

# Land Emergence System

The Land Emergence System (LES) is the name of a series of systems attached to many chelti water vessels to allow them to emerge from water and walk on land in a limited but adequate fashion. While LES's come in different sizes depending on vehicle and manufacture, they all pretty much do exactly the same thing. They make ships walk.

## About the LES

The Land Emergence System is the fancy name for giving a ship legs to walk on land and out of the ocean. It's fitted to most chelti waterborne vessels which cannot be dragged out of water manually or are required for some other utility.

## Key Features

- It's a ship with legs
- It looks awesome
- Read above

## History

Because the chelti homeworld is known for its large sea monsters and other nasties, as well as the occasional violent storm, ships with legs able to escape onto land if needed are not so crazy after all. Saving many vessels from having to face enormous sea monsters. The legs also allow amphibious landings to take place much more easily and ships equipped with such can often advance right along with the rest of the army, although often at a slower pace as an artillery role.

## Rivals

Who else would be crazy enough to make a ship with legs?

## Appearance

Typically LES systems are a series of pivoting legs that provide locomotion via interlocking motion

## Statistical Information

Organization: Chelti Type: Propulsion system Class: Vehicle Designer: Chelti Manufacturer: Chelti

### Speeds

Ground speed: 40kmph average speed

Range: Theoretically as far as onboard fuel can carry it, realistically maybe 200km before something breaks or they get shot off. Lifespan: Service every three years or 5000km, whichever comes first.

## OOC Notes

This article is a general component article. More details will be on the vehicles own page. This article will be further expanded with examples and art as both become available.

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