

# Suggested Ship Builds and Modules

Ship choice is an incredibly important choice to make. It is a choice that can mean the difference between 2-300 jumps, insufficient limpet count, or a pirate destroyed client.

Here are some specific ships we recommend for a range of sealing situations.

## Anaconda

“ An old multi-role classic. Flexible and long-range.

The Anaconda has been a mainstay of the Hull Seals since our inception. It is a multi-role workhorse with a multitude of options, from rapid repair response to high capacity limpet carry. It can be outfitted to run and fuel-scoop with low temperature outputs and up until recently it enjoyed the title of the longest jumping ship used for seal-work (currently out-shadowed by the long-jumping rapid repair Mandalay).

Here you can find an example of a commonly used Anaconda outfitting with moderate limpet space, relatively long range and tools needed for basic seal work.

## Krait Phantom

“ Cost effective, minimal engineering, starter sealer.

The Phantom provides a cost effective choice for both seals just beginning their lives in Elite and old seals that want a 'cheap self-destructer' to return to the bubble fast. Comparable to the Anaconda in jump-range (in a smaller form factor), the Krait still proves a popular ship for a myriad of seals.

This example outfitted by CMDR Inhooman is a great example of what can be created with a medium-landing-pad ship.

## Mandalay

“ The undisputed champion of jumping.

Cool, fast, super-long range, *Haply's dream conceptualised*. It is one of, if not the best ships for sealing. Respectful of your time, respectful of your client's time, its a cool jumping speed freak *built on sheer ridiculousness and insanity*. Need fuel, scoop while you charge your FSD. Need to get around a planetary body fast, use the supplied and optimised Super Cruise Overdrive. Once you try a Mandalay, you will find it difficult to fly another ship.

Created by CMDR Akastus, this Mandalay is a fully engineered, fully armed vessel with everything a seal would ever need to repair a client in need.

## Federal Corvette

“ Heavily armed walrus support, NPC pirate protection for clients in need.

Recommended only for armed support of clients in danger of NPC pirate threat, the Corvette offers a high-damage, high-survivability platform suited to most high risk combat situations.

Here you can find a common loadout for Walrus responders.

## *Bring your own ship*

If these suggested ships aren't your fancy you can choose to build your own! We do however urge your choice of ship to have an appropriate jump range (above 50LY), an appropriate fuel scoop, an appropriate Repair Limpet Controller (3D, 5D or 7D) and appropriate limpet cargo space to repair a client (8t or more).

---

Revision #8  
Created 17 April 2019 18:39:35 by Rixxan  
Updated 30 March 2025 05:23:30 by DrebinOmega