

ULTRAMASSIVE

APPENDIX

A stylized, dark-toned illustration of a cosmic scene. It features a large, swirling nebula or galaxy core in shades of purple, blue, and brown, with a bright yellow-white center. The background is a deep black space filled with numerous small, white, four-pointed stars. In the lower right, there are dark, jagged shapes that look like fragments of a planet or debris. The overall style is dramatic and high-contrast.

This Appendix contains all of ULTRAMASSIVE's Action Cards and Anomalies, as well as clarifications and rulings on specific and uncommon situations that you may encounter while playing ULTRAMASSIVE.

ACTION CARDS



ACTION CARD DECK

Card (listed by Primary Effect)	Amount in Deck
Gain 1 Blue Giant Star. You may place it on a Wormhole.	10
Gain 1 Supergiant Star.	8
Orbit twice.	9
Orbit 3 times.	3
Gain 1 Discovery Counter. Siphon once.	14
Siphon twice.	3
Siphon once. Orbit once.	3

ANOMALIES

AMPLIFIED HEAT ABSORPTION

SIPHON 1

EFFECT - ONCE PER TURN

Siphon once.

HEAT MAGNET

SIPHON 2A

PASSIVE

Gain 1 after each of your Siphon effects.

EFFECT - ONCE PER TURN

Gain 1.

INTERMITTENT COMBUSTION

SIPHON 2B

PASSIVE

Each time you absorb any Δ , Siphon once.

EFFECT - ONCE PER TURN

Gain 1.

ELEVATED HEAT ABSORPTION

SIPHON 3

You may use Empowered Effects on Siphon Action Cards.

EFFECT - ONCE PER TURN

Siphon once.

IGNITED SINGULARITY

SIPHON 4

PASSIVE

Gain 1 after each of your Siphon effects.

EFFECT - ONCE PER TURN

Siphon once.

BOUNTIFUL GALACTIC CLUSTER

MATTER 1

EFFECT - ONCE PER TURN

Gain 1.

SYNTHESIZED MASS

MATTER 2A

PASSIVE

Gain 1 for each Matter token you gain.

HYPER-DENSE ANTIMATTER

MATTER 2B

PASSIVE

Each time you absorb Major Δ , gain an additional 1.

Each time you absorb Minor Δ , gain an additional 2.

TEEMING GALACTIC CLUSTER

MATTER 3

You may use Empowered Effects on Matter Action Cards.

EFFECT - ONCE PER TURN

Gain 1.

PROLIFIC SINGULARITY

MATTER 4

EFFECT - ONCE PER TURN

Discard an Action Card. Gain 1 equal to that card's Power. You may place them on 1 or more 6. Draw an Action Card.

CHARGED VELOCITY

ORBIT 1

EFFECT - ONCE PER TURN

Orbit once.

AMBIENT ABSORPTION

ORBIT 2A

PASSIVE

For each Stack of Matter your Black Hole absorbs, gain 2.

SPACE-TIME DILATIONS

ORBIT 2B

PASSIVE

Whenever you Orbit a Channel with any Δ in it, Orbit that Channel 1 additional space.

BLISTERING VELOCITY

ORBIT 3

You may use Empowered Effects on Orbit Action Cards.

PASSIVE

You may place Matter tokens on the second spaces on your Black Hole Board.

EFFECT - ONCE PER TURN

Orbit twice.

SUPERLUMINAL SINGULARITY

ORBIT 4

PASSIVE

For each Stack of Matter your Black Hole absorbs, gain 1.

For each Δ your Black Hole absorbs, gain 1.

ANOMALOUS VERSATILITY

CORE ALPHA

EFFECT - ONCE PER TURN

Gain 1 of any Resource from the Siphon Track, regardless of your Black Hole size.

EFFECT - ONCE PER TURN

Discard up to 3 Action Cards. Gain 1 equal to the number of discarded card. Draw that many Action Cards.

MATERIAL COALESCENCE

CORE BETA

PASSIVE

You may place any Δ on the second spaces on your Black Hole Board.

EFFECT - ONCE PER TURN

Place 1 Major Δ on your board.

WORMHOLE OMNIPRESENCE

CORE GAMMA

PASSIVE

After each Activation, you may Orbit once.

EFFECT - ONCE PER TURN

Move up to 2 on your board. Open all 6 moved this way.

SUPERCHARGED PERMUTATION

CORE DELTA

EFFECT - ONCE PER TURN

Gain 2.

EFFECT - ONCE PER TURN

Discard an Action Card. Gain 1 equal to that card's Power. Draw an Action Card.

UNRELENTING EVOLUTION

CORE EPSILON

UPON DISCOVERY

Discover any non-Core Anomaly without paying its Discovery cost. It must be Discovered in sequential order.

INTERGALACTIC EXPOSURE

CORE OMEGA

EFFECT - ONCE PER TURN

Draw 2 Action Cards and play 1 of them. You may use its Primary and Empowered Effects, regardless of whether you have a Tier 3 Anomaly of the matching type. This card does not count against the number of Action Cards you can play this turn.

RULINGS

GENERAL

Wormholes	A pair of Wormholes can be Activated even if there is no Matter or Antimatter on either of them.
	A Wormhole forced to Orbit backward when placing a new Black Hole Card must continue to Orbit until it is neither overlapping your Black Hole nor sharing a space with another Wormhole.
Discovery Counters	Discovery Counters may be exchanged for Solar Mass an indefinite number of times during the Actions phase.
Absorb Matter & Antimatter	Matter and Antimatter tokens that are orbited past your Black Hole are still absorbed.
Cannot Place Antimatter	If you cannot play Antimatter at all (Antimatter tokens on all placement spaces), return incoming Antimatter to the supply.
Resource Draft - Exchange Options	You must remove/lose 1 of the exchanged Resource if you have any of that Resource. You gain the corresponding Resource regardless of whether you removed/lost the exchanged Resource.

ACTION CARD

General	You may not interrupt the use of an Action Card's effects with any other action.
Effect Targeting	The effects of an Action Card can resolve in different Channels (e.g. with the same Action Card, you may place a Blue Giant Star in your pink Channel, then Orbit your blue Channel).

ANOMALY

Siphon 2B	When Siphon 2B's Passive Effect triggers, perform the resulting Siphon <i>after</i> concluding the effect that triggered it.
Orbit 2B	When orbiting a Channel with Antimatter in it, treat '1 additional space' as part of the same Orbit effect (e.g. 'Orbit once' becomes 'Orbit twice').
	Orbit 2B's effect is not optional and occurs every time you Orbit a Channel containing at least 1 Antimatter token.
Core Alpha	Using Core Alpha's Anomaly Effect to gain a Resource from the Siphon Track does not count as a Siphon effect.
Core Beta	You are the only player who gains Antimatter when you use Core Beta's Anomaly Effect to gain 1 Major Antimatter.
Core Gamma	When using Core Gamma's Anomaly Effect, move 1 Wormhole at a time, then open both Wormholes moved this way.