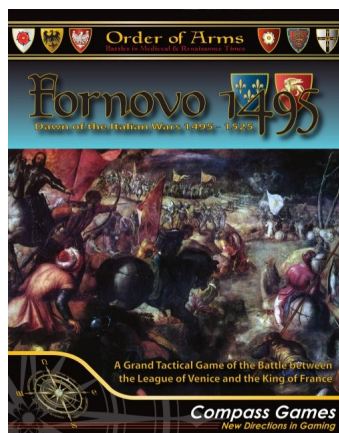


Fornovo 1495



Battles from Medieval & Renaissance times; from Hastings in 1066, to Pavia in 1525.

Rating: Not Rated Yet

Price

Price £68.95

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Manufacturer [COMPASS GAMES](#)

Description

Order of Arms is a simulation game of battles from Medieval & Renaissance times; from Hastings in 1066, to Pavia in 1525, a period that featured the mounted armoured knight before the rise of wide spread professional infantry armies. Players take the role of the Field Commander of an army of the period, attempting to fulfil victory conditions using mounted and foot arms of the period.

Fornovo 1495, the first game in the series presents the battle fought between the French Army of King Charles VIII, and the Condottieri forces of the League of Venice under the command of Francesco II Gonzaga of Mantua. The game features the Historical Battle as fought by Francesco Gonzaga across a rising Taro River, a free-set up version, and a what-if scenario that portrays the Italian fear of a French drive on Parma.

Game Details:

- Complexity: 5 out of 10
- Solitaire Suitability: 5 out of 10
- Time Scale: 20 minutes per turn
- Map Scale: 350 yards per area
- Unit Scale: Battalions and Companies
- Players: 1 to 2
- Playing Time: 2 to 4 hours
- Designer: Brien Miller
- Artist: Brien Miller

Components:

- 1 Series rulebook
- 1 Game specific rulebook/scenario book
- 1 Map 22" x 34"
- 2 Countersheets with both long and square counters
- Multiple charts and tables cards
- 3 Six-sided Dice
- 1 Box and Lid