


Hull Seals Fleet Initiative

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Expedition Quick Facts

Initials:	HSCG1
Launch Date:	6 APR 3306
End Date:	20 APR 3306
Type:	Community Goal
Status:	Complete
Expedition Staff:	7
# of Participants:	26
# of Seals:	

About the Goal

The Hull Seals, an organization known across the galaxy for emergency ship repair response, have requested materials for the construction of a fleet of Fleet Carriers to be deployed as frontier response vessels in the wider galaxy.

The resources gathered by Seal administration aims to build at least one carrier, under CMDR HullSeals, and deploy it in the Rykers Hope region. Additional funds to complete the goal will be used to purchase more carriers.

Materials of value should be gathered by CMDRs, who should schedule meet-up drops with any Administration CMDR to drop off and sell the goods in question at various starports across the galaxy via wing trade credits or remotely via multi-crew trade dividends.

The initiative begins on the 6th of April 3306, and run for two weeks. If the final target is met earlier than planned, the campaign will still continue to raise funds for proper outfitting and establishment of this base, as well as long-term maintenance.

How to Join

Submission Contacts:

- PC
 - CMDR HullSeals (Operated by Rixxan)
 - CMDR DrebinOmega
 - CMDR DangerDan
 - CMDR Akastus
- PS4
 - CMDR Hull_Seals (Operated by MiddleNate)
 - CMDR Modemus
- XBX
 - CMDR HullSeals (Operated by Nemesis Wolf)

Multi-Crew Contributions

1. Contact a Submission Contact on your Platform and organize a meetup.
2. Proceed to the correct System and Station, but do not sell yet!
3. Ensure you are FR+ with the Contact
4. Engage a Multi-Crew Session in an appropriate category and invite the Contact onboard.
5. Sell your goods, and allow the Contact to terminate the session.

Wing Dividends Contributions

1. Contact a Submission Contact on your Platform and organize a meetup.
2. Tell the contact what System and Station have the best sell prices.
 1. The station must be within 150 LY of Sol, and not require a permit.
3. Ensure you are FR+ with the Contact
4. WR+ with the Contact, and ensure you are both in the same station and instance.
5. Sell your goods, and allow the Contact to record how many credits of contribution the dividend was for.

Handing Over Goods Contributions

1. Contact a Submission Contact on your Platform and organize a meetup.
2. Tell the contact what System and Station have the best sell prices.
 1. The station must be within 150 LY of Sol, and not require a permit.
3. Ensure you are FR+ with the Contact
4. WR+ with the Contact, and ensure you are both in the same system.
 1. The Contact will drop shy of the station, and Wing Beacon you in.
5. Abandon your cargo 20 at a time, and allow the Contact to collect it.

1. Ensure you have abandoned the goods, not simply dropped!
6. Escort the Contact to the Sell Station
 1. Remain in their wing while the Contact sells the goods so that you gain Dividend credit as well.

Other Notes

Although not the most profitable, the quickest and easiest way to transfer funds is via multi-crew dividends or wing trade dividends. This also allows you the donator to earn a profit, in lieu of traditional rewards from Community Goals. This “CG” is not sponsored or affiliated with Frontier.

The Top 5 Submitters will win a prize. The CG will be open to only Seals the first week, and all CMDRs the second week if needed.

This initiative is one of two initiatives, the second to be the deployment of carriers to their stations as part of an upcoming coalition.

References

[1] - A live look at the status of the Goal can be found [Here](#).

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