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 instadockable 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](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 - Poku 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
<table>
<thead>
<tr>
<th>Type</th>
<th>Name</th>
<th>Alternate Name</th>
<th>Original Guide</th>
<th>Docking Rank</th>
<th>Station</th>
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<td>3867</td>
<td>Gallente Industrial Station</td>
<td>Station (Gallente 5)</td>
<td>Page 2</td>
<td>5</td>
<td>Rancer IV - Moon 18 - Roden Shipyards Factory</td>
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<td>Gallente Military Station</td>
<td>Station (Gallente 1)</td>
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<td>Gallente Station Hub</td>
<td>Station (Gallente 2)</td>
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<td>Station (Gallente 8)</td>
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<td>Station (Caldari 4)</td>
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<td>Crielere I - Shukone Corporation Research Center</td>
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<td>Station (Gallente 6)</td>
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<td>Lamadent I - Federation Customs Logistic Support</td>
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<td>Station (Gallente 7)</td>
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<td>Page 21</td>
<td>50</td>
<td>Hagilur IV - Moon 2 - Minmatar Mining Corporation Mining Outpost</td>
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<tr>
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<td>Hagilur V - Moon 6 - Boundless Creation Factory</td>
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<td>Dudreda V - Moon 3 - Republic Fleet Assembly Plant</td>
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<tr>
<td>2500</td>
<td>Minmatar Research Station</td>
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<td>Page 3</td>
<td>3</td>
<td>Dudreda VI - Moon 4 - Republic Military School</td>
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<tr>
<td>1531</td>
<td>Caldari Trading Station</td>
<td>Station (Caldari 3)</td>
<td>Page 15</td>
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<td>Hakisalki VIII - Moon 1 - Nugoelhuvi Corporation Development Studio</td>
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<td>Hakisalki X - Moon 23 - Republic Fleet Logistic Support</td>
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<tr>
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<td>1928</td>
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<td>Page 1</td>
<td>2</td>
<td>Siseide VII - Moon 17 - Joint Harvesting Food Packaging</td>
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<tr>
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<td>Gallente Research Station</td>
<td>Station (Gallente 3)</td>
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<td>Kourmonen V - Moon 4 - X-Sense Chemical Refinery</td>
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<td>1927</td>
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<td>Uusanen IV - Moon 1 - Ministry of Assessment Information Center</td>
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<td>Sahtogas IV - Moon 2 - Amarr Navy Logistic Support</td>
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<td>Sosan II - Emperor Family Academy</td>
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<td>Station (Caldari 1)</td>
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<td>Hasmijaala X - Moon 3 - Expert Housing Production Plant</td>
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<td>Hasmijaala VIII - Moon 4 - Minedrill Mineral Reserve</td>
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<td>Deven V - Moon 16 - Dacia Foundry Mining Outpost</td>
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<td>Avaux VIII - Moon 3 - Combined Harvest Food Packaging</td>
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<td>Station (Caldari 5)</td>
<td>Page 7</td>
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<td>Namalli V - Moon 7 - Caldari Business Tribunal Law School</td>
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</tbody>
</table>

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
Amarr Standard Station

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
Amarr Trade Post

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
Docking Range: 12.5 km

Lamadent I - Federation Customs
Logistic Support
Galante 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
Gallente Station Hub
(Station Gallente 2)

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
Minmatar Hub

Docking Range: 5 km

Arifsdald III - Moon 14 - The Leisure Group Development Studio
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
Docking Range: 3 km

Dudreda VI - Moon 4 - Republic Military School
Minmatar Research Station

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
Minmatar Station

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