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Umbra Turris 3rd Edition Rulebook 2025 (PDF) – English

Price	12 £
Availability	Available
Manufacturer	Spellcrow

Product description

Contents:

- *Umbra Turris* 3rd Edition Rulebook 2025 (PDF) – English

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The ***Umbra Turris* 3rd Edition Rulebook** is 100+ pages guiding you through basic rules of movement, shooting, combat and magic. It thoroughly explains how to create your unique party of heroes by picking the race/races, the Alignment, professions and equipment for each hero. It also briefly introduces you to the lore of Umbra Turris Universe.

What is *Umbra Turris*?

Umbra Turris is a **miniature skirmish game** where two opposing parties of heroes clash on the battlefield, using their unique skills, abilities and combos to trick and, ultimately, defeat the enemy party!

They fight in different locations thanks to the Terrain Cards. They can complete quests from the Quest Cards, and then they fight for Triumph Points that grant them victory. They can use Magic Cards to perform dirty tricks on their opponent. But most importantly: their goal is to defeat the adversary who stood in their way while they were on their mission, searching for loot and artefacts.

Although *Umbra Turris* is a skirmish game, creating a party shares certain similarities with character building in tabletop role-playing games. Starting from 6 heroes, you buy a profession, equipment and armour for each one of them individually. A true game gem for those who like to ponder on their roster sheets, searching for combos and surprising solutions!

To play *Umbra Turris*, you will need **min. 6 models per side**, a measuring tape with cm scale, a bunch of d6 dice to roll for tests and mark the activation of each model, and a few terrains like rocks, forests and buildings.

Start playing *Umbra Turris* today!

