# 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 requires PoK. Before you setup the table, place one of the "Action Deck 2 Loader" tiles on the table. If you wish to replace cards for from the original deck (recommended), use the "replace" tile; otherwise, use the "add" tile. Check to ensure there are additional action cards in the deck (204 total). After fully completing table setup, check that there are 120 cards in the deck.

## LIMITATIONS

Currently there is no scripting for menu options. As this changes, I hope to update this document with what is and isn't available.

## FEEDBACK

If you have any feedback, please visit the TI4 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 TI4 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 that you may want to avoid being surprised by 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 a strategy)
- Grand Heist (steal a relic)
- Impeachment (steal speaker)
- Ixthian Dragon (place an infantry after a transaction)
- Last Minute Deliberation (third agenda)
- Political Upheaval (no strategy card secondary)
- Proxy War (activation does not trigger promissories)
- Psychological Operations (cannot strategy secondary)
- Smuggler Routes (move one ship during status phase)