Station Cyno Placement Guide

A Grand Tour of the NPC station types in EVE Online

While I'm sure that while flying a Jump Freighter, ganking is a matter of when and not if, I'd still like to minimize the possibility of that happening due to my error. Therefore I was looking for a guide which lists - with pictures preferably - those spots near all the different NPC station types where a Cyno could be safely lit while still being able to instadock with an incoming JF. Despite all of my efforts however, I couldn't find such a guide. The closest thing I found was this guide on station docking ranges:

http://go-dl.eve-files.com/media/1105/Stations_undock_range.pdf

Now, this is an excellent starting point, but I wanted a guide specifically for cyno placement. Using the above guide as a baseline, I started first by identifying - with the help of the EVE data dump - all the different NPC station types where a JF might ever need to dock. Once I had this list, I identified specific stations that have the station geometry corresponding to each type within a reasonable traveling distance and then set up a route to visit each of these stations and practice jump a JF to each of them on the Singularity test server, so that I'd feel more comfortable of doing this live on Tranquility without the fear of losing my JF on the very first jump (which might still happen despite all of my efforts :-)

Anyway the result of this is the guide below, which includes pictures of where I placed my Cynos for each station. I hope this might be of use to other people as well.

The first page of the guide is a summary table showing each of the station types I identified (there are 30 types listed but 2 of them are actually identical physical models, namely the Caldari Military Station and the Caldari Mining Station, so there are only 29 unique types. Station types are color coded according to their general "evilness", red are the worst, very small docking range, very small margin of error, orange are passable and green are our friends, with generous docking ranges.
Included are page references for the station docking ranges guide I linked above where available (not all station types were represented in that guide). Stations are listed in the suggested order they should be visited for an optimal practice run.

After this comes the actual picture reference, ordered by the main NPC factions. For each of the stations a screenshot is provided of the actual spot where I placed my Cyno during my practice. For each of the "red" stations (except the most evil, the Amarr Industrial Station) I also included another picture showing my JF after jumping more or less at the farthest possible point of the 5 km Cyno bubble from the station model. Each of these spots were still insta dockable 0 m spots, thus these should be "proof" enough that the Cyno spot should be right.

Now, I'm far from an experienced JF pilot (indeed I'm just starting out), so I'd very much appreciate if the more experienced pilots lurking here would share their insights if they see that some of my Cyno spots are very wrong and might suggest better spots. That way this guide might be improved significantly and maybe even help a few pilots so that they would not lose a ship valued at 6 billion on their first eager Cyno jump.

Any questions, comments, ISK donations, whatever, you can send to **Larenon en Marland** in EVE.

Why should a JF pilot care about this at all?

I heard that you should always strive to jump to a station with a Jump Freighter and in such a way that you are able to instantly dock your JF, to minimize gank possibility. Now there are station types which are more evil and less evil. This depends on how close you need to put your Cyno beacon to the station to still be able to instantly dock with your JF. If you put it too far away from the station, you'll need to slowboat in your JF a couple of kilometers, but you won't have to worry about reaching the station, because you'll be shot down and happily ganked long before reaching it. If you put your Cyno too close to the station, you might bump off from the station. Now, it's quite fun to bump off from the station with a JF at the awesome speed of sometimes - I heard - a 1000 m/s , but the local pirates and well just about anyone and their cat will also be very happy to shoot you mercilessly for a shiny capital ship killmail. These stuff are detailed in an excellent blog post, here: http://www.evealtruist.com/2012/04/how-to-move-capital-ship.html This is a must read for anyone, who - like me - has never made a jump in a Jump Freighter on Tranquility yet.

Now, how evil a station is? That is determined by its docking radius and general appearance and geometry. If it has lots of antennas jutting out of it, that's bad news for JF pilots. Small docking radius is also bad news. The above mentioned docking range guide summarized this nicely and formed the basis of my guide.

If anyone would like to follow in my footsteps and do a grand tour of all the station types, I suggest following the route below (each station corresponds to the relevant station type in my guide. We are starting from Jita and the numbers in parentheses show the gatejumps you need to make in your Cyno alt, to reach the given solar system. Each of these steps are designed to be within 10 lightyears of each other, so if you have trained Jump Drive Calibration to level 4, you should be all set. I recommend loading up your JF with around 15000 Liquid Ozone and let's say 1000000 fuel for your Jump Freighter (for example Helium Isotopes for an Ark), so you can make all these circuits in one go. The first "circuit" pretty much covers almost all of the station types, but for those maximalists like me, I've included the others as well.

As practice before attempting this live on Tranquility I jumped my JF on Singularity 4 times each to all „red" stations, 2 times each to all „yellow" stations and 1 time each to all „green" stations.

One thing that might be obvious to everyone else, but me is that you can't jump to a Cyno if you are within the same solar system as the Cyno beacon, so for those systems below where there are multiple stations to visit, you need to gatejump to one of the neighboring systems with your JF before jumping to the Cyno beacon.

CIRCUIT 1

START AT JITA

(6)

Rancer IV - Moon 18 - Roden Shipyards Factory

Rancer V - Moon 7 - Egonics Inc. Development Studio

Rancer VI - Moon 3 - Federal Freight Storage

Rancer VI - Moon 6 - Federal Navy Academy

(1)

Crielere I - Ishukone Corporation Research Center

(3)

Lamadent I - Federation Customs Logistic Support

(2)

Thelan VI - Moon 8 - Federation Customs Testing Facilities

(1)

Hagilur IV - Moon 2 - Minmatar Mining Corporation Mining Outpost

Hagilur V - Moon 8 - Boundless Creation Factory

(2)

Arifsdald III - Moon 14 - The Leisure Group Development Studio

(1)

Dudreda V - Moon 3 - Republic Fleet Assembly Plant

Dudreda VI - Moon 4 - Republic Military School

(1)

Hakisalki VIII - Moon 1 - Nugoeihuvi Corporation Development Studio

Hakisalki VIII - Moon 23 - Republic Fleet Logistic Support

Hakisalki X - Republic Parliament Academy

(9)

Siseide VII - Moon 17 - Joint Harvesting Food Packaging

(2)

Kourmonen V - Moon 4 - X-Sense Chemical Refinery

(1)

Kamela V - 24th Imperial Crusade Logistic Support

(2)

Uusanen IV - Moon 1 - Ministry of Assessment Information Center

(1)

Iesa IV - 24th Imperial Crusade Testing Facilities

(3)

Sahtogas IV - Moon 2 - Amarr Navy Logistic Support

(2)

Sosan II - Emperor Family Academy

CIRCUIT 2

START AT JITA

(5)

Sujarento IV - State Protectorate Logistic Support

(2)

Hasmijaala VIII - Moon 4 - Minedrill Mineral Reserve

Hasmijaala X - Moon 1 - Poksu Mineral Group Refinery

Hasmijaala X - Moon 3 - Expert Housing Production Plant

(2)

Deven V - Moon 16 - Ducia Foundry Mining Outpost

CIRCUIT 3

From Deven, travel (4 jumps) to Tannolen with your Cyno pilot

Jump your JF to Tannolen

(11)

Hakonen IX - Moon 10 - Caldari Business Tribunal Information Center

From Hakonen, travel (11 jumps) to Hirri with your Cyno pilot

Jump your JF to Hirri

(11)

Avaux VIII - Moon 3 - Combined Harvest Food Packaging

From Avaux, travel (14 jumps) to Allipes with your Cyno pilot

Jump your JF to Allipes

(16)

Namaili V - Moon 7 - Caldari Business Tribunal Law School

type	Name	Alternate Name	Original Guide	Docking Range	Station
3867	Gallente Industrial Station	Station (Gallente 5)	Page 2	5	Rancer IV - Moon 18 - Roden Shipyards Factory
56	Gallente Military Station	Station (Gallente 1)		25	Rancer V - Moon 7 - Egonics Inc. Development Studio
57	Gallente Station Hub	Station (Gallente 2)		30	Rancer VI - Moon 6 - Federal Navy Academy
3870	Gallente Mining Station	Station (Gallente 8)	Page 21	25	Rancer VI - Moon 3 - Federal Freight Storage
54	Caldari Logistics Station	Station (Caldari 4)		10	Crielere I - Ishukone Corporation Research Center
3868	Gallente Administrative Station	Station (Gallente 6)	Page 9	12,5	Lamadent I - Federation Customs Logistic Support
3869	Gallente Logistics Station	Station (Gallente 7)	Page 20	25	Thelan VI - Moon 8 - Federation Customs Testing Facilities
2499	Minmatar Mining Station		Page 21	50	Hagilur IV - Moon 2 - Minmatar Mining Corporation Mining Outpost
2497	Minmatar Industrial Station			20	Hagilur V - Moon 8 - Boundless Creation Factory
2496	Minmatar Hub		Page 5	5	Arifsdald III - Moon 14 - The Leisure Group Development Studio
2498	Minmatar Military Station			15	Dudreda V - Moon 3 - Republic Fleet Assembly Plant
2500	Minmatar Research Station		Page 3	3	Dudreda VI - Moon 4 - Republic Military School
1531	Caldari Trading Station	Station (Caldari 3)	Page 15	40	Hakisalki VIII - Moon 1 - Nugoeihuvi Corporation Development Studio
2501	Minmatar Station		Page 4	3	Hakisalki VIII - Moon 23 - Republic Fleet Logistic Support
2502	Minmatar Trade Post		Page 1	5	Hakisalki X - Republic Parliament Academy
1928	Amarr Industrial Station		Page 19	2	Siseide VII - Moon 17 - Joint Harvesting Food Packaging
3865	Gallente Research Station	Station (Gallente 3)		40	Kourmonen V - Moon 4 - X-Sense Chemical Refinery
1927	Amarr Station Military			40	Kamela V - 24th Imperial Crusade Logistic Support
1926	Amarr Station Hub		Page 12	40	Uusanen IV - Moon 1 - Ministry of Assessment Information Center
1931	Amarr Research Station		Page 11	30	Iesa IV - 24th Imperial Crusade Testing Facilities
1929	Amarr Standard Station		Page 6	12,5	Sahtogas IV - Moon 2 - Amarr Navy Logistic Support
1932	Amarr Trade Post			15	Sosan II - Emperor Family Academy
1530	Caldari Research Station	Station (Caldari 2)	Page 14	20	Sujarento IV - State Protectorate Logistic Support
1529	Caldari Administrative Station	Station (Caldari 1)	Page 13	40	Hasmijaala X - Moon 3 - Expert Housing Production Plant
4023	Caldari Mining Station		Page 18	20	Hasmijaala VIII - Moon 4 - Minedrill Mineral Reserve
4024	Caldari Food Processing Plant Station		Page 17	25	Hasmijaala X - Moon 1 - Poksu Mineral Group Refinery
1930	Amarr Mining Station		Page 10	20	Deven V - Moon 16 - Ducia Foundry Mining Outpost
3872	Caldari Military Station	Station (Caldari 6)	Page 16	17,5	Hakonen IX - Moon 10 - Caldari Business Tribunal Information Center
3866	Gallente Trading Hub	Station (Gallente 4)	Page 8	15	Avaux VIII - Moon 3 - Combined Harvest Food Packaging
3871	Caldari Station Hub	Station (Caldari 5)	Page 7	10	Namaili V - Moon 7 - Caldari Business Tribunal Law School

Circuit 1
Circuit 2
Circuit 3

Amarr Industrial Station

Docking Range: 2 km

Siseide VII - Moon 17 - Joint Harvesting Food Packaging
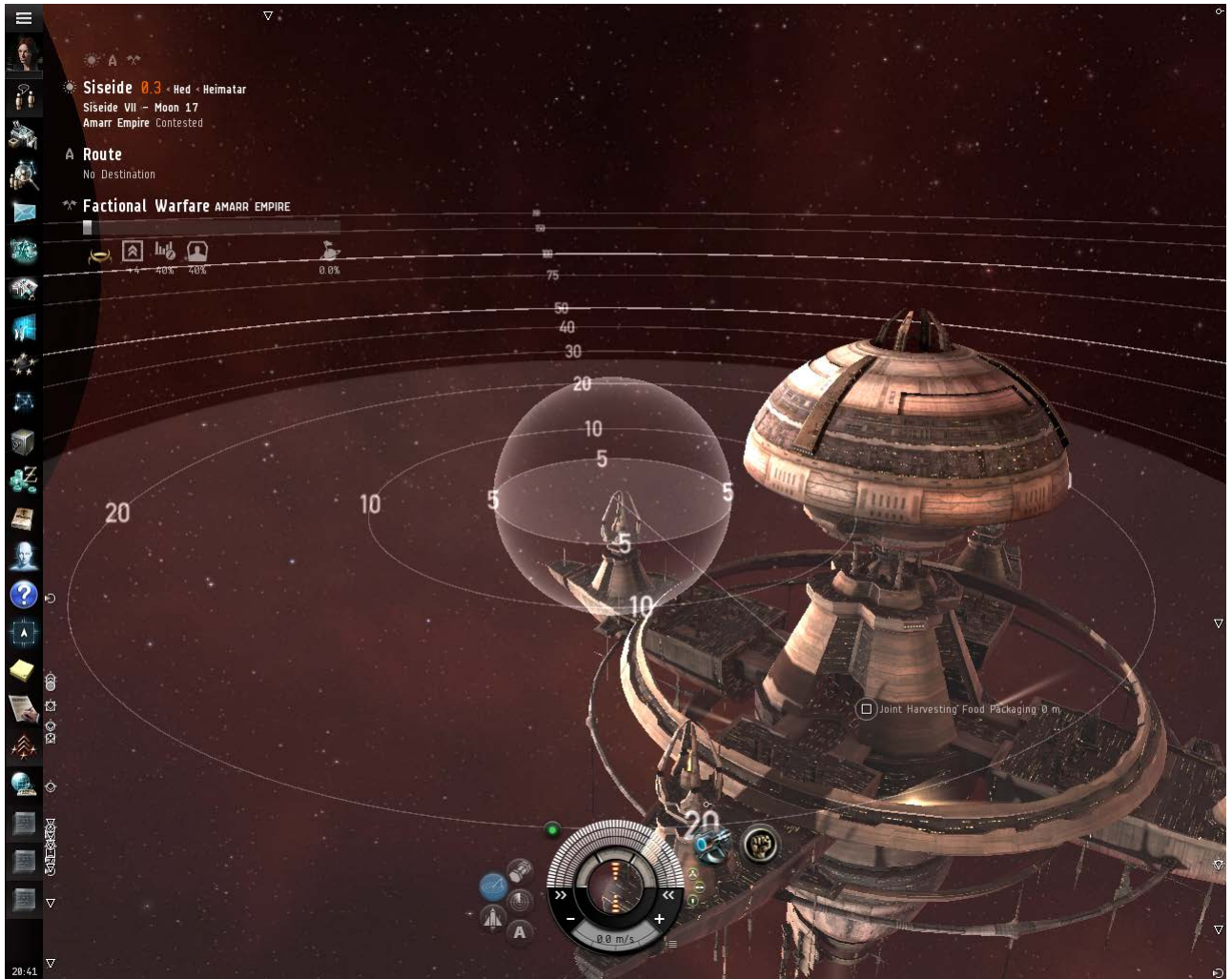
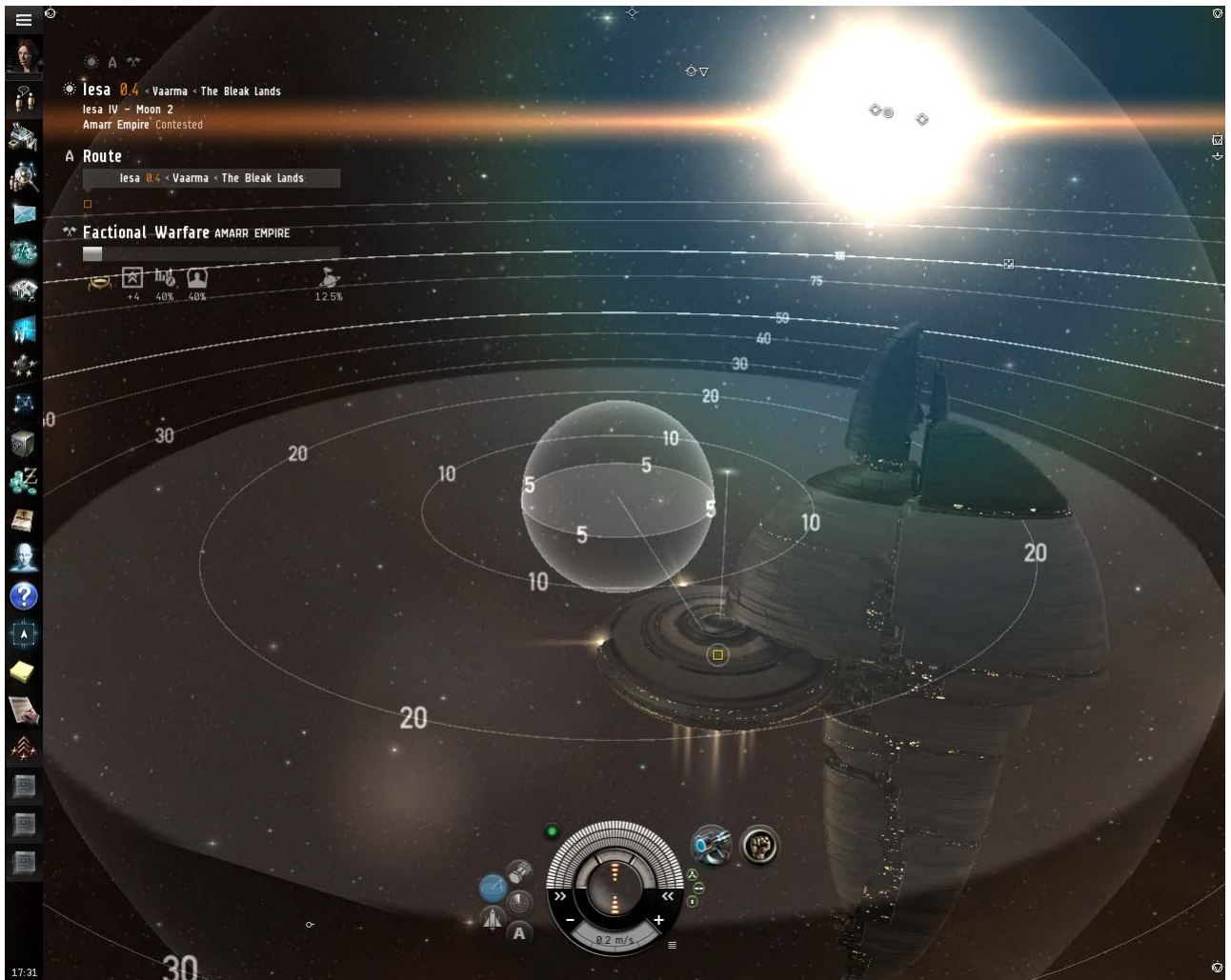## Amarr Mining Station

Docking Range: 20 km

Deven V - Moon 16 - Ducia Foundry Mining Outpost

Amarr Research Station

Docking Range: 30 km

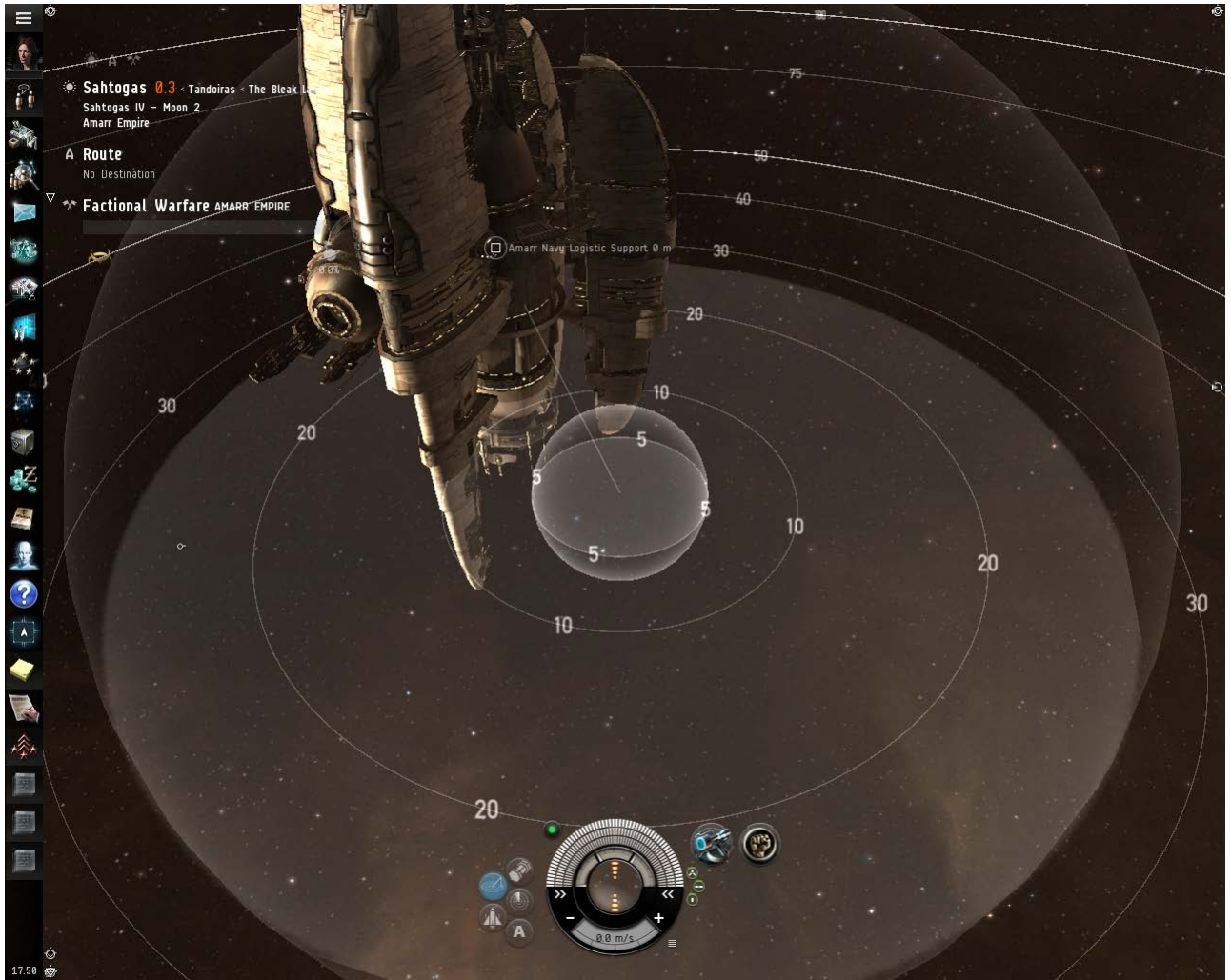Iesa IV - 24th Imperial Crusade Testing Facilities

Docking Range: 12,5 km
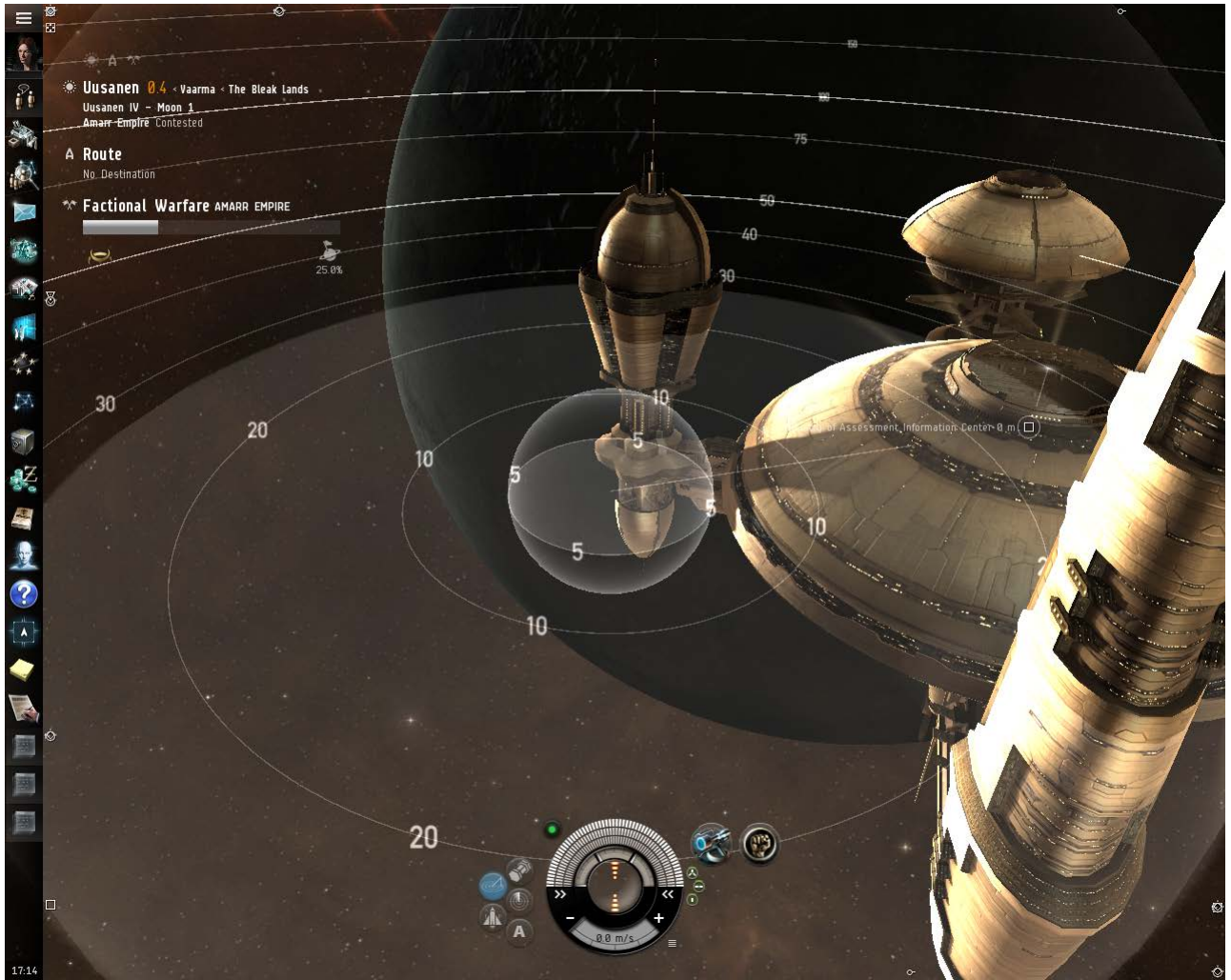
Sahtogas IV - Moon 2 - Amarr Navy Logistic Support
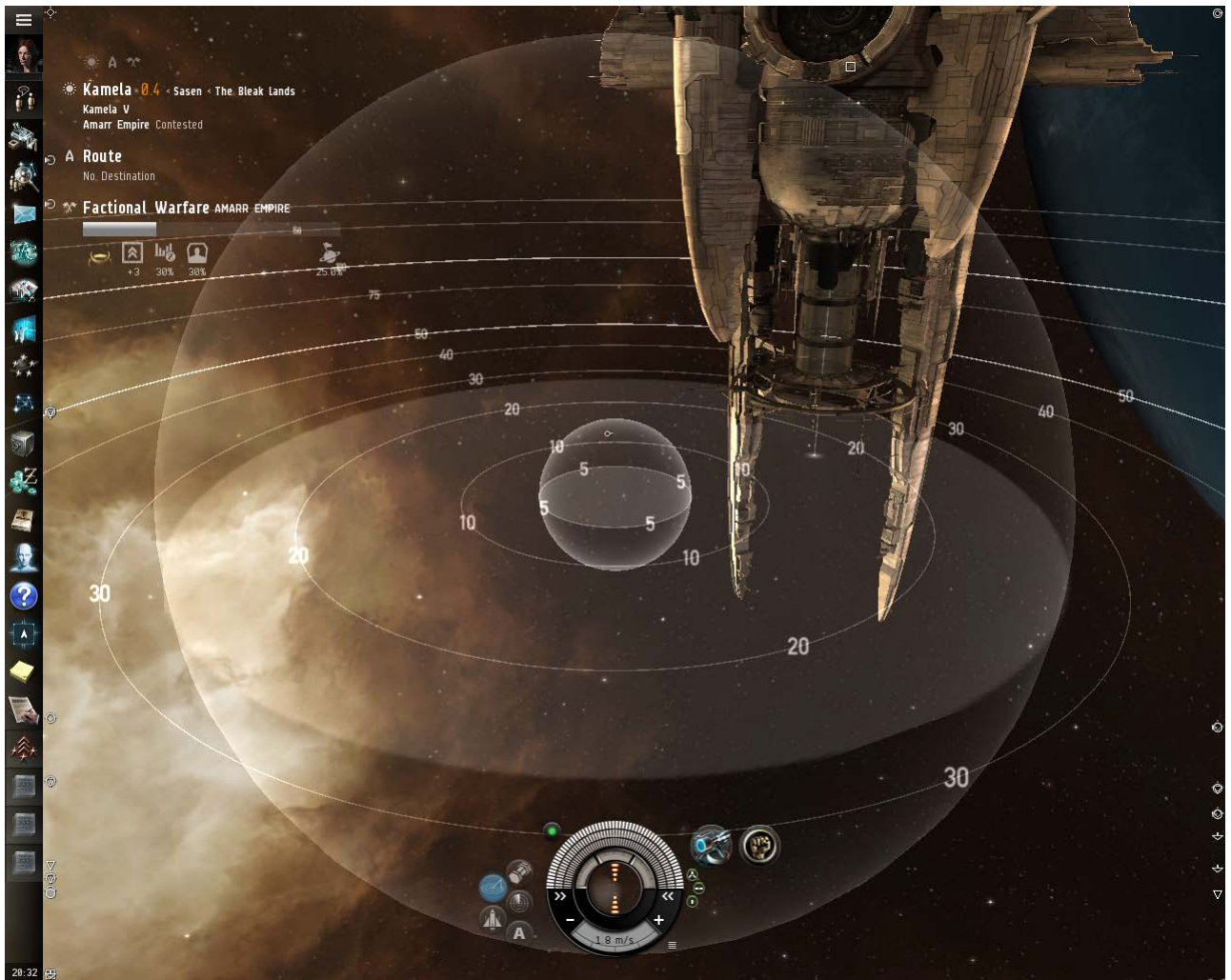
Amarr Station Hub

Docking Range: 40 km

Uusanen IV - Moon 1 - Ministry of Assessment Information Center

Amarr Station Military

Docking Range: 40 km

Kamela V - 24th Imperial Crusade Logistic Support

Docking Range: 15 km

Sosan II - Emperor Family Academy

Caldari Administrative Station
(Station Caldari 1)

Docking Range: 40 km

Hasmijaala X - Moon 3 - Expert Housing Production Plant

Caldari Food Processing Plant Station

Docking Range: 25 km

Hasmijaala X - Moon 1 - Poksu Mineral Group Refinery
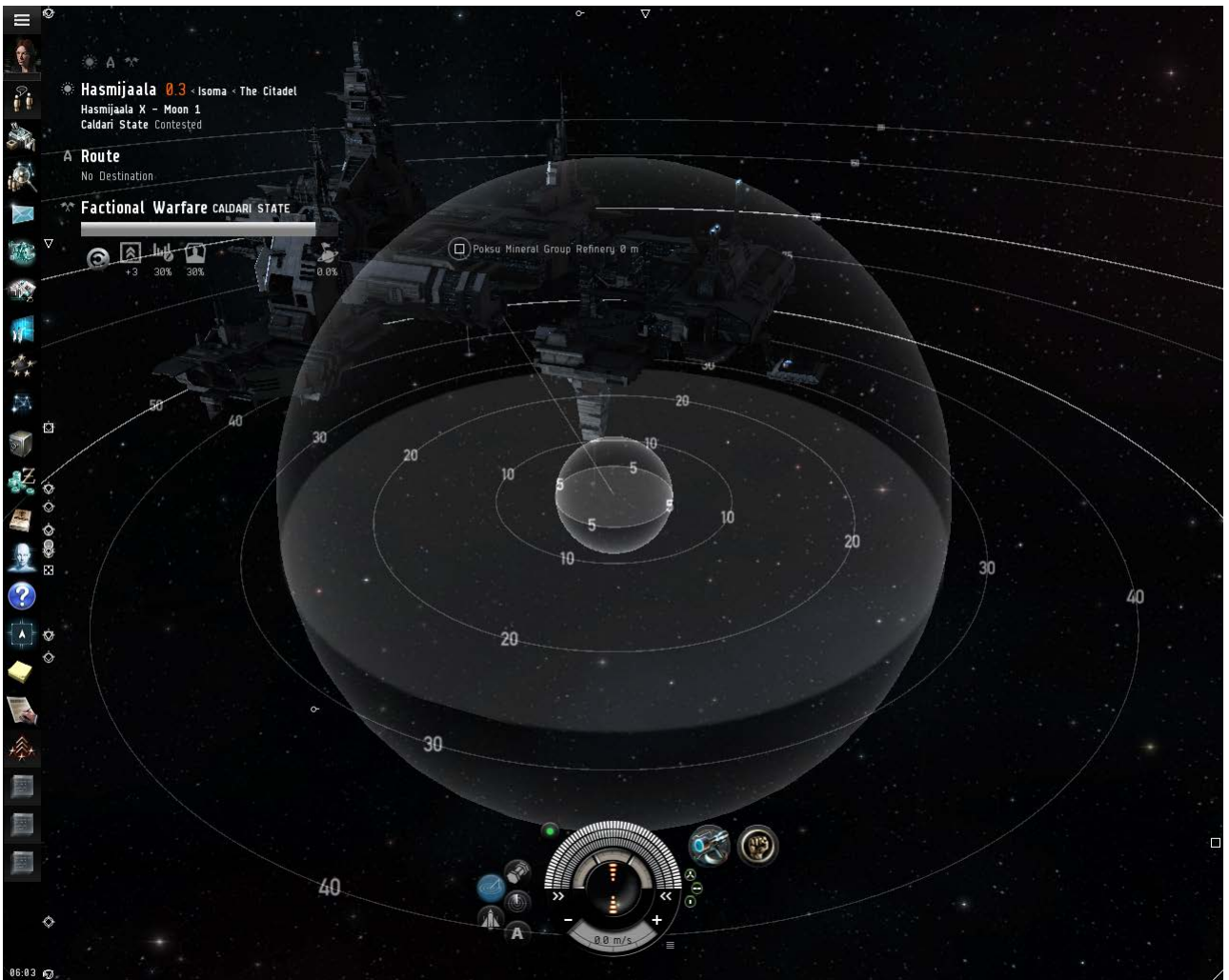
Caldari Logistics Station
(Station Caldari 4)

Docking Range: 10 km

Crielere I - Ishukone Corporation
Research Center
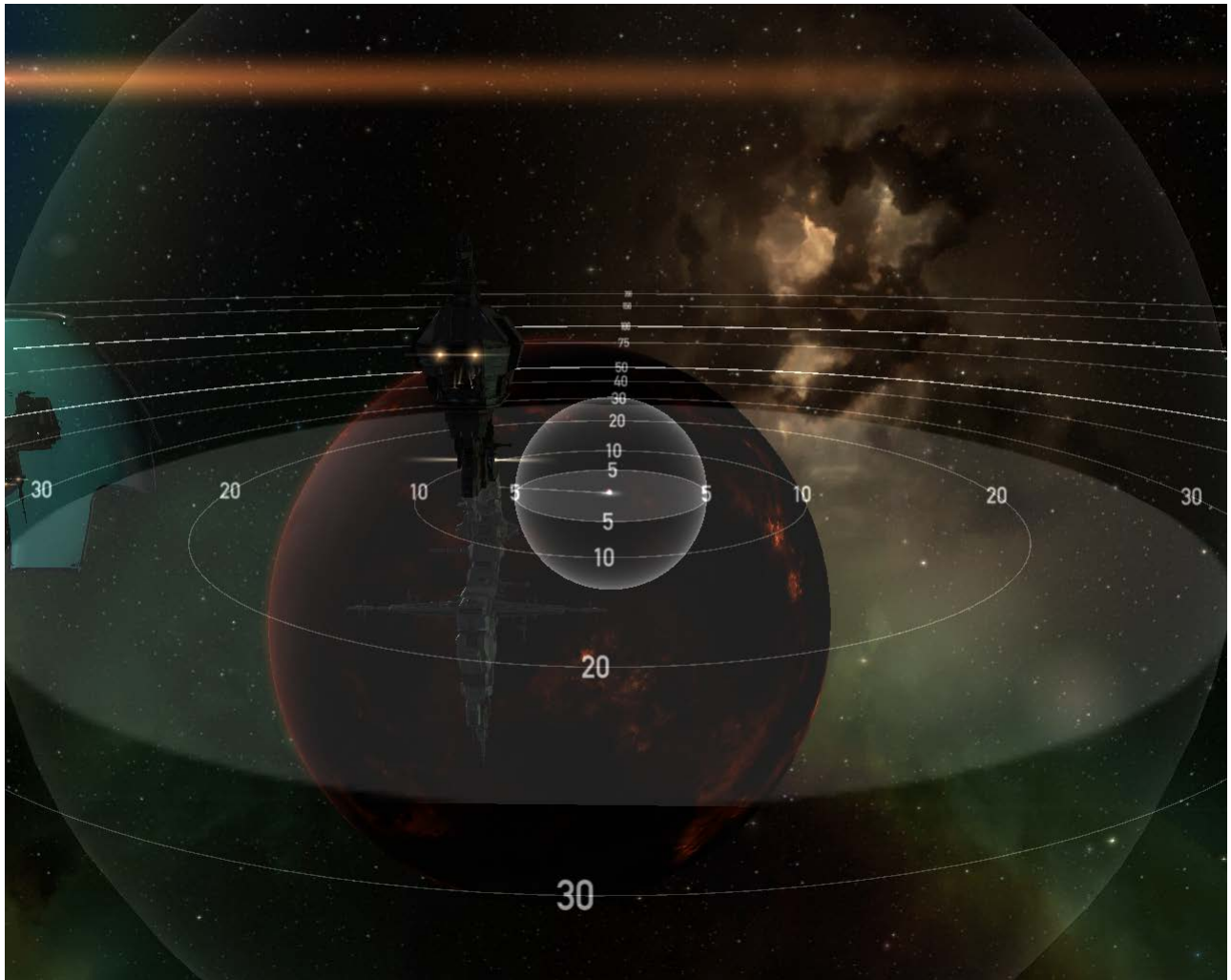
Caldari Logistics Station
(Station Caldari 4)

Docking Range: 10 km

Crielere I - Ishukone Corporation
Research Center
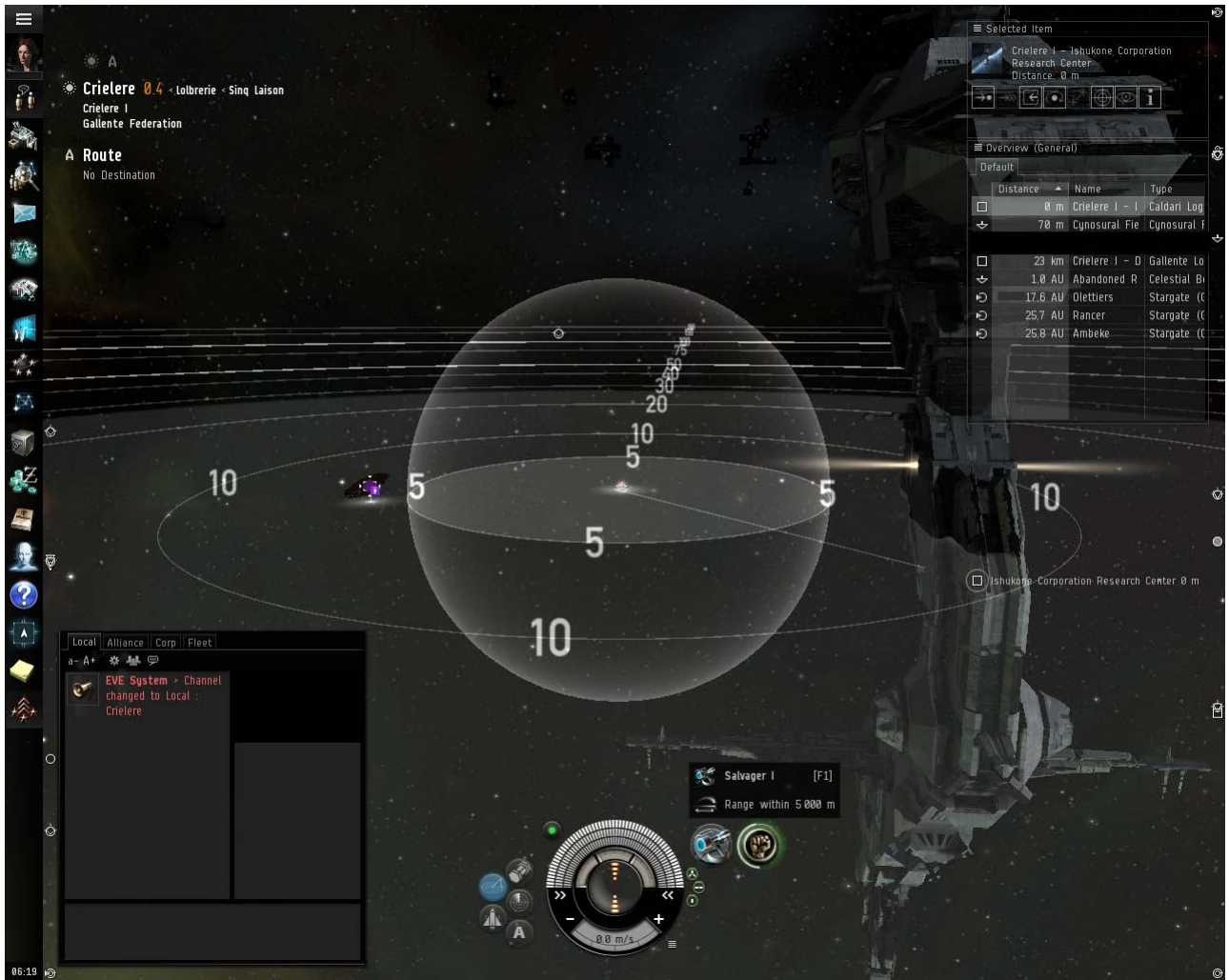
Caldari Military Station
(Station Caldari 6)

Docking Range: 17,5 km

Hakonen IX - Moon 10 - Caldari Business Tribunal Information Center
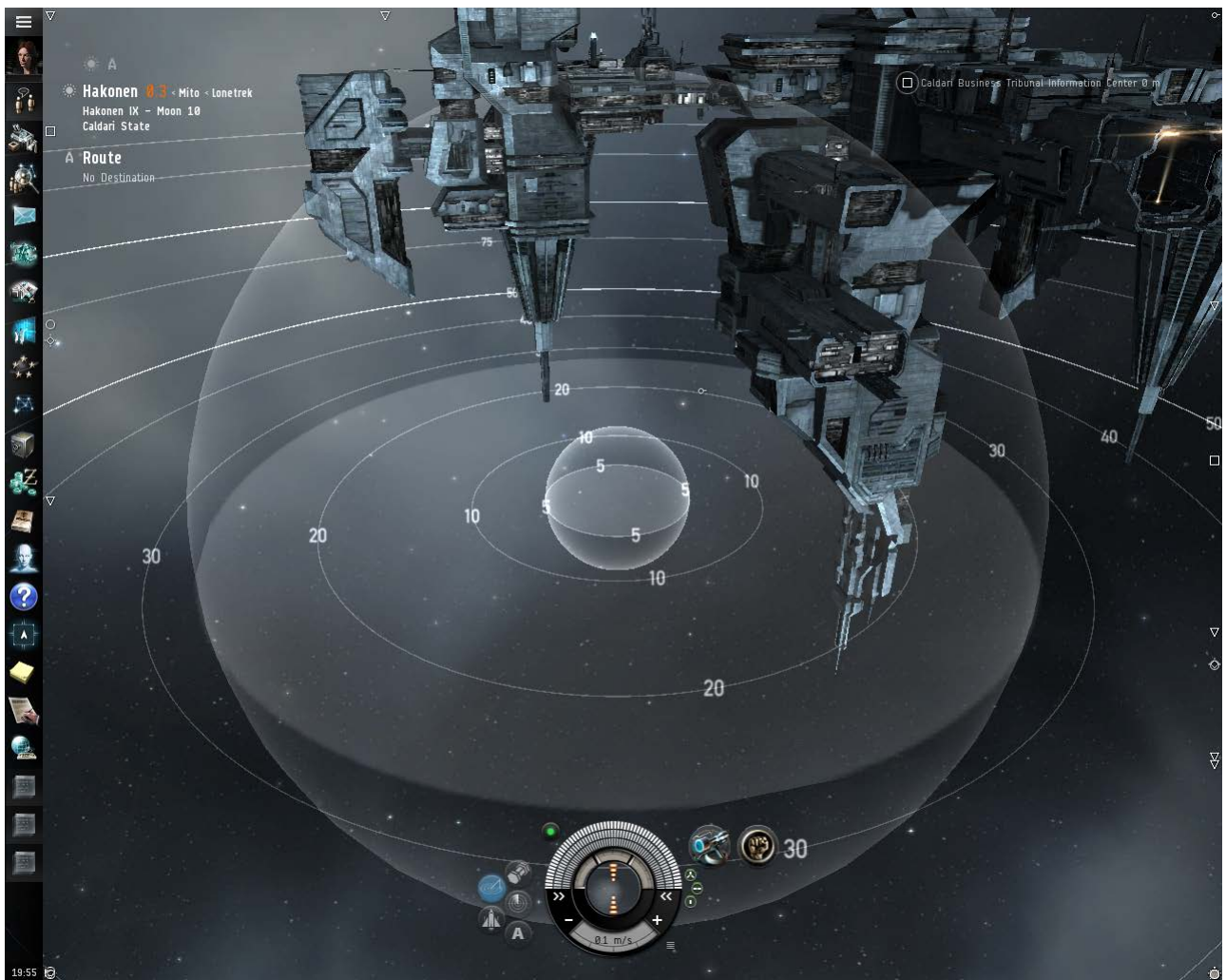
Caldari Mining Station

(Same geometry as Caldari Military Station)

Docking Range: 20 km

Hasmijaala VIII - Moon 4 - Minedrill Mineral Reserve

Caldari Research Station
(Station Caldari 2)

Docking Range: 20 km

Sujarento IV - State Protectorate
Logistic Support

Caldari Station Hub
(Station Caldari 5)

Docking Range: 10 km

Namaili V - Moon 7 - Caldari Business Tribunal Law School
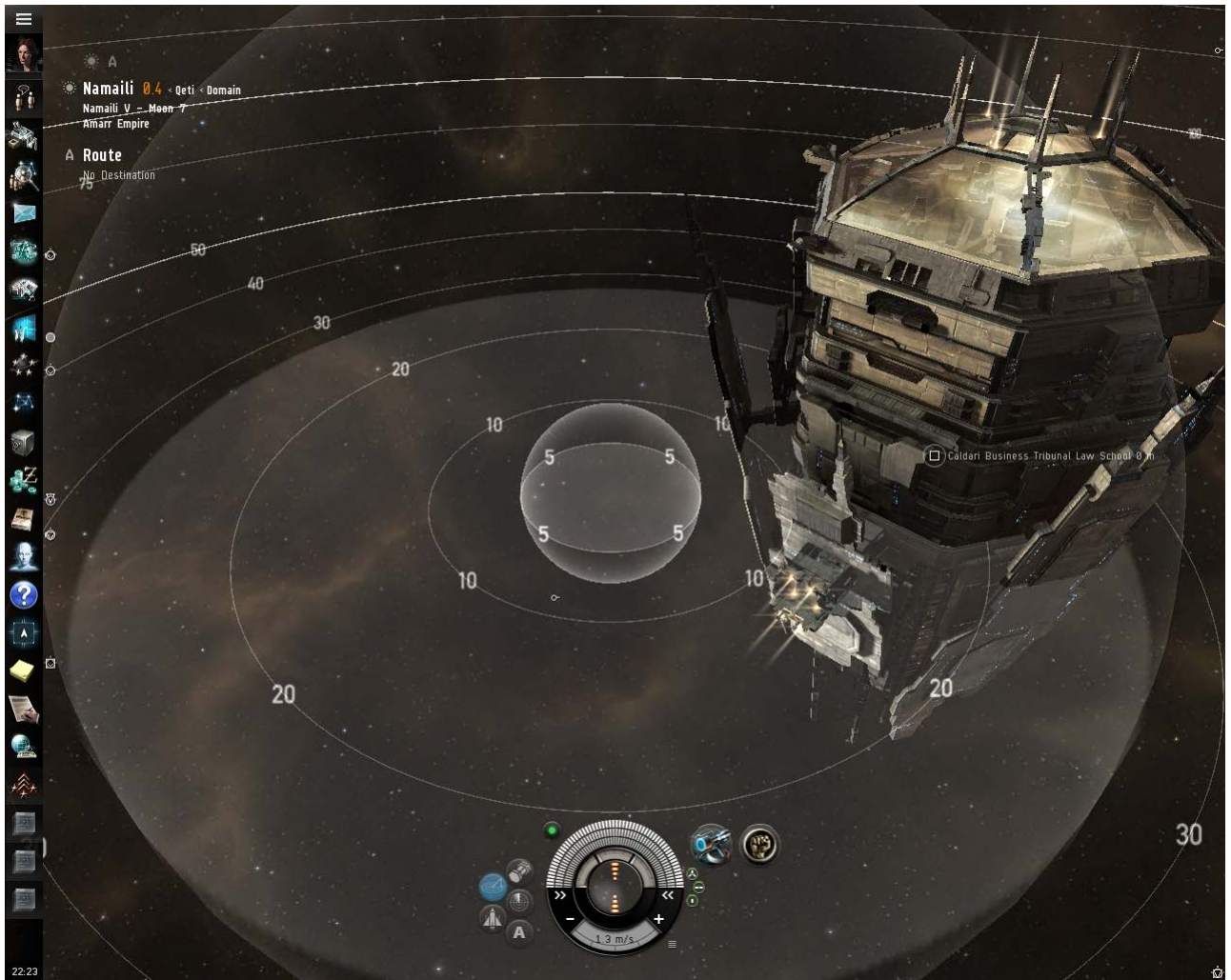
Caldari Trading Station
(Station Caldari 3)

Docking Range: 40 km

Hakisalki VIII - Moon 1 - Nugoeihuvi Corporation Development Studio

Gallente Administrative Station
(Station Gallente 6)

Docking Range: 12,5 km

Lamadent I - Federation Customs
Logistic Support

Gallente Administrative Station
(Station Gallente 6)

Docking Range: 12,5 km

Lamadent I - Federation Customs
Logistic Support
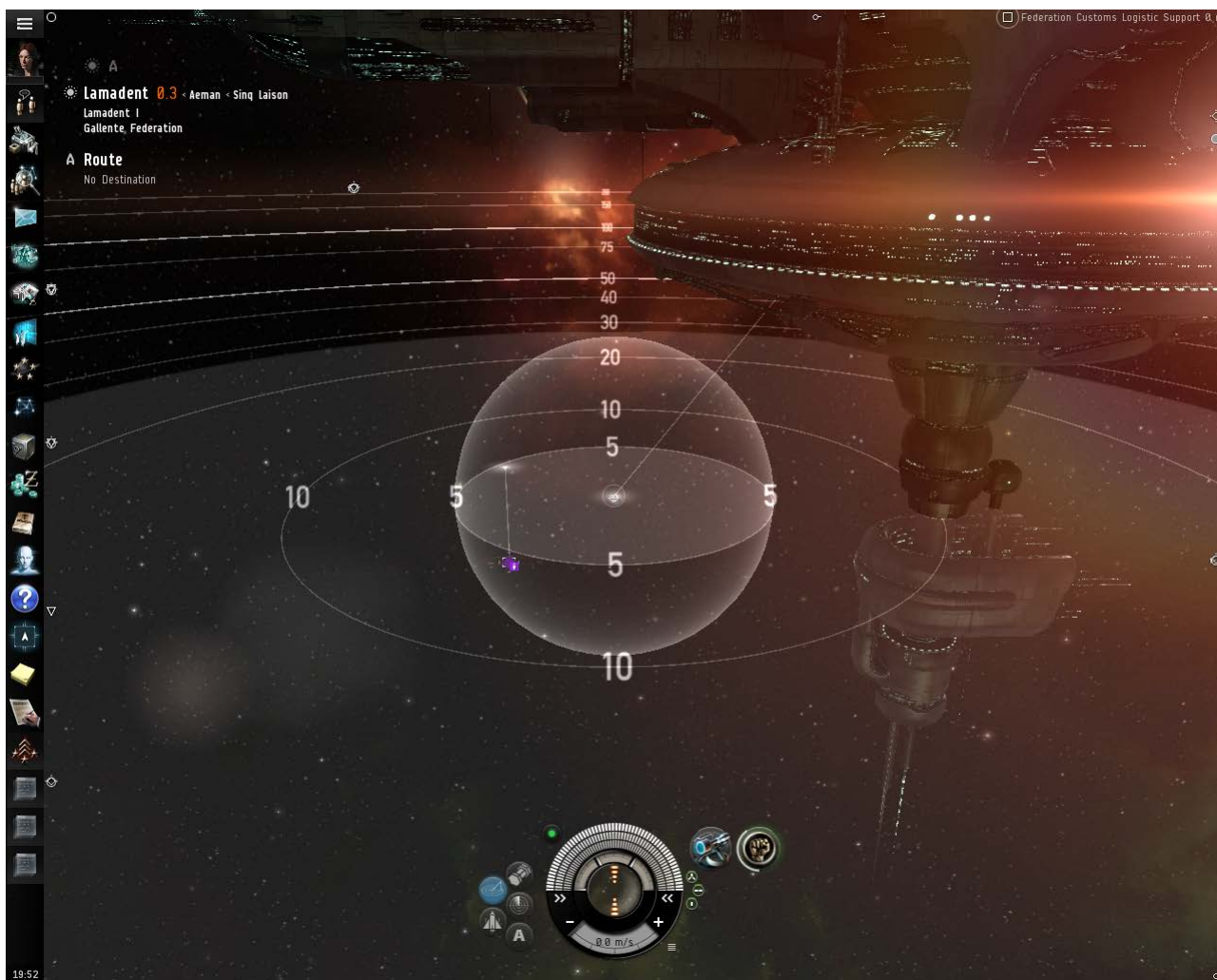
Gallente Industrial Station
(Station Gallente 5)

Docking Range: 5 km

Rancer IV - Moon 18 - Roden Shipyards Factory
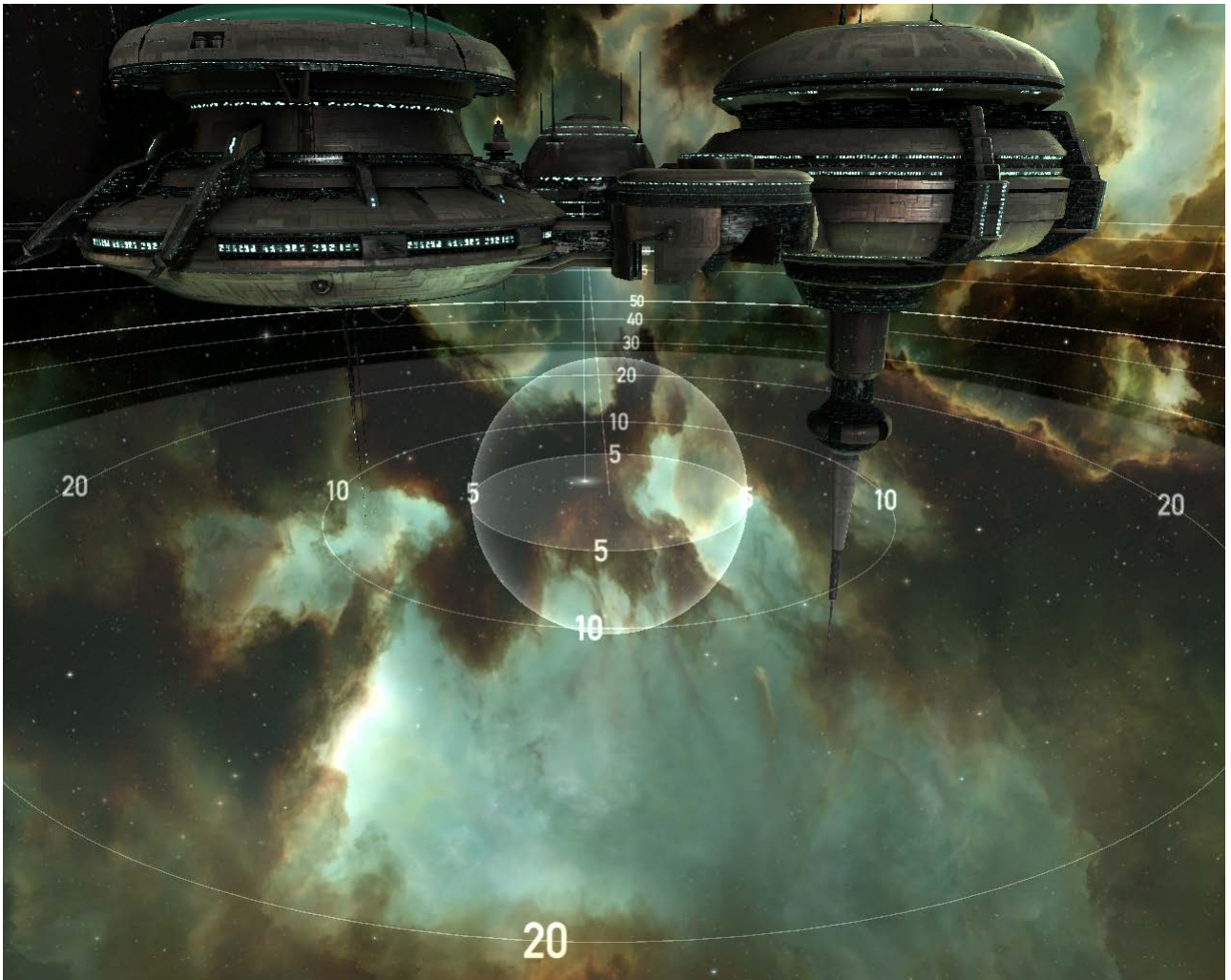
Gallente Industrial Station
(Station Gallente 5)

Docking Range: 5 km

Rancer IV - Moon 18 - Roden Shipyards Factory

Gallente Logistics Station
(Station Gallente 7)

Docking Range: 25 km

Thelan VI - Moon 8 - Federation Customs Testing Facilities

Gallente Military Station
(Station Gallente 1)

Docking Range: 25 km

Rancer V - Moon 7 - Egonics Inc.
Development Studio
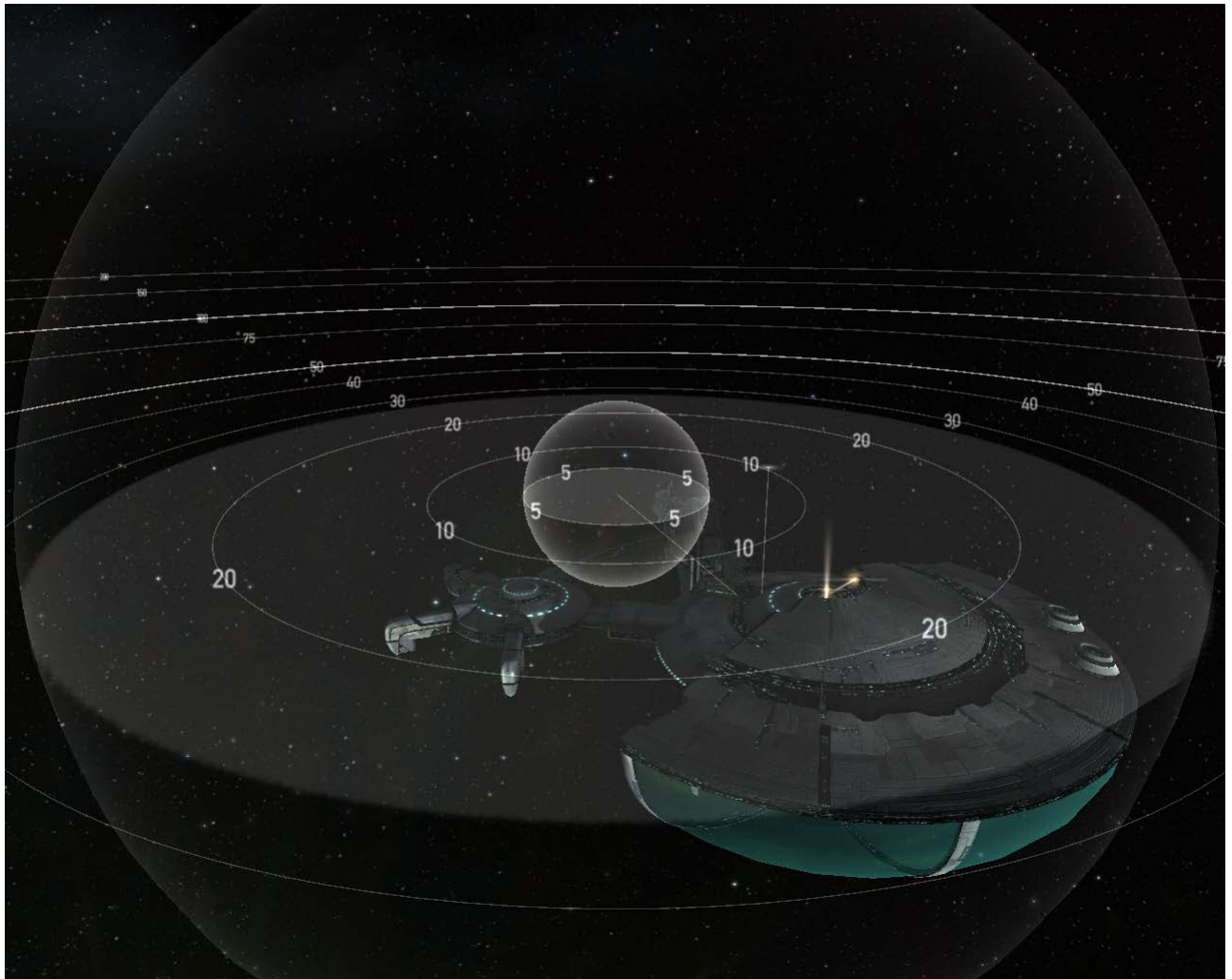
Gallente Mining Station
(Station Gallente 8)

Docking Range: 25 km

Rancer VI - Moon 3 - Federal Freight Storage
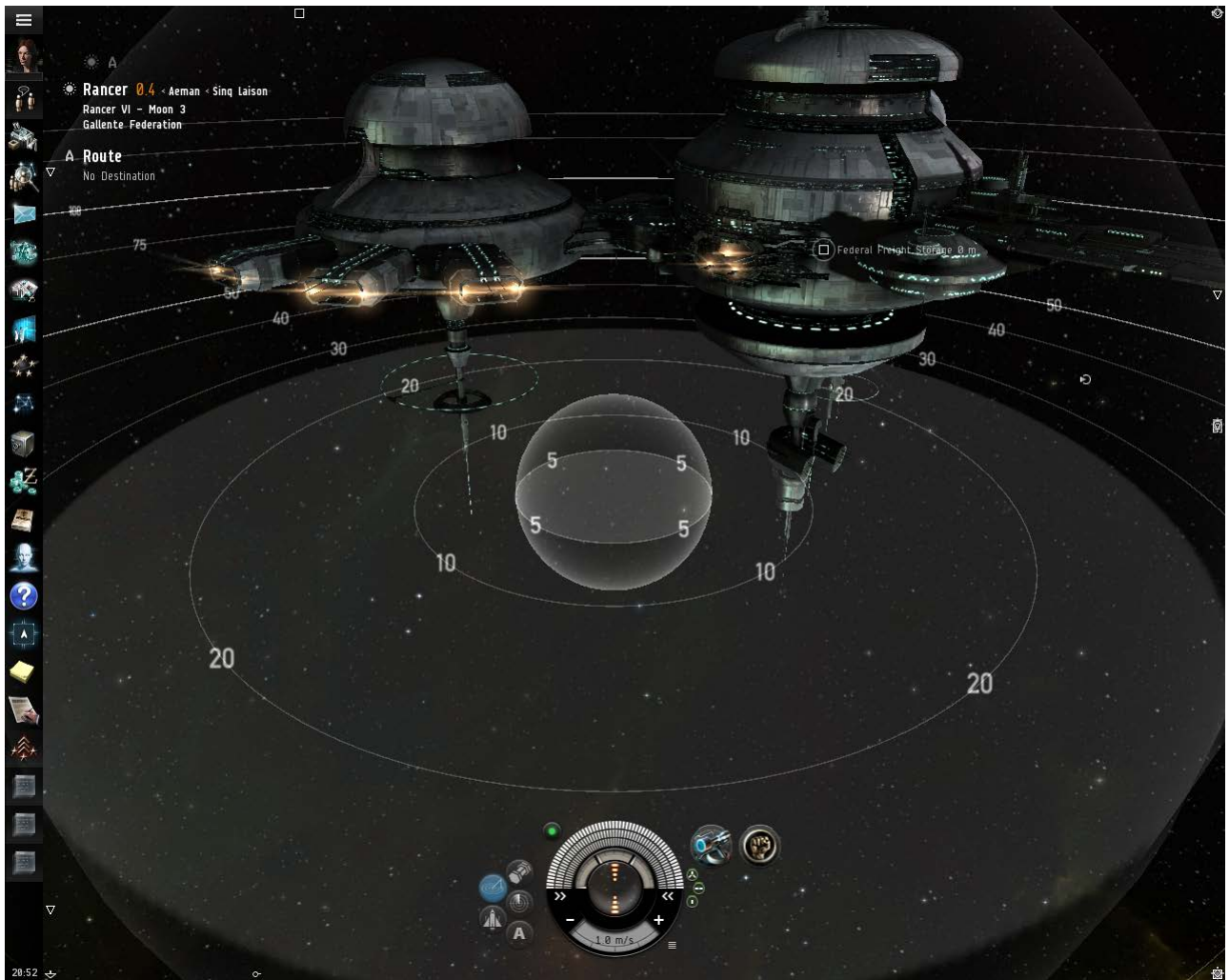
Gallente Research Station

(Station Gallente 3)

Docking Range: 40 km

Kourmonen V - Moon 4 - X-Sense
Chemical Refinery

Docking Range: 30 km

Rancer VI - Moon 6 - Federal Navy Academy
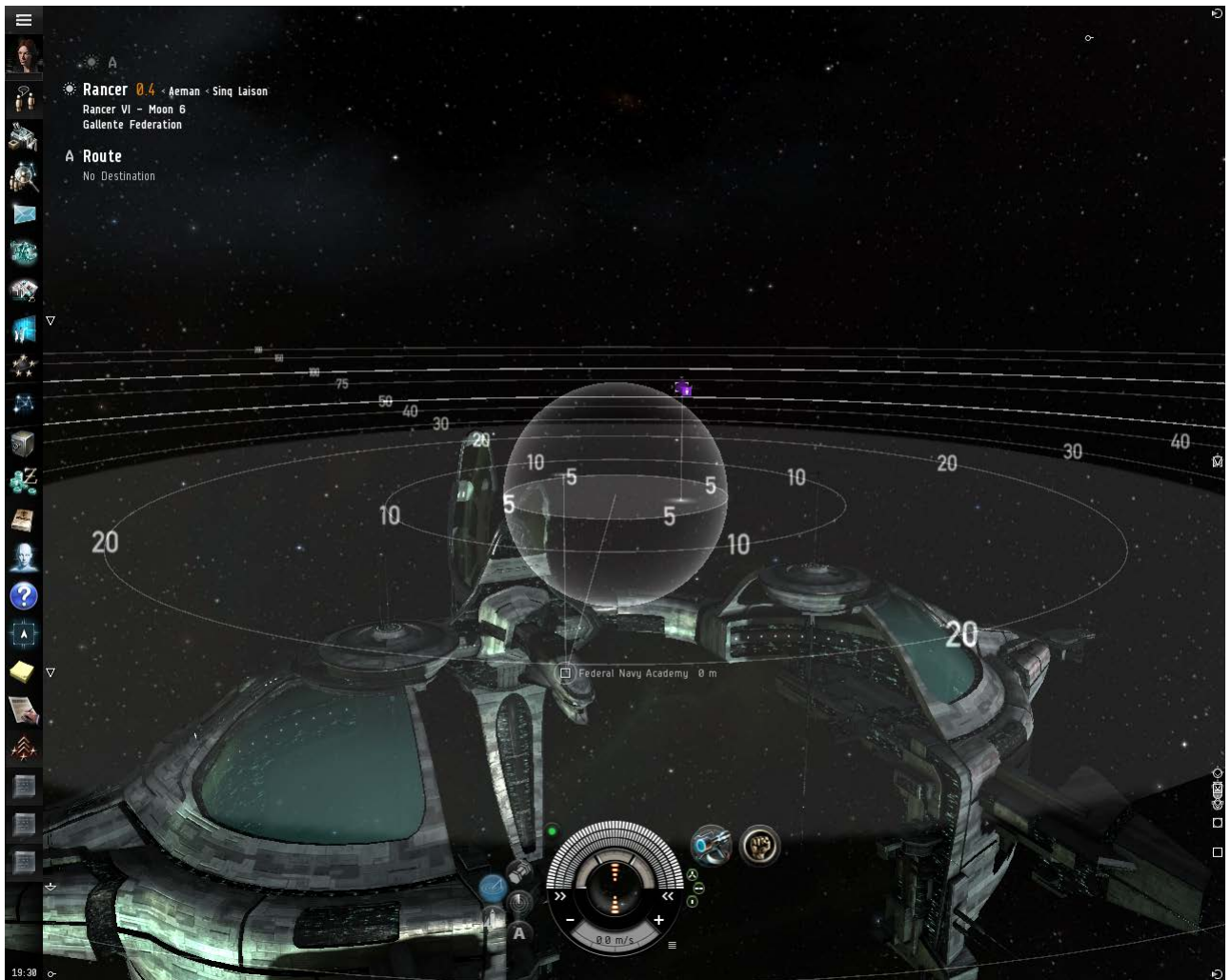
Gallente Trading Hub
(Station Gallente 4)

Docking Range: 15 km

Avaux VIII - Moon 3 - Combined Harvest Food Packaging
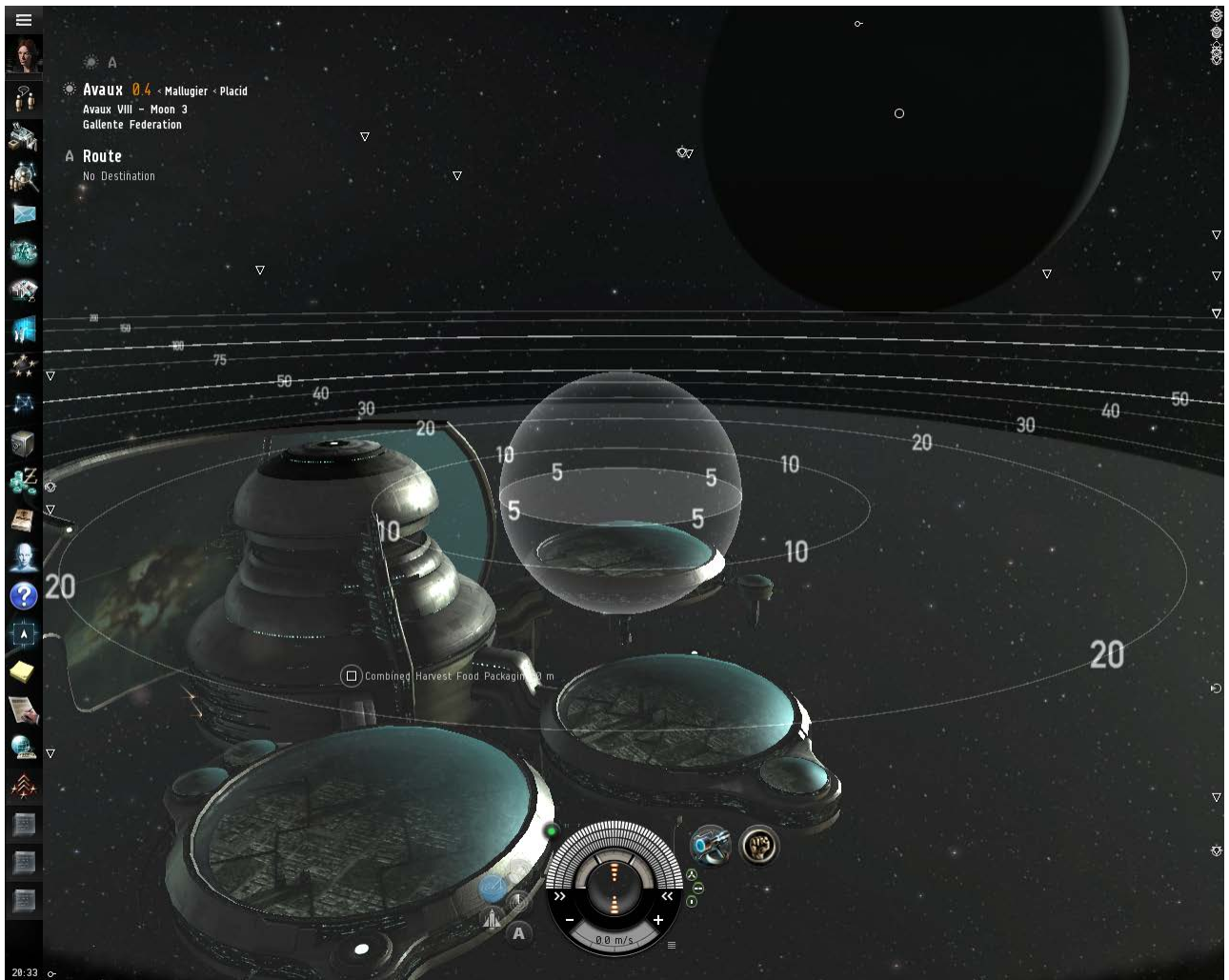
Docking Range: 5 km

Arifsdald III - Moon 14 - The Leisure Group Development Studio
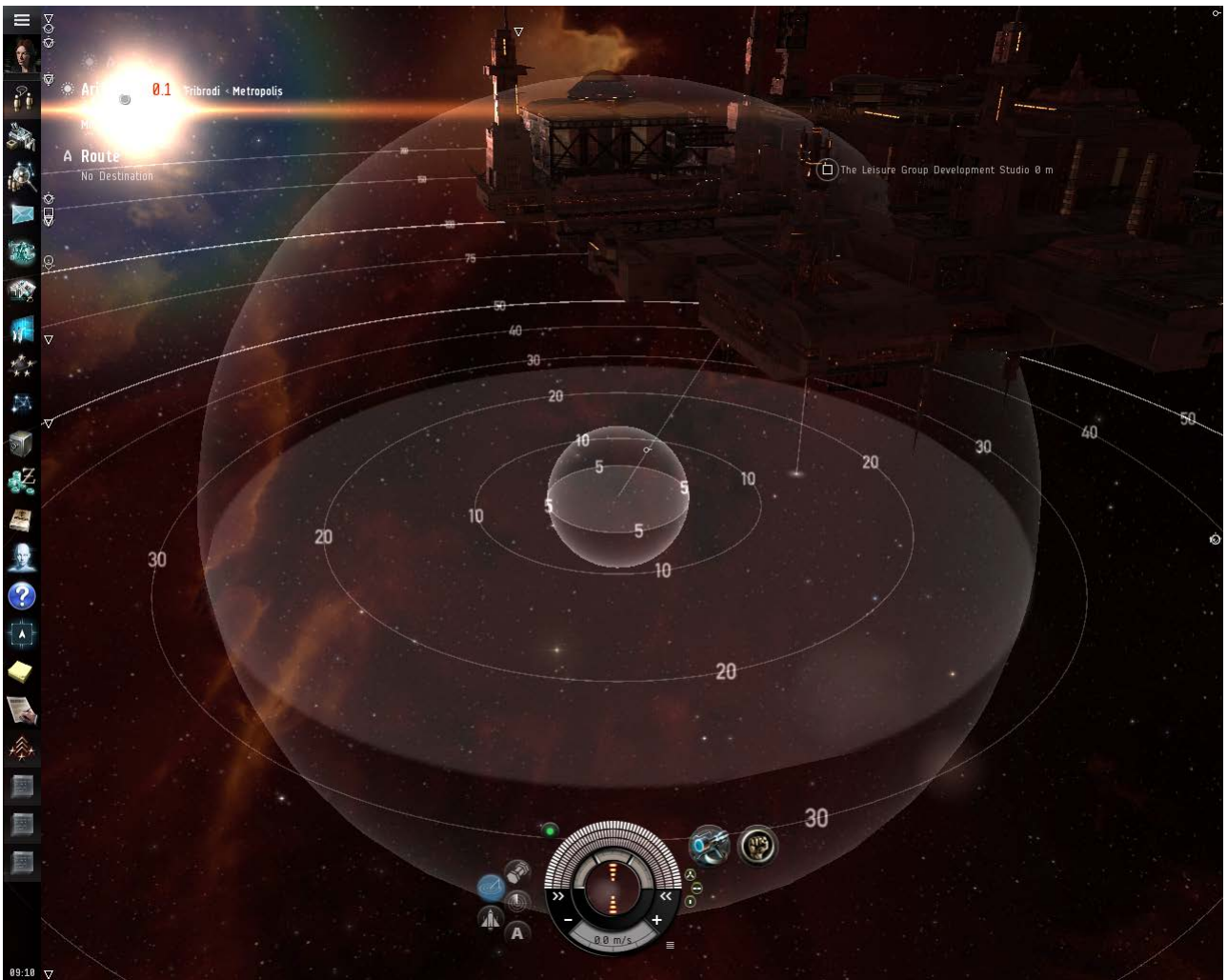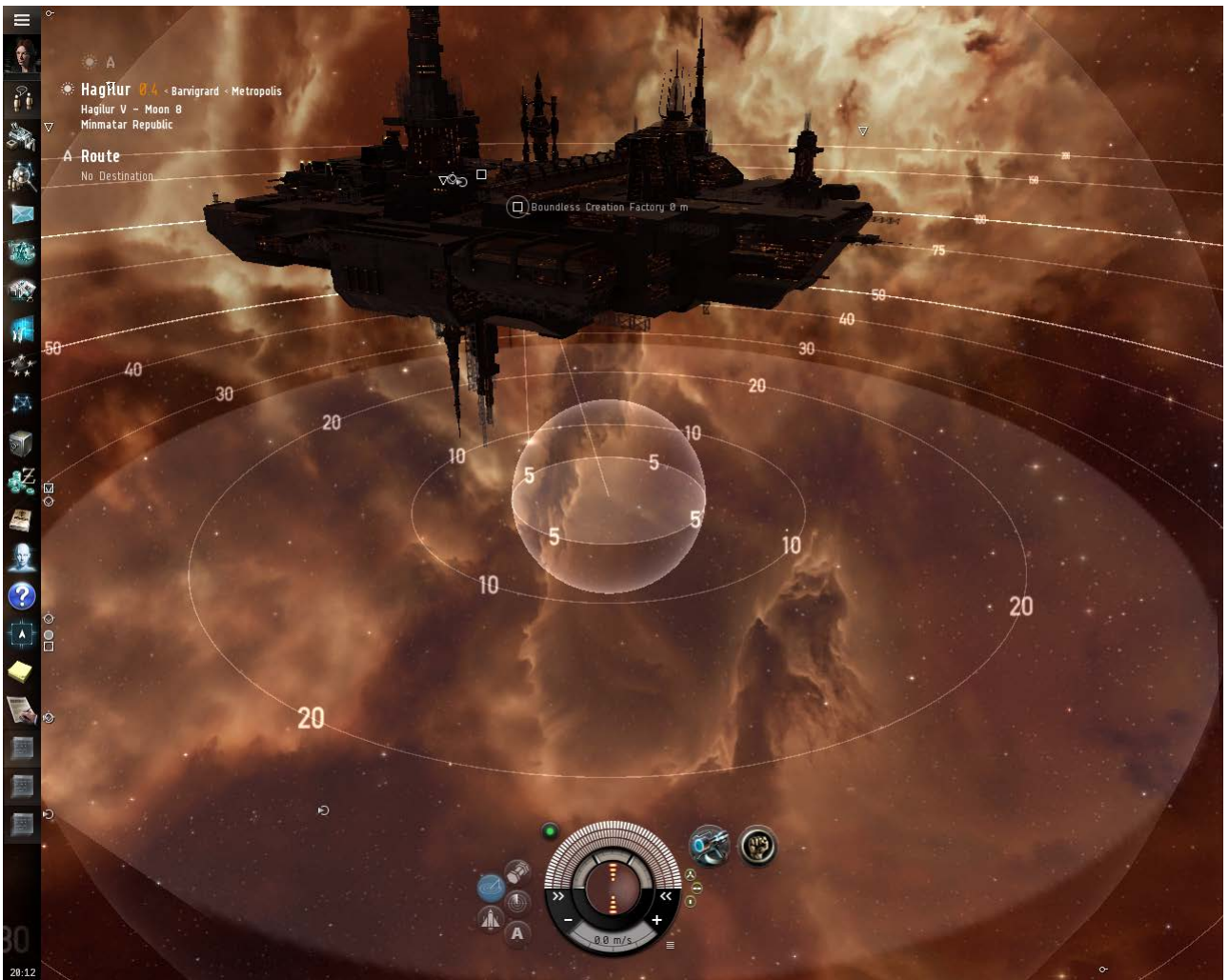
Minmatar Hub

Docking Range: 5 km

Arifsdald III - Moon 14 - The Leisure Group Development Studio

Minmatar Industrial Station

Docking Range: 20 km

Hagilur V - Moon 8 - Boundless Creation
Factory

Minmatar Military Station

Docking Range: 15 km

Dudreda V - Moon 3 - Republic Fleet Assembly Plant

Minmatar Mining Station

Docking Range: 50 km

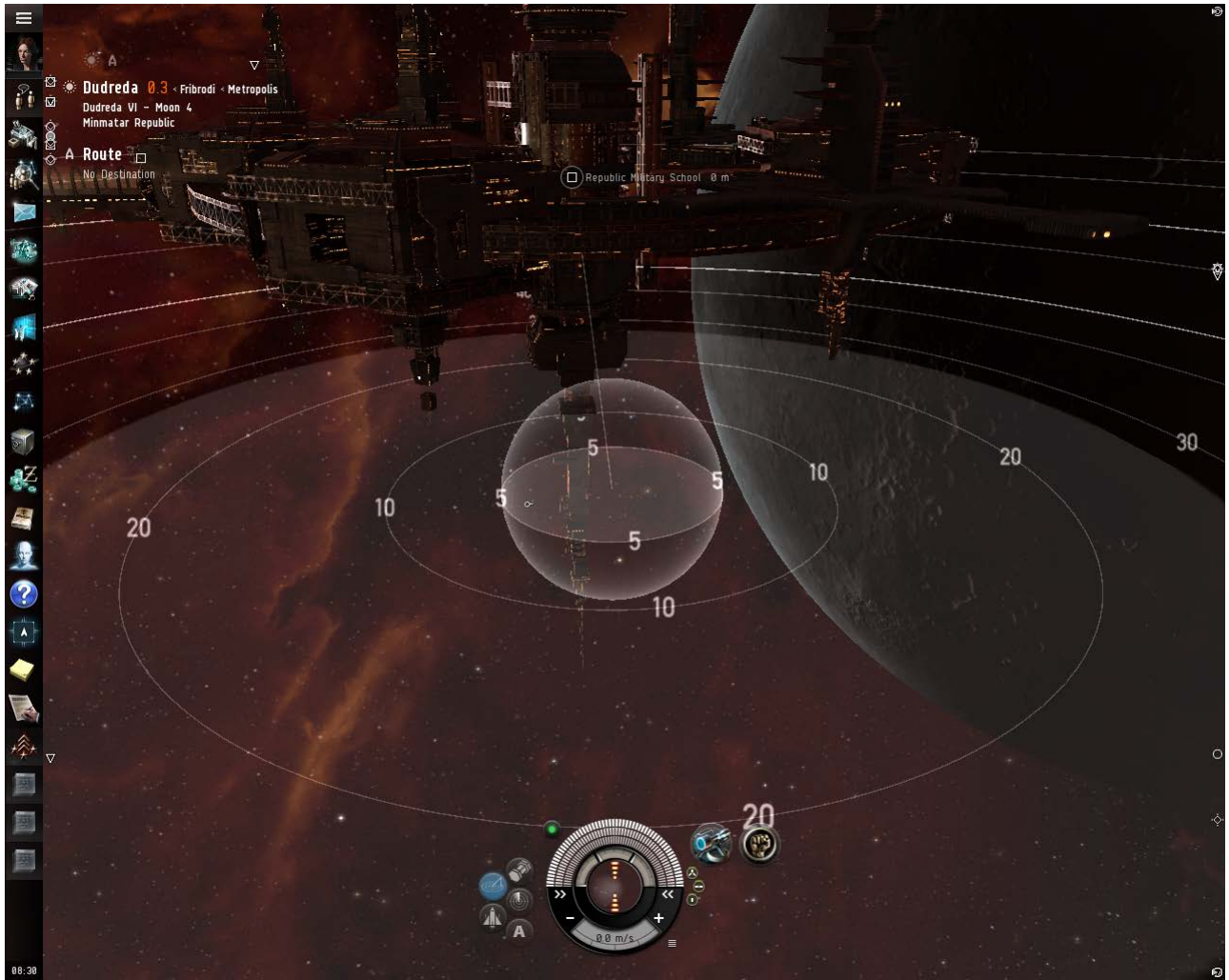Hagilur IV - Moon 2 - Minmatar Mining Corporation Mining Outpost

Minmatar Research Station

Docking Range: 3 km

Dudreda VI - Moon 4 - Republic Military School

Docking Range: 3 km

Dudreda VI - Moon 4 - Republic Military School

Minmatar Station

Docking Range: 3 km
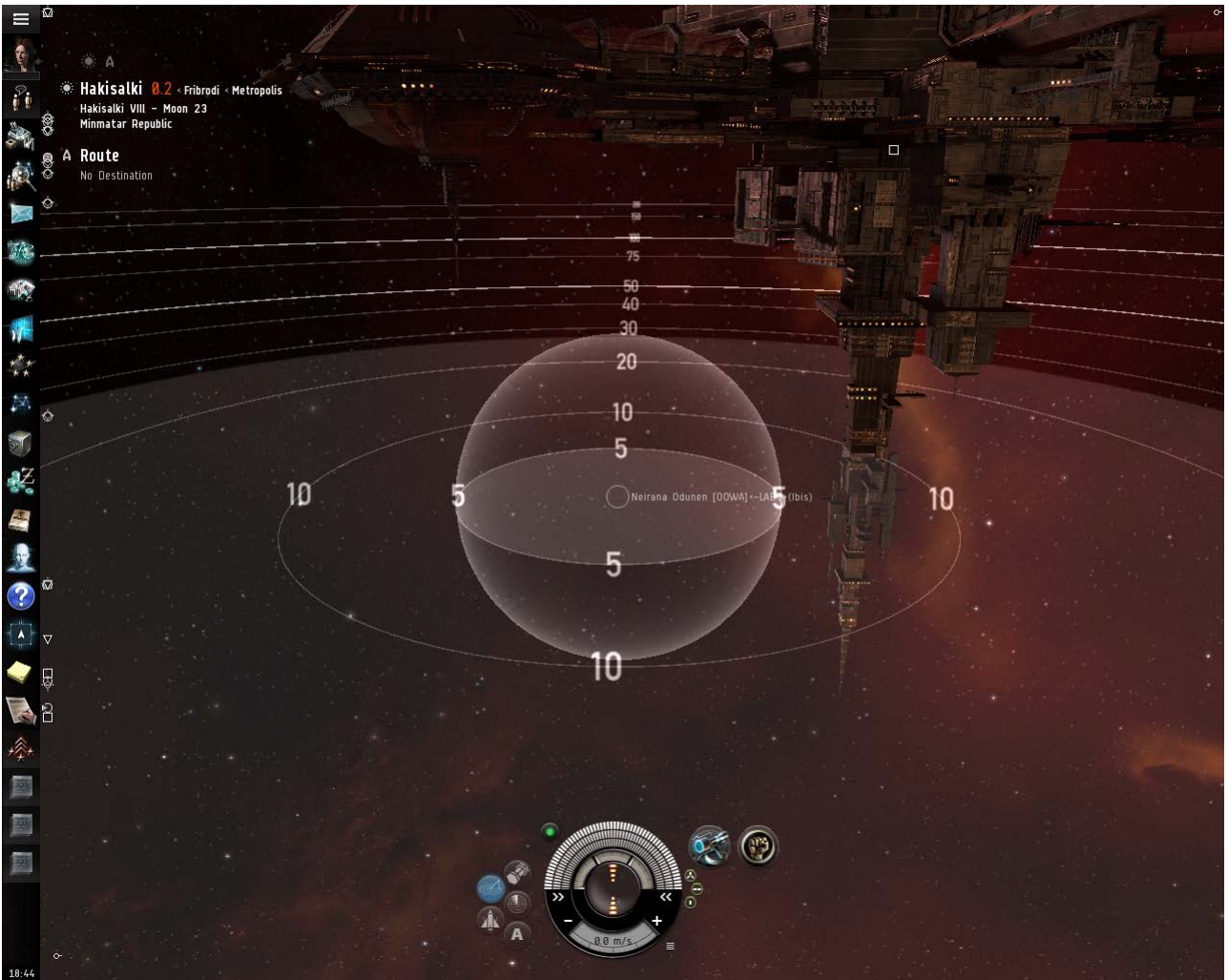
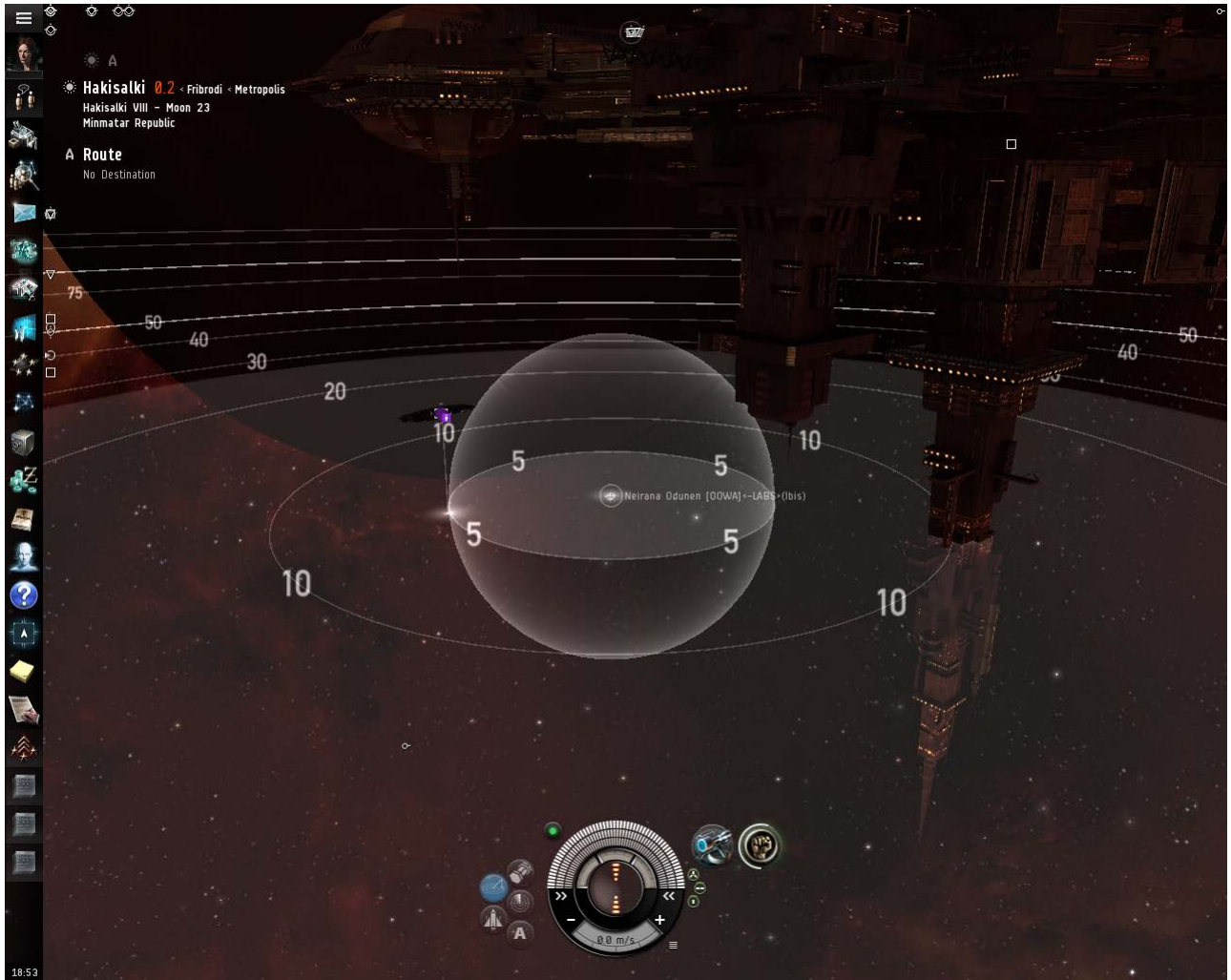Hakisalki VIII - Moon 23 - Republic Fleet Logistic Support

Docking Range: 3 km

Hakisalki VIII - Moon 23 - Republic Fleet Logistic Support

Minmatar Trade Post

Docking Range: 5 km

Hakisalki X - Republic Parliament Academy

Minmatar Trade Post

Docking Range: 5 km

Hakisalki X - Republic Parliament Academy