being in Italy.



There are 9 areas in the Italy theater: the Kingdom of Naples (Calabria and Sicilia included), the Papal states, Tuscany, Lombardy, the Venetian Republic (Venetia), The Holy Roman Empire (Heiliges Reich), Savoy (Asti and Vercelli), the Republic of Genoa (Genova and Rapallo), the duchy of Ferrare (Modena and Ferrara).

The Strait of Sicily (between regions Sicilia and Calabria) can be crossed by land units at the cost of 2 MP, except if an enemy fleet is alone in the nearby sea region of Mare Sicilia.

The Calabria region is considered adjacent to the Atella region.

The Mare Adriatica sea is considered adjacent to the Golfo di Napoli sea.



VICTORY

IMMEDIATE VICTORY

- For the **French player** if he controls all of Asti, Genova, Napoli, Venezia, Roma and Milano.
- For the **League player** if Charles VIII is eliminated.
- Or for the player that reaches or exceeds 20 VP at the end of a turn

END GAME VICTORY

The side with most VP at the end of the scenario wins the game.

VP BONUS

- The **French player** earns 2 VP the first time he controls each of the following cities: Napoli / Firenze / Bologna / Roma / Calabria / Sicilia.
- The **League player** earns 2 VP the first time he controls each of the following cities: Milano / Novara / Genova.

VP LOSS

- The **French player** loses 2 VP if he does NOT control each of the following cities at the end of the game: Napoli / Firenze / Bologna / Roma / Calabria / Sicilia.
- The **League player** loses 2 VP if he does NOT control each of the following cities at the end of the game: Milano / Novara / Genova.

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), there is an economic phase to collect income, pay maintenance and buy new units.

Cost of units and cards:

- Logistical unit / Condottieri / Infantry (except the ones below): \$1
- Suisses / Cavalry / Artillery / Fleet / Mercenary / extra card: \$3
- All others: \$2

ANTI-FRENCH FEELING (AFF)

This level represents the diplomatic evolution of the following nations:

The Republic of Venice, The Kingdom of Aragon (Cartagena) and the Duchy of Milan (Lombardy).

While the first 2 nations start the game as neutrals, Milan begins the scenario as an **ally of France**.



Based on events, the level will fluctuate between 0 and 9. When it reaches certain thresholds, some of the nations join the League and their armies and fleets enter play

- While Venice and Aragon are neutral, no unit may enter their territory.
- While Milan is a **French ally** (level anything but 9), its units and leaders are controlled by the **French player**.

Increase of the AFF by military action:

- +1 **AFF** the first time **French units** enter Roma.
- +1 **AFF** the first time **French units** enter Napoli.

Entry of Venice, Aragon, and Milan switching side cannot be reversed. Once Milan has switched side, the **AFF** is no longer used.

VENISE ENTRY



As soon as the **AFF** reaches 4, Venetia and Mantova enter the war. The following units enter the game:

- Venezia : leader *Gonzaga**** (Mantova), 1 Fanteria (Mantova), 4 Galeras, 3 Fanteria (Venetia), 2 Cavalleria (Venetia), 1 Artigieri (Venetia), 1 Stradiotti (Venetia).
- Mantova : 1 Fanteria (Mantova), 1 Cavalleria (Mantova).

ARAGON ENTRY



As soon as the **AFF** reaches 6, Aragon enters the war with the following units:

- Cartagena : leader *Cordoba***, 2 Galera and 1 Caraqua, 3 Rodeleros, 2 Jinetes, 1 Artigieri, 1 Marineros.

MILAN SWITCHING SIDES



As soon as Milan switches sides (which happen when level reaches 9), all combat units of Milan are placed back in Milano with leader *Ludovic Sforza** (if still alive), and are now under control of the . He also controls the fortresses of Milan and Novarra.

If **French units** are in Milan or at Novarra when this happens, they are redeployed to Alessandria. The Guardia unit enters play at Milano.

SIEGE OF VENISE

No siege test can be made against the fortress of Venise and its harbor unless the adjacent sea zone is also occupied by naval units of the besieger.



SUPPLY

There is no supply phase in this scenario

RAIDS

The income printed in some sea zones can be raided. If those seas are occupied by enemy naval units alone during the economic phase, the income is not collected (but the opponent gains nothing from it as well).

Note that the Venetian sea zone income (in the Adriatic sea) don't provide any income till Venise is at war.

The Genoese income sea zone (in the Tyrrhenean sea) provides income from the start of the game.

DUC D'ORLÉANS

This **French leader** can be both an admiral and a general, depending whether he is at sea or not.

LOCAL GARRISONS

Only the **French units and leaders** may enter in region Provence.

Only the **Aragonese units and leaders** may enter region Cartagena.