

CryptoAssault: CryptoCommanders

Feature Implementation Litepaper

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1 Introduction

1.1 Utility Avatars



The NFT market has exploded recently driven largely by collectibles and the rise of avatar projects. However, the majority of these assets are purely collectible with limited utility beyond ownership as an art asset.

CryptoAssault is introducing CryptoCommanders as the next level of avatar drops. In addition to providing collectible value to owners they also serve a key role in the play-to-earn ecosystem of the game.

1.2 Role in CryptoAssault Universe

CryptoCommanders will serve as persistent inventory which can be attached to your units when they are deployed in order to provide special benefits. The type of benefit is dependent on the traits of the CryptoCommander and can range from enhanced combat stats to activated special abilities.

Example enhancements:

- Passive

- Attack / Defence Increase
- Move Bonus
- Extra Life
- Active
 - Area-of-effect Attack
 - Teleportation
 - Temporary Boost to Friendly Neighbors

CryptoCommanders are not lost if the unit they are associated with is destroyed. They will have a redeployment cooldown similar to genesis units (cooldown time is dependent on traits). After the cooldown period they can be attached to another unit and deployed again.

Attaching a CryptoCommander to a unit can only be done as the unit is being initially deployed from off the map. They can not be attached to units already on the field. Both genesis and unmanned units can have CryptoCommanders attached to them and some traits will be more beneficial to either genesis or unmanned units. Finally, each unit can only have one CryptoCommander attached at any given time. The CryptoCommander is automatically detached when the unit is destroyed.

2 Drop Details

2.1 Overview

There will be 11,111 CryptoCommanders that can ever be in existence. 1,111 will be withheld for development and promotional purposes with 10,000 in the public sale. Tokens with low ID (1-111) will be airdropped randomly to owners of genesis units or raffled away for medals in the discord.

Players will be able to purchase CryptoCommanders either with ETH or with ASLT with those using ASLT receiving a discount. After one week of sales, the sale will end and any remaining CryptoCommanders will be burned.

30% of all sales generated will go back to the community in the form of satellites, land distributions, and future play-to-earn features.

20% of sales will support ecosystem liquidity by being used to purchase ASLT, adding to liquidity pools, and supporting NFT liquidity pools.

2.2 Traits and Rarities



CryptoCommanders will be minted with between 5 - 10 possible traits. The traits include:

- Base type
- Eyes
- Mouths
- Eyewear
- Hairstyle
- Headwear
- Accessories
- Weapons
- Outfits
- Backgrounds

Each category of traits will have options with varying levels of rarity possible. Rarer traits are not only worth more as collectibles but they also will be associated with more powerful effects in-game!

2.3 Pricing

Players will have the option to make purchases with ETH once the public sale begins at a price of 0.05 ETH. However, those who purchase with ASLT will receive a 10% discount based on the price of ASLT in ETH at the time of purchase.

3 Roadmap

3.1 Initial Sale



After initial purchase, users will obtain a non-revealed token. This token can be bought and sold on OpenSea but its traits will not be identifiable until the reveal after the sale has ended.

3.2 Art and Trait Reveal

Immediately following the completion of the sale (either when it is sold out or a week after the start of the sale), the art will be revealed. All art will be stored via IPFS and the owner of the NFT also has full rights to the art as well.

3.3 Tools and Pools

Shortly after the art reveal, CryptoCommanders will be added to rarity.tools so owners can understand the rarity associated with their NFT and relative rarity of various traits. In addition, liquidity support will be provided for the NFTs through use wrapping platforms (e.g., NFTX)

3.4 Function Reveal

Some time after the art reveal and establishment of liquidity, in-game utility of traits will be revealed in waves. The initial reveal will be the largest as the majority of the traits will have relevant impacts immediately. However, some traits

will be relevant to yet unreleased features and will be revealed as those features are deployed.

3.5 Leveling

The longer-term goal of CryptoCommanders is the ability to power up your assets through use. Once CryptoAssault has fully migrated to a layer 2 platform and gas issues have been resolved, you will be able to gain experience and power up your CryptoCommanders on-chain. This way, players will be able to enhance the value of their assets through play.