

# Introduction to Sojourn and Guide Scope

Welcome back to the top 500 guide series. This particular video and guide are dedicated solely to **Sojourn**. Previously, we covered Tracer with an emphasis on micro and macro gameplay, and here we continue with Sojourn, focusing on her micro mechanics, macro strategies, and general tips. Although this is part of a hitscan guide series, this episode specifically targets Sojourn, not Cass or Ashe, though future videos may cover those characters individually. Many core concepts such as micro and macro strategies overlap across hitscan heroes, as they fulfill similar roles, but each hero comes with its nuances. The goal is to provide clear, quality instructional content to help you improve.

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## Perks Overview

In this guide, gameplay examples are mostly from Season 17, though the tips apply to Season 18 as well, with slight HP adjustments to Sojourn. The two standout perks currently are:

- **Overcharge:** Traditionally the go-to choice in previous seasons, especially strong during ultimate fights because it boosts your damage output significantly in short bursts. Ideal for fighting squishy targets and securing kills during ult combos.
- **Deceleration Field:** Increasingly favored, especially on hybrid or push-heavy maps where neutral fights and poke damage are prevalent. Deceleration Field strengthens your ability to control space during these poke battles by slowing enemies, making it harder for them to engage or escape. This perk shines when no ultimates are being used, improving your poke damage and increasing the chance of securing an early pick.

The guide's author personally prefers **Deceleration Field** for its versatility and overall value in neutral engagements.

For mobility perks:

- **Dual Thrusters** is the recommended choice to maximize movement speed and flexibility, allowing faster railgun charge and better slide cancels.
  - **Friction** is generally less effective, as it requires a full slide to charge and reduces your ability to cancel movement quickly, which can be detrimental in fast-paced combat and lead to positioning errors.
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## Importance of Keybinds

Comfort and precision in aiming are paramount for Sojourn, particularly because her railgun shots are her primary kill tool against enemy DPS, supports, and other targets. The default binding places primary fire on mouse 1, which is less ideal because it encourages holding the button down continuously, reducing precision and the feeling of hitscan accuracy.

By contrast, heroes like Cassidy (Cass) use mouse 1 for precise individual shots, creating a better "mind-body" connection between input and output. The guide recommends **remapping Sojourn's primary fire** to a key that allows for more deliberate shots, improving accuracy and comfort. This small but impactful change can enhance your railgun precision and overall performance.

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## Primary Fire Mechanics

Sojourn's primary fire revolves around charging her railgun and firing shots that deal significant damage. Key points include:

- Aim to charge your railgun to **at least 50** and preferably **up to 100** before firing. Charging faster is possible due to railgun mechanics, especially when hitting tanks.
- Avoid spamming shots prematurely at low charge unless the situation demands it; patience leads to higher-value shots.
- Holding your railgun charge longer generates pressure on enemies, deterring peeks and potentially enabling one-shot kills on low-health targets.

For example, if a Soldier or Sombra is approaching, waiting for a fully charged railgun shot can secure a kill and shift momentum.

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## Disruptor Shot Usage

Disruptor Shot serves as a powerful **zoning tool**:

- It deters enemy divers like Genji by forcing them to engage inside the disruptor area where they become vulnerable.
  - It also pressures supports healing their tanks, forcing them to reposition or stop healing.
  - The guide demonstrates using disruptor shot behind an enemy Soldier, combined with allied pressure (e.g., a Genji contesting the Soldier), effectively shutting down the enemy's offensive options.
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## Overclock (OC) Strategy

Overclock (OC) grants infinite railgun shots for a limited time, and maximizing its value requires some micro tricks:

- Before activating OC, **charge your railgun to 100** if possible.
- Immediately firing a full charge shot on a target before entering OC prolongs the effective uptime because you start with a full railgun charge during the OC window.
- This can surprise enemies like Lucio with beat, allowing you to burst them down before they can react.

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## Macro Objectives and Positioning

Sojourn's macro role has two primary objectives:

1. **Apply constant pressure on the enemy tank** (e.g., Junker Queen). Tanks are often squishy and can be forced back by sustained damage, denying space and ultimate charge.
2. **Take advantageous angles** to pressure enemy backline and protect your own. Good positioning enables you to safely spam enemy positions and control chokepoints.

Example scenario:

- The guide describes moving wide to a position with cover and better line of sight, forcing the enemy Cast to focus on you rather than your tank, which helps your team maintain control.
- Being in such a position makes it uncomfortable for enemies to peek or pressure your team without taking damage.
- Using cover effectively allows you to spam safely and heal when needed, minimizing mechanical risk.

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## Target Prioritization and Team Fight Impact

- Initially focus on shooting enemy tanks to generate railgun charge.
- When tanks are pressured or low on health, switch focus to backline targets such as supports and enemy DPS.
- Railgun shots can pierce enemies, allowing damage on multiple targets simultaneously.
- For example, hitting both enemy Ram and Baptiste forces Baptiste to use his Immortality Field (lamp) defensively, which is a win for your team.
- After forcing out defensive cooldowns, use your disruptor shot and railgun to capitalize on vulnerable enemies.

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## Understanding Angles and Map Control

On maps like Nepal (Village), the guide explains the importance of positioning on angles that allow you to:

- Spam enemies safely from a distance.
  - Prevent enemy DPS from safely peeking or flanking your backline.
  - Control chokepoints and deny enemy movement without exposing yourself to unnecessary danger.
  - Use cover intelligently, retreating to safety when pressured, and coordinating with your supports who can heal you from behind.
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# Managing Ultimate Exchanges

- Reading ult exchanges is critical. For instance:
    - Your Genji uses Blade.
    - Enemy uses Overclock (OC) to counter.
    - If you don't have OC ready, avoid fighting during their OC uptime.
    - Wait for enemy OC to expire, then commit your own ultimates (Window + OC) to secure fights.
  - This type of ult economy management helps neutralize enemy advantages and creates opportunities for your team to push.
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## Conclusion and Final Thoughts

- Sojourn's gameplay combines **patient micro execution** (railgun charge, disruptor zoning, ult timing) with **strategic macro play** (positioning, pressure, angle control).
- Hitscan roles are fundamentally about pressuring tanks, taking angles, and capitalizing on backline damage opportunities.
- Effective ult management and reading enemy cooldowns amplify your impact.
- This guide aims to provide a thorough understanding to help players improve their Sojourn play and overall hitscan proficiency.