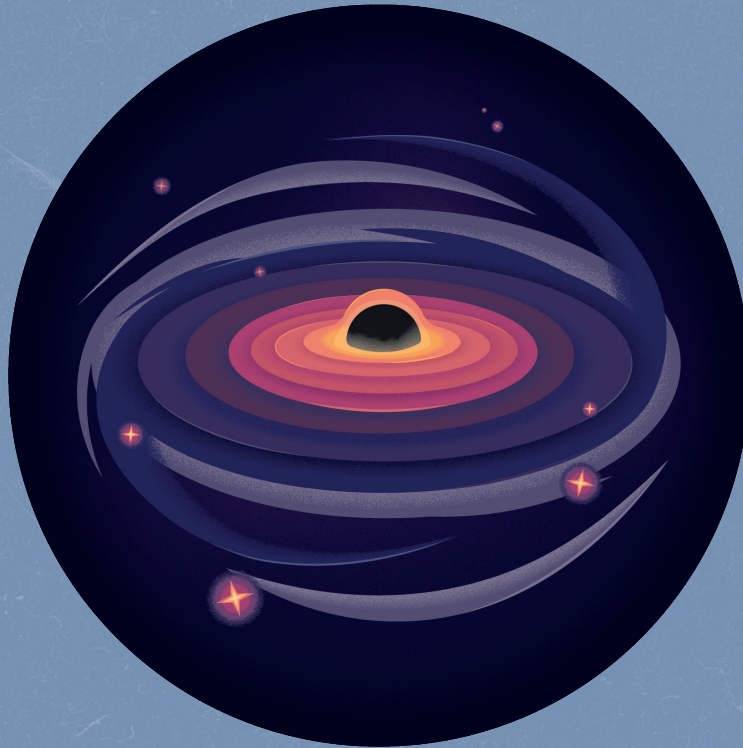


ULTRAMASSIVE

APPENDIX



This is the official appendix to the ULTRAMASSIVE Core Ruleset. The appendix contains reference guides containing all Action Cards and Anomalies. Additionally, specific rulings that we felt needed extra clarification have been included, as well as rulings on the usage of certain Anomaly combinations.

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ACTION CARDS



ACTION CARD DECK

Card	Amount In Deck
Gain 1 Blue Giant Star. You may place it on a Wormhole.	10
Gain 1 Supergiant Star.	8
2 Orbit a Channel.	9
3 Orbit a Channel.	3
Gain 1 Discovery Counter. Siphon once.	14
Siphon twice.	3
Siphon once. 1 Orbit a Channel.	3

ANOMALIES

<p>AMPLIFIED HEAT ABSORPTION</p> <p>SIPHON 1 2</p> <p>ACTION - ONCE PER TURN</p> <p>Siphon once.</p>	<p>HEAT MAGNET</p> <p>SIPHON 2A 3</p> <p>PASSIVE</p> <p>Gain 1 after each of your Siphon actions.</p> <p>ACTION - ONCE PER TURN</p> <p>Gain 1.</p>	<p>INTERMITTENT COMBUSTION</p> <p>SIPHON 2B 3</p> <p>PASSIVE</p> <p>Each time you absorb any Δ, Siphon once.</p> <p>ACTION - ONCE PER TURN</p> <p>Gain 1.</p>	<p>ELEVATED HEAT ABSORPTION</p> <p>SIPHON 3 5</p> <p>You may use Empowered Effects on Siphon Action Cards.</p> <p>ACTION - ONCE PER TURN</p> <p>Siphon once.</p>	<p>IGNITED SINGULARITY</p> <p>SIPHON 4 6</p> <p>PASSIVE</p> <p>Gain 1 after each of your Siphon actions.</p> <p>ACTION - ONCE PER TURN</p> <p>Siphon once.</p>
<p>BOUNTIFUL GALACTIC CLUSTER</p> <p>MATTER 1 2</p> <p>ACTION - ONCE PER TURN</p> <p>Gain 1.</p>	<p>SYNTHESIZED MASS</p> <p>MATTER 2A 3</p> <p>PASSIVE</p> <p>Gain 1 for each Matter you gain.</p>	<p>HYPER DENSE ANTIMATTER</p> <p>MATTER 2B 3</p> <p>PASSIVE</p> <p>Each time you absorb Major Δ, gain an additional 2.</p> <p>Each time you absorb Minor Δ, gain an additional 2.</p>	<p>TEEMING GALACTIC CLUSTER</p> <p>MATTER 3 5</p> <p>You may use Empowered Effects on Matter Action Cards.</p> <p>ACTION - ONCE PER TURN</p> <p>Gain 1.</p>	<p>PROLIFIC SINGULARITY</p> <p>MATTER 4 6</p> <p>ACTION - ONCE PER TURN</p> <p>Discard an Action Card. Gain 2 equal to that card's Power. You may place them on 1 or more 6. Draw an Action Card.</p>
<p>CHARGED VELOCITY</p> <p>ORBIT 1 2</p> <p>ACTION - ONCE PER TURN</p> <p>Orbit once.</p>	<p>AMBIENT ABSORPTION</p> <p>ORBIT 2A 3</p> <p>PASSIVE</p> <p>For each Stack of Matter your Black Hole absorbs, gain 2.</p>	<p>SPACE-TIME DILATIONS</p> <p>ORBIT 2B 3</p> <p>PASSIVE</p> <p>Whenever you Orbit a Channel with any Δ in it, Orbit that Channel 1 additional Space.</p>	<p>BLISTERING VELOCITY</p> <p>ORBIT 3 5</p> <p>You may use Empowered Effects on Matter Action Cards.</p> <p>ACTION - ONCE PER TURN</p> <p>Orbit twice.</p> <p>PASSIVE</p> <p>You may place Matter on the second Spaces on your Black Hole Board.</p>	<p>SUPERLUMINAL SINGULARITY</p> <p>ORBIT 4 6</p> <p>PASSIVE</p> <p>For each Stack of Matter your Black Hole absorbs, gain 1.</p> <p>For each Δ your Black Hole absorbs, gain 2.</p>
<p>ANOMALOUS VERSATILITY</p> <p>CORE ALPHA</p> <p>ACTION - ONCE PER TURN</p> <p>Gain 1 of any Resource from the Siphon Track, regardless of your Black Hole size.</p> <p>ACTION - ONCE PER TURN</p> <p>Discard up to 3 Action Cards. Gain 2 equal to the number of discarded cards. Draw that many Action Cards.</p>	<p>MATERIAL COALESCENCE</p> <p>CORE BETA</p> <p>ACTION - ONCE PER TURN</p> <p>Place 1 Major Δ on your board.</p> <p>PASSIVE</p> <p>You may place any Δ on the second Spaces on your Black Hole Board.</p>	<p>WORMHOLE OMNIPRESENCE</p> <p>CORE GAMMA</p> <p>ACTION - ONCE PER TURN</p> <p>Move up to 2 6 on your board. Open all 6 moved this way.</p> <p>PASSIVE</p> <p>After each 6 Activation, you may Orbit once.</p>	<p>PERSISTENT EVOLUTION</p> <p>CORE DELTA</p> <p>ACTION - ONCE PER TURN</p> <p>Gain 2.</p> <p>ACTION - ONCE PER TURN</p> <p>Discard an Action Card. Gain 2 equal to that card's Power. Draw an Action Card.</p>	

Designer Tip: You can only discover one Anomaly per turn, so plan ahead to ensure you have enough Discovery Counters to discover an Anomaly each turn, thus making your strategy as effective as possible.



ANOMALY PATHS

Siphon

Siphon Anomalies grow in power and versatility as the player's black hole grows in size. Anomalies in this path increase the amount of times a player can Siphon each Round.

Matter

Matter Anomalies enhance the player's ability to generate Matter on their player board. Anomalies in this path favor the placing of new stacks of Matter each Round.

Orbit

Orbit Anomalies enhance the player's ability to move stacks of Matter along their channels on their player board. Anomalies in this path give the player significant board movement each Round.

Core

Core Anomalies are only gained when a player's black hole grows in size. Core Anomalies fulfill a variety of purposes and generally enhance the power of the other Anomaly paths.

SUGGESTED ANOMALY PATHS

Below are several Anomaly Paths we suggest for players playing ULTRAMASSIVE for the first time, however, experimentation is encouraged and players should take whatever approach works for them to become ULTRAMASSIVE.

Non-Core	Siphon 1	Siphon 2A	Siphon 3	Siphon 4	Orbit 1	Orbit 2A
Core	Core Beta	Core Delta				

Non-Core	Matter 1	Matter 2A	Matter 3	Matter 4	Orbit 1	Orbit 2A
Core	Core Alpha	Core Gamma				

Non-Core	Orbit 1	Orbit 2A	Orbit 3	Orbit 4	Matter 1	Matter 2A
Core	Core Alpha	Core Gamma				

Non-Core	Matter 1	Matter 2A	Matter 3	Orbit 1	Orbit 2A	Orbit 3
Core	Core Alpha	Core Gamma				

Non-Core	Siphon 1	Siphon 2A	Siphon 3	Matter 1	Matter 2A	Matter 3
Core	Core Alpha	Core Gamma				

RULINGS

GENERAL RULINGS

Wormholes	A pair of wormholes can be activated even if there is no Matter or Antimatter being exchanged between them.
Discovery Counters	Discovery Counters may be converted into Solar Mass at any point during the Action Phase. This exchange can be performed as many times as needed.
Action Card Targeting	The actions of each Action Card can have unique target Channels.
Resource Draft	When choosing the Antimatter Removal Resource, if there is no Antimatter on your Player Board and you are not gaining Antimatter this Round, instead, gain one Blue Giant Star.

ANOMALY RULINGS

Siphon 2B	When utilizing Siphon 2B's effect, perform the Siphon Action after concluding the current action that triggered the effect.
Orbit 2A	A stack of Antimatter alone does not generate the additional Solar Mass from Orbit 2A.
Orbit 2B	The effect of Orbit 2B is not optional and occurs every time you Orbit a channel containing a stack of Antimatter.
Core Alpha	The effect of gaining a reward from the Siphon Track does not count as Siphoning when gained through Core Alpha.
Core Beta	When gaining the Major Antimatter from Core Beta's effect, other player's do not gain Antimatter.
Core Gamma	When utilizing Core Gamma's effect, move one Wormhole at a time and then open both.