

# 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: Tactic Blue, Unfulvio, Lockreed, BradleySigma, Andcat, Yvon, Mobius46, Somborlord, Judge Roy Bean, Fantasma, The Big L.

## 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)
- Custodian Support (score a status secret early)
- Espionage (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 relic fragments)
- Impeachment (steal speaker)
- Ixthian Gift (place an infantry after a transaction)
- Political Upheaval (reverse strategy pick order)
- Proxy War (activation does not trigger promissories)
- Psychological Operations (strategy secondary costs 1 more token)
- Smuggler Routes (move ships during the status phase)

