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Umbra Turris 3rd Edition Rulebook 2025 (PDF, English) + Terrain, Quest, Magic Supplements

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Product description

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- *Terrain* Supplement
- *Quest* Supplement
- *Magic* Supplement

All contents are in **English**.

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.

The ***Terrain*** supplement contains:

- 6 Terrain Cards
- 6 Loot Counters

Learn more about Terrain Cards and Loot Counters from the *Terrain* supplement and what they are for in [this article on our blog](#).

The **Quest** supplement contains:

- 18 Quest Cards
- 5 Death Counters
- 5 Hidden Counters

Learn more about Quest Cards, Death Counters and Hidden Counters from the *Quest* supplement and what they are for in [this article on our blog](#).

The **Magic** supplement contains:

- 18 Item Cards (*also called Magic Cards*)
- 2 resin miniatures: Owl & Spawn of Magic (*randomly selected from 4 available versions*)

Learn more about Item Cards and the miniatures from the *Magic* supplement and what they are for in [this article on our blog](#).

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!