

Events

Current and Past Events the Seals have sent members on, and details for any changes to SOP.

Are you organizing an event, and want Seals to attend? Contact us at hspublicity@hullseals.space

- [Distant Worlds II](#)
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Distant Worlds II

Distant Worlds II



Expedition Quick Facts

# of Seals:	2,180 Declared Mechanics (Pre-Seals)
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About the Expedition

The follow-up expedition to the first Distant Worlds, DWII was the inaugural expedition where the Fleet Mechanics were founded - the predecessors to the modern Hull Seals. With the goal of retracing the original DW expedition, but taking advantage of the new advancements in ship-board abilities.

This expedition was one of the largest single-gaming groups in history, held in the Fleetcomm private group. The expedition left from the Bubble to Beagle Point and held meet-ups at different waypoints all the way. The trip was only one-way and ended at Beagle Point from which many CMDRs split off and returned to the Bubble.

Highlights of the trip included the construction of a space station at the middle of the galaxy.

Other Notes

The expedition was held in the Fleetcomm private group, with over 13,000 CMDRs involved. Items such as Merch, Patches, and other goods were sold and the expedition gained significant media traction.

The Stellar Unknown Expedition

Stellar Unknown

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Expedition Quick Facts

Initials:	SU
Launch Date:	25 Aug 2205
End Date:	24 Nov 3305
Destination:	Saggitarius A*
Status:	Completed
Expedition Staff:	Shae Dalton, Scaleios
# of Participants:	360
# of Seals:	~ 25

About the Expedition

This expedition was held as a trip from the civilized area of space known as "The Bubble", via the eastern section of the Perseus Arm and through the Centaurus Reach. The expedition was aimed at being accessible for all walks of pilot, from veterans to newbies, while still remaining close enough to the Blbble in case of emergency. The expedition held weekly meet-ups, and announced waypoints on a weekly basis.

How to Join

The expedition used it's own external Discord server for communication.

Other Notes

The expedition was held in the Fleetcomm private group.

Perseus Reach Expedition

3306

Perseus Reach

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Expedition Quick Facts

Initials:	PR
Launch Date:	8 Feb 3306
End Date:	4 Jul 3306
Destination:	Oevasy SG-Y d0
Status:	Completed
Expedition Staff:	Dr. Nagi Canys Henkka77 Penny Umbra Chankk Saotome Jggiant12188 Coded_S Rebecca Lansing
# of Participants:	444
# of Seals:	~ 65

About the Expedition

From EDSM:

“ This expedition aims to map the western side of the Perseus Arm, a mostly uncharted region space. Starting from the birthplace of humanity, we will embark on a long journey to the furthest starsystem we can reach in the Milkyway, where no other expedition has gone before! In order to prove that explorers don't need the biggest, fanciest ships to do long range exploration and even the smallest, most basic ships can do that just fine, this expedition will be restricted to small size ships only.

The expedition was focused on small-size ships, and encouraged against "escort" CMDRs in large ships from following along. This was designed to provide a unique challenge to the CMDRs, while still allowing exploration and unique sights in the galaxy.

How to Join

Perseus Reach operated out of their own Discord server (<https://discord.gg/VQfwPBV>).

Other Notes

A minimum Jump Range of 41.34 LY is required to complete the expedition with jumponium injections.

COVID Folding Response

COVID Folding Response



Expedition Quick Facts

Initials:	CVR
Launch Date:	13 March 3306
End Date:	
Destination:	N/A
Status:	Ongoing
Expedition Staff:	Seal Administration
# of Participants:	40+
# of Seals:	40+

About the Expedition

With the state of Outbreak in the SOL system, morale among the Seals was at an all-time low. This impacted many Seals, and the global world in which we live. While we cannot just up and leave to the next system, the Seals realized there was something we could do. Using our onboard computer systems, the Seals joined the Folding@Home community to help research this disease.

Folding@Home is a distributed processing network, utilizing its large network of willing and altruistic PC owners to help find a vaccine for this virus. This distributed computing effort runs simulations of the virus's proteins, in order to pinpoint weaknesses which can be used to create a vaccine.

How to Join

To join, download F@H from <https://foldingathome.org> and use the Team Number of 237247 to put your computer to work in its idle time to help researchers. Currently, the program should prioritize COVID-19 as the target disease.

You can also track the Seal Team's progress here: <https://stats.foldingathome.org/team/237247>

More information from Folding at Home can be found here: <https://foldingathome.org/2020/03/15/coronavirus-what-were-doing-and-how-you-can-help-in-simple-terms/>

Some Seals have reported that when Folding is out of work units, they have run BOINC from Berkeley university as well. Similar to Folding, BOINC is another research distributed computing network. It is the backbone for such projects as SETI @ Home.

To join the BOINC team, Download BOINC from <https://boinc.bakerlab.org/>. Then, select "Add Project", "Biology and Medicine", "Rosetta@Home", set up your account, and then select "Finish". After that, search on the "Team" page for the Hull Seals, and track our progress here:

http://boinc.bakerlab.org/rosetta/team_display.php?teamid=19077

Other Notes

This is the first time the Seals have banded together for a real-life event. Although this is written from the perspective of in-universe, as many things are in Elite, this is the Seal's way of giving back to the community that has done so much for us.

Hull Seals Fleet Initiative

Hull Seals Fleet Initiative

HS Carrier

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](#).

The Long Arf

Expedition Name

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Expedition Quick Facts

Initials:	TLA
Launch Date:	6 July 3306
End Date:	17 Aug. 3306
Destination:	Phroi Bluae QI-T e3-3454
Status:	Complete
Expedition Staff:	5
# of Participants:	118
# of Seals:	85

About the Expedition

The Long Arf is an expedition by the Hull Seals, centered around the deployment of the first of our three Fleet Carriers to the Ryker's Hope region of the galaxy, at Distant Worlds 2 Waypoint 9, an homage to the trip that gave rise to our organization. This carrier, the flagship of the Seal fleet, will be our organization's galactic headquarters and our home.

The expedition will launch from the furthest carrier dock in the black, at Colonia, and head galactic north toward deployment, via Odin's Hold in a challenging voyage of logistics, exploration, scientific research, and camaraderie.

The journey will be marked with a narrative journey, including the introduction of the whole crew of the HSRC Limpet's Call, and the adventures as she journeys through the stars to her home.

How to Join

To join the expedition, a [Discord server](#) has been set up for use. It is also encouraged to join the [EDSM](#) page's Expedition!

Other Notes

The leadup to the announcement of this expedition was prefaced with an evolving webpage leaked a week before the launch, with a countdown timer. As the timer to zero drew closer, more details such as hidden ASCII art, links to other pages, and background images changed and evolved in a "teaser".