

ACTION DECK 2



OVERVIEW

This expansion adds 84 new, unique action cards that replace each of the unique cards from the original action card deck.

HOW TO PLAY

This deck assumes PoK and each Codex is in use. Before you setup the table, place one of the "Action Deck 2 Loader" tiles on the table:

- "Replace Original Deck" - Replaces the 84 unique cards in the original deck (recommended)
- "Combine Decks" - Adds the 84 new cards to create a 204 card deck; this makes the 4-ofs less common!
- "Randomly Replace Half" - Replaces a random 42 cards from the original deck's uniques.
- "Randomly Replace" - Replaces a random number of cards from the original deck's uniques.

LIMITATIONS

Most cards that need it are scripted, so check if right-clicking a card has additional options. Always be sure to double-check your combat modifiers. Micrometeoroid Storm, unlike Plague, is not scripted.

FEEDBACK

If you have any feedback, please visit the T14 Homebrew Discord and message @Will#1294.

THANKS

Though I'm responsible for many of the cards and their lore text, a sizable chunk is the culmination of the work over on the T14 Homebrew Discord. I've lost track of the names, but hope to fill in the blanks as I find them: Unfulvio, BradleySigma, Lockreed, Tactic Blue.

WANT TO AVOID SURPRISES?

You can find the full list of cards here:
<https://bit.ly/ti4acd2>

Some of the higher impact cards are:

- Annexation (steal a planet that has a trait)
- Brilliant Tactician (rearrange tokens)
- Counter-Intelligence (lose a strategy token)
- Custodian Support (score a status secret early)
- Deep Cover Operatives (see a player's secret)
- Defense Installation (place a structure)
- Deflection Tactics (ban a strategy card)
- Flawless Strategy (resolve the secondary of your strategy card)
- Grand Heist (steal a relic)
- Impeachment (steal speaker)
- Ixthian Dragon (place an infantry after a transaction)
- Last Minute Deliberation (third agenda)
- Political Upheaval (reverse strategy pick order)
- Proxy War (activation does not trigger promissories)
- Psychological Operations (no one can use strategy secondary)
- Smuggler Routes (move one ship during status phase)

