

Planning Jump Freighter Routes

Jump freighter routes are a closely guarded secret in Eve since JF pilots typically haul extremely valuable contracts and freight. Even fellow JF pilots that you'd like to trust, can't always be trusted because they have friends all over Eve as well. If anyone ever wants to know your routes, especially asking you in DMs, you should be wary. That being said, this guide is to show you my process in planning my JF routes. It does not show you routes I use, but I use a general example in order to walk you through the steps. This is not the only way, my tips may not be used by every JF pilot, but this is what has worked for me.

One of the most important parts of Jump Freighting is accepting that you may and most likely will, at some point, lose a JF. Don't let it stop you. Learn and adjust. Create your own tactics.

I lost a JF myself in lowsec, gating to high sec. A lancer dread was logged off at the gate with a newbie corp eyes in system. Lowsec -> Highsec gates are arguably the most dangerous spot for a JF. I'll include some tips at the end of this, but let's get started with route planning.

 Kill Report



Rhea (Jump Freighter)

Involved Parties (5)
420,237 Total Damage Taken

Final Blow



BlackPicard
Republic University

234,316 (55.8%)

Top Damage



BlackPicard
Republic University

234,316 (55.8%)



Rin sai
Cracked Out

89,085 (21.2%)



Missy Lorelai
Lowlife.

55,101 (13.1%)



K Vicemen
Lowlife.

41,735 (9.9%)



Rick Rossi
Republic University

0 (0.0%)

Fitting and Content

Low Power Slots

 ORE Reinforced Bulkheads

1

 ORE Reinforced Bulkheads

2

 Cargo Bay

 Medium Freight Container

1

 Nitrogen Isotopes

166,166

 Expanded Cargohold II

3

Other

 Nitrogen Isotopes

121,511

Total Worth: 8,461,805,822 ISK

Save Fitting


Simulate Fit

Buy All

Planning Jump Freighter Routes

1) The first thing I do is find a quiet lowsec system near the place I want to go, in this case it will be Jita. There is a lowsec nearby, Ishomilken that I will use as my example. *I would advise caution using this system as at one point there were cloaked snuff eyes in almost every HS gate system in the area. TIP: Look up the system in zkill and look for freighter killmails. If there are some/several and they happen on a gate, it's probably not a good idea to use the system. However, sometimes it's unavoidable and you have to use the system for whatever reason.*

2) Plot a route in Dotlan's Jump Planner: <https://evemaps.dotlan.net/jump>



Show/Hide Map

Jump Route: Ishomilken - O3-4MN

#	Region	SolarSystem	Sec	Holder	Kills	Jumps
1.	The Citadel	Ishomilken	0.4	Caldari State	0	106
	→ Jump to	Distance: 9.886 ly (18 jumps)		Fuel needed: 35,589 Nitrogen Isotopes		
2.	Metropolis	Ragnarg	0.4	Minmatar Republic	0	14
	→ Jump to	Distance: 8.124 ly (9 jumps)		Fuel needed: 29,244 Nitrogen Isotopes		
3.	Heimatar	Ebodold	0.4	Minmatar Republic	0	22
	→ Jump to	Distance: 7.697 ly (9 jumps)		Fuel needed: 27,710 Nitrogen Isotopes		
4.	Molden Heath	Egbinger	0.1	Minmatar Republic	0	65
	→ Jump to	Distance: 9.513 ly (11 jumps)		Fuel needed: 34,246 Nitrogen Isotopes		
5.	Great Wildlands	NE-3GR	-0.03	Thukker Tribe	0	5
	→ Jump to	Distance: 6.806 ly (11 jumps)		Fuel needed: 24,500 Nitrogen Isotopes		
6.	Wicked Creek	HD-AJ7	-0.31	Triumvirate.	0	0
	→ Jump to	Distance: 8.168 ly (14 jumps)		Fuel needed: 29,404 Nitrogen Isotopes		
7.	Detorid	O3-4MN	-0.25	Gentlemen's.Club	0	121

Total travel distance: **50.193 lightyears**

Total fuel consumption: **180,693 Nitrogen Isotopes** (5,421 m³)

Max Jump Range: **10 lightyears** (Ship: **Rhea** and JumpDriveCalibration: **Level 5**)

Alternative midpoint: Press in the listing above to get a selection of **alternative jump points** which are reachable from previous and following system

Kills/Jumps in the last 3 hours

So the result is 7 cynos from Jita to O3-. Not too bad. But we can't just use this route because the systems in Wicked Creek and the Great Wildlands have no NPC stations and probably no blue stations. You can fly over and check, but we aren't going to do that for this example.

3) We need to make adjustments in null first, because that's the most difficult part to manage. Almost everyone uses [G-G78S](#) in Curse. It has an NPC station and is within jump range of O3-. **NOTE: You WILL lose a cyno here almost every time. Keep a lot of backups at the ready.**

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We add G-G78S to our jump list (located under the list of jumps) and then press “GO” on our planner to calculate the new list

7.	Detorid	O3-4MN	-0.25	Gentlemen's.Club	0	121
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Total travel distance: **50.193 lightyears** Kills/Jumps in the last 3 hours
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Max Jump Range: **10 lightyears** (Ship: **Rhea** and JumpDriveCalibration: **Level 5**)
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Jump Planner

System: Add X

Go

Jump Options

Ship:

Jump Drive Calibration: Level

Jump Fuel Conservation: Level

Jump Freighter: Level

Prefer Station Systems: ☐

Avoid Incursions: ☐

Save settings: ☐

Waypoints

Ishomilken	The Citadel (0.4) X
G-G78S	Curse (-0.16) X
O3-4MN	Detorid (-0.25) X

Drag'n drop to sort waypoints

Avoid Region/System List

Load/Save Route

Route: Load Save

Show/Hide Map

Jump Route: Ishomilken - G-G78S - O3-4MN

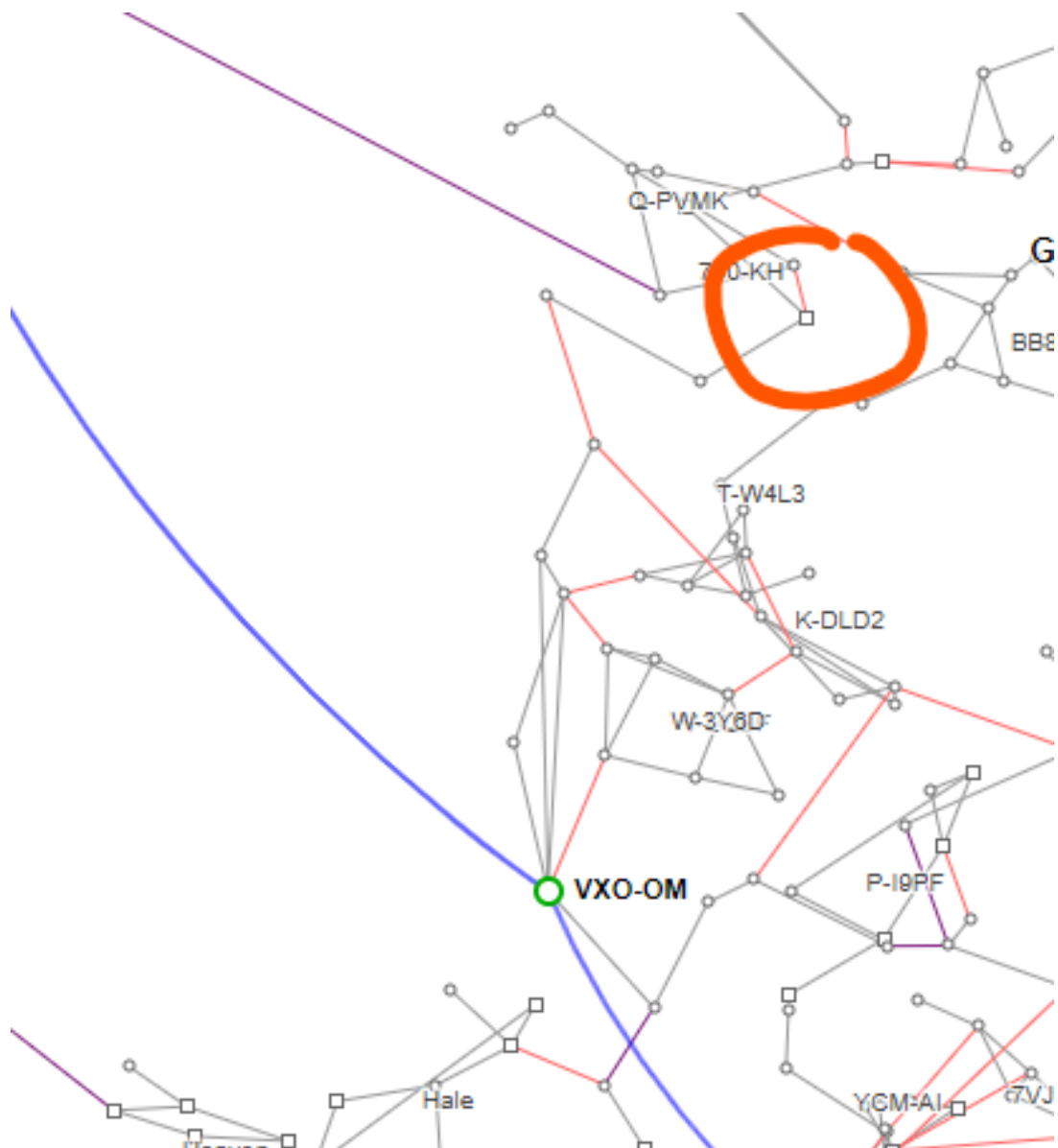
#	Region	SolarSystem	Sec	Holder	Kills	Jumps
1.	The Citadel	Ishomilken	0.4	Caldari State	0	115
	Jump to	Distance: 9.886 ly (18 jumps)		Fuel needed: 35,589 Nitrogen Isotopes		
2.	Metropolis	Ragnarg	0.4	Minmatar Republic	0	14
	Jump to	Distance: 8.124 ly (9 jumps)		Fuel needed: 29,244 Nitrogen Isotopes		
3.	Heimatar	Ebodold	0.4	Minmatar Republic	0	23
	Jump to	Distance: 6.948 ly (11 jumps)		Fuel needed: 25,013 Nitrogen Isotopes		
4.	Derelik	Khabi	0.2	Ammatar Mandate	2	110
	Jump to	Distance: 9.928 ly (7 jumps)		Fuel needed: 35,740 Nitrogen Isotopes		
5.	Great Wildlands	VXO-OM	0.00	Thukker Tribe	0	34
	Jump to	Distance: 6.914 ly (8 jumps)		Fuel needed: 24,888 Nitrogen Isotopes		
6.	Curse	G-G78S	-0.16	Angel Cartel	0	287
	Jump to	Distance: 9.525 ly (17 jumps)		Fuel needed: 34,290 Nitrogen Isotopes		
7.	Detorid	O3-4MN	-0.25	Gentlemen's.Club	0	118

Total travel distance: **51.324 lightyears** Kills/Jumps in the last 3 hours
Total fuel consumption: **184,764 Nitrogen Isotopes** (5,543 m³)

Planning Jump Freighter Routes

4) So now the issue is the system in great wildlands has no stations. I zoom in on the jump map and look for any systems with stations that are close to the same range and seem like they could be reachable from G-G. Those systems will have a square instead of a dot. I check the square systems I see and try to find one with NPC stations in them. *(Yes you could have asked the route to only choose systems with stations, but I don't do this because a lot of time my routes have involved needing blue stations and that button wouldn't help me, but feel free to use it.)*

I see one up north called E02 that has a square



Planning Jump Freighter Routes

I checked it to make sure it is NPC and it is. I type that into my new route to recalculate and make sure I can reach it.

→ Jump to

Distance: 9.525 ly (17 jumps)

Fuel needed: 34,290 Nitrogen Isotopes

Detorid

O3-4MN

-0.25

Gentlemen's.Club

0

118

tal travel distance: 51.324 lightyears

Kills/Jumps in the last 3 hours

tal fuel consumption: 184,764 Nitrogen Isotopes (5,543 m³)

ix Jump Range: 10 lightyears (Ship: Rhea and JumpDriveCalibration: Level 5)

ernative midpoint: Press in the listing above to get a selection of alternative jump points which are reachable from previous and following system.

mp Planner

ystem:

Add

X

Go

mp Options

ip:

Rhea

mp Drive Calibration: Level

5

mp Fuel Conservation: Level

4

mp Freighter: Level

4

Waypoints

Ishomilken

The Citadel (0.4)

X

E02-IK

Great Wildlands (-0.06)

X

G-G78S

Curse (-0.16)

X

O3-4MN

Detorid (-0.25)

X

Drag'n drop to sort waypoints

Avoid Region/System List

Nothing to avoid

Show/Hide Map

Jump Route: Ishomilken - E02-IK - G-G78S - O3-4MN

#	Region	SolarSystem	Sec	Holder	Kills	Jumps
1.	The Citadel	Ishomilken	0.4	Caldari State	0	115
	→ Jump to	Distance: 9.886 ly (18 jumps)	Fuel needed: 35,589 Nitrogen Isotopes			
2.	Metropolis	Ragnarg	0.4	Minmatar Republic	0	14
	→ Jump to	Distance: 8.124 ly (9 jumps)	Fuel needed: 29,244 Nitrogen Isotopes			
3.	Heimatar	Ebodold	0.4	Minmatar Republic	0	23
	→ Jump to	Distance: 7.697 ly (9 jumps)	Fuel needed: 27,710 Nitrogen Isotopes			
4.	Molden Heath	Egbinger	0.1	Minmatar Republic	0	83
	→ Jump to	Distance: 7.065 ly (6 jumps)	Fuel needed: 25,434 Nitrogen Isotopes			
5.	Great Wildlands	E02-IK	-0.06	Thukker Tribe	0	75
	→ Jump to	Distance: 9.675 ly (13 jumps)	Fuel needed: 34,830 Nitrogen Isotopes			
6.	Curse	G-G78S	-0.16	Angel Cartel	0	287
	→ Jump to	Distance: 9.525 ly (17 jumps)	Fuel needed: 34,290 Nitrogen Isotopes			
7.	Detorid	O3-4MN	-0.25	Gentlemen's.Club	0	118

Total travel distance: 51.972 lightyears

Kills/Jumps in the last 3 hours

Total fuel consumption: 187,097 Nitrogen Isotopes (5,613 m³)

Max Jump Range: 10 lightyears (Ship: Rhea and JumpDriveCalibration: Level 5)

Alternative midpoint: Press in the listing above to get a selection of alternative jump points which are reachable from previous and following system.

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Since there are no extra jumps from G-G I know I can reach it. The next jump will take me into lowsec. *Trumpets play loudly in joyous celebration.*

5) Now I look at each lowsec system. I make sure the jumps are low and kills are low (0 preferred) so that I know they aren't busy systems. I also check zkill for freighter kills. This is not a huge deal if you are passing through the system and not gating, but always something to be cautious of. There are ways to reduce the chance of dealing with lancers on stations and I'll cover those at the end. If there was a system on the list that was bad or busy, you'd click that little icon next to the house icon and it will show you alternative systems nearby so you can make adjustments as needed. I clicked on Egbinger to see alternatives.

→ Jump to	Distance: 9.675 ly (13 jumps)	Fuel needed: 34,830 Nitrogen Isotopes
6. Curse	G-G78S -0.16 <i>Angel Cartel</i>	0 287
→ Jump to	Distance: 9.525 ly (17 jumps)	Fuel needed: 34,290 Nitrogen Isotopes
7. Detorid	O3-4MN -0.25 <i>Gentlemen's Club</i>	0 118

Total travel distance: **51.972 lightyears**

Kills/Jumps in the last 3 hours

Total fuel consumption: **187,097 Nitrogen Isotopes** (5,613 m³)

Max Jump Range: **10 lightyears** (Ship: *Rhea* and JumpDriveCalibration: **Level 5**)

Alternative midpoint: Press in the listing above to get a selection of **alternative jump points** which are reachable from previous and following system.

Select Alternative Jump System - Egbinger [20]

#	Region	SolarSystem	Sec	Holder	Kills	Jumps	Distance	
1.	Molden_Heath	Egbinger	0.1	<i>Minmatar Republic</i>	0	83	14.76 ly	
2.		Klingt	0.3	<i>Minmatar Republic</i>	8	78	14.87 ly	
3.		Weld	0.3	<i>Minmatar Republic</i>	0	68	15.07 ly	
4.		Unertek	0.3	<i>Minmatar Republic</i>	0	53	15.14 ly	
5.		Kadlina	0.4	<i>Minmatar Republic</i>	0	11	15.15 ly	
6.		Aeditide	0.2	<i>Minmatar Republic</i>	0	59	15.20 ly	
7.	Derelik	Bimener	0.3	<i>Ammatar Mandate</i>	0	27	15.40 ly	
8.		Khabi	0.2	<i>Ammatar Mandate</i>	2	110	15.47 ly	
9.	Great_Wildlands	9SNK-O	0.00	<i>Thukker Tribe</i>	0	19	15.48 ly	
10.	Molden_Heath	Osvetur	0.2	<i>Minmatar Republic</i>	0	55	15.58 ly	
11.	Derelik	Kenobanala	0.3	<i>Ammatar Mandate</i>	0	75	15.59 ly	
12.		Ubtes	0.3	<i>Ammatar Mandate</i>	4	132	15.61 ly	
13.	Molden_Heath	Hegfunden	0.3	<i>Minmatar Republic</i>	0	20	15.71 ly	

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Looking at the list I see Kadlina looks quieter. (Check the system's page and look at jumps/kills and jumps/kills (24hr) to get a good idea of how quiet the system is. I'm going to add Kadlina to my list because it looks like it could be in range and looks like a quieter system.

Waypoints

Ishomilken	The Citadel (0.4) ✖
Kadlina	Molden Heath (0.4) ✖
E02-IK	Great Wildlands (-0.06) ✖
G-G78S	Curse (-0.16) ✖
O3-4MN	Detorid (-0.25) ✖

Drag'n drop to sort waypoints

Jump Route: Ishomilken - Kadlina - E02-IK - G-G78S - O3-4MN

#	Region	SolarSystem	Sec	Holder	Kills	Jumps
1.	The Citadel	Ishomilken	0.4	<i>Caldari State</i>	0	115
	→ Jump to	Distance: 9.886 ly (18 jumps)		Fuel needed: 35,589 Nitrogen Isotopes		
2.	Metropolis	Ragnarg	0.4	<i>Minmatar Republic</i>	0	14
	→ Jump to	Distance: 8.124 ly (9 jumps)		Fuel needed: 29,244 Nitrogen Isotopes		
3.	Heimatar	Ebodold	0.4	<i>Minmatar Republic</i>	0	23
	→ Jump to	Distance: 7.102 ly (11 jumps)		Fuel needed: 25,565 Nitrogen Isotopes		
4.	Molden Heath	Kadlina	0.4	<i>Minmatar Republic</i>	0	11
	→ Jump to	Distance: 8.047 ly (8 jumps)		Fuel needed: 28,968 Nitrogen Isotopes		
5.	Great Wildlands	E02-IK	-0.06	<i>Thukker Tribe</i>	0	75
	→ Jump to	Distance: 9.675 ly (13 jumps)		Fuel needed: 34,830 Nitrogen Isotopes		
6.	Curse	G-G78S	-0.16	<i>Angel Cartel</i>	0	287
	→ Jump to	Distance: 9.525 ly (17 jumps)		Fuel needed: 34,290 Nitrogen Isotopes		
7.	Detorid	O3-4MN	-0.25	Gentlemen's.Club	0	118

So i'm steadily building my route out..

6) Do this same thing for the other systems if you feel like you need alternatives. After that you've finished the first part of planning your route.

7) The next part involves the station types. Some stations have a lot more space to cyno than others. You'll want to have multiple places where you cyno from if possible. For example: Ebodold has one station and it's a tall skinny caldari station. The cyno position on this station to

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avoid bouncing is pretty small and precise. You may want to try an alternate system if possible with better cyno options.

Here is a PDF showing ideal cyno locations on all (or almost all) station models.

It's a helpful tool:

https://eve-files.com/media/corp/taucabalander/station_cyno_placement_guide.pdf

Congratulations, you have a JF cyno route.

ADDITIONAL TIPS:

- A) DO NO EVER use a freeport with your Jump Freighter. Owners can and will turn off access to you and you'll be a sitting duck. I've seen it happen.
- B) Indy Cynos are an easy train and it's easiest to have dedicated toons for each system. I use my extra slots on my main accounts for cyno toons. When I turn on a cyno, I jump, then log the toon off instead of waiting 15 minutes. If it survives it will automatically warp off of the station. If it doesn't oh well, I have more ventures loaded up ready to go.
- C) Being lanced on a station is not common but does happen. The weapon takes 7 seconds to activate and it's a directional beam with a width of 2500 meters. It is best to light a cyno away from the station undock because that will typically be where a lancer will be. It also helps to pick random spots if you can. Lancers are unidirectional. They have to be setup to face a specific direction. If you're to the left or right by 5000 meters they will miss you, so they probably won't even log on.
- D) If at all possible, use DSTs (deep space transports) to move stuff from Lowsec to Jita. You can't get lanced that way and you can cloak MWD those things through high sec with billions and no one can touch you if you do it right. They can only hold around 60k m3 though so keep that in mind when accepting packages or moving stuff.
- E) Keep a "trunk". I keep a 5k m3 Freighter container in my JF with ORE Bulkheads (or expanders if my bulkheads are full) and extra fuel. It holds a nice amount of fuel and that little bit can really help you in a bind if you forget to fuel up. It keeps it separate from my cargo also so that I don't accidentally leave it with dropped off cargo. You can actually see my trunk in the killmail at the beginning of this document.
- F) One of the most dangerous spots for a jump freighter is the LS -> HS gate. There are ways to approach this safer, but it's never 100% safe. If you can avoid doing this, avoid it. However, if you still feel the need ->
- G) If I need to jump my JF into high sec, I empty my JF and fit the ORE bulkheads, this will give you over 600k-almost 700k EHP. If you can run a slave or amulet clone on top of that, do it. I never haul to Jita in my JF. It's always empty.

Are these tips 100% guaranteed safety? No, never. But they will help. These are just things I personally do in order to survive in the wild hauling world. I don't do HS -> HS hauling in regular freighters and doing that probably has very different rules. I hope this helps.

DISCLAIMER: THIS IS HOW I DO IT. IT'S NOT THE ONLY WAY SO DON'T COME AT ME!