

Its purpose is simple, as stated in the description, it facilitates/enhances land movement while active. Can be toggled ON/OFF to avoid excess discharge while not needed.

It comes in two pieces, the Leg-Exoskeleton and the included Battery Backpack to meet its energy needs. While active in grants:

- 1. Walk Assist (Faster, less stamina use)
- 2. Run Assist (Faster, less stamina use)
- 3. Slow protection (Both from environment and enemies)
- 4. Faster climbing
- Design Talk & Balance

From a Game Design perspective, I think it's valuable to have the same thing available from different sources, in this case, speed and agility, as it allows players to mix and match, experimenting different loadouts, which may work better for them. It adds depth, and in fairness, also some complexity.

This would ideally allow players running Heavy/Medium armors, to have a short burst of the speed/agility Light armor users enjoy, at the cost of a stratagem slot and a backpack. Not at all different how Light Armor users, usually run the "Shield Generator" to enjoy some extra tankiness for the same costs.

Nothing of course is stopping a Light Armor user from running this and enjoying the feeling of being Speedy Gonzales for a bit, heavily sacrificing on durability.

I don't think there's any concerns balance wise, it would just be a number-tuning job, to hit a satisfying, yet not OP, sweet spot.

- Fun Facts
- 1. The name is inspired by Usain Bolt and his max run speed record, of around 44 KM/H
- 2. I've spent way more time than i'd like to admit, testing out what's the faster 5 Arrow Key combo i can perform that isn't repeatedly pressing 1/2 keys, to try and remain in theme with the Stratagem speed idea whilst also staying consistent with the other "Supply Stratagems", and i've used that as its Input Code
- 3. This is 1/3 of a scrapped "Multi-Piece" stratagem, a suit if you will, that was composed of Helmet, Torso and Legs. (Yes i was making Ironman: D). The idea was to be able to use each piece individually and get some kind of "bonus" when all used together. I unfortunately wasn't clever enough to make it work in a satisfying way.