Cards of Duty is a Analogue, iteration on the Call of Duty experience

Inspired by *Call of Duty: Siege*, *Call of Duty Real Time Card Game, XCOM Enemy Unknown, Metal Gear Acid,* Josh Menke's GDC talk on multiplayer systems design, and Polygon's article on "The card game that helped design 'Call of Duty: Black Ops 2'"

Cards of Duty features a board, player cards, weapon cards, dice, and other tokens for special objects in scene.

Planned Changes:
Change Armor to Loadout
Everyone has base 100 movement speed
You should just be able to use the knife whenever.
Weapons you need to roll higher than their lowest to hit, this is to balance the knife.
2 perks
Account for accuracy, multiple hit dice, base the hit "percentage" on rolling higher than x number on each dice, damage done can be determined on the card for that weapon.
Change sprint based off of active weapon.
Determine Action Points.

Players create their character first. Depending on the weapons, armor, and perk that the player brings, their stats will reflect accordingly.

Player Stats

Health	100	Health stat for Characters. Each Character has base health capped at 100.
Exo-Suit	40	Armor acts as additional "health" points, allowing a Character to take additional damage to their armor. Once depleted, damage begins to apply to the Character's Health.
Speed	80	Speed determines the amount of movement points a Character has each turn. Speed is inversely proportionate to the Armor stat of a Character.
Sprint	80	Sprint points can be used to temporarily add movement points to

		the Character range. Players must spend a turn not sprinting in order to regain sprint points.
Range	8 + (4)	Each 10 points in speed determine 1 point of movement range. If the player chooses to use Sprint, every 20 points of sprint equal 1 point of movement range.
Perk	Quick Switch - Instead of rolling a dice to switch weapons, automatically switch and take your action.	Perks can be added to a Character at the loadout phase. Perks either contribute a permanent stat boost, a one time substantial stat boost, or a special ability that can turn the tide of battle.

Weapons

For every weapon that the player has in their inventory, they gain a dice. When a player chooses to engage an enemy, they roll a dice to determine if they hit. If the player has hit the enemy, they then roll a dice to determine how much damage they do.

The roll to hit is determined by rolling a D20. The player counts how many movement points away the enemy is. The player must roll above that point total to hit.

The roll for damage is determined by rolling a D20. Depending on the weapon, the player must roll for the weapon's class number or lower. EX: If the player has an SMG with a class number of 3, they must roll a 3 or lower to hit. The 3 would do 30 damage, the 2 would do 20, the 1 would do 10.

Systems Spreadsheet:
https://docs.google.com/spreadsheets/d/1EQSZMYlkYufj3dUwkAlDVUnx-I7WksTluROoqbaQW6E/edit#gid=0
Inspiration Pieces:
http://www.polygon.com/2012/10/16/3512856/the-card-game-that-helped-design-call-of-duty-black-ops-2s-multiplayer