

Junka Queen Personal Guide

1. Introduction to Junka Queen

Junka Queen's defining feature is her **knife mechanic**—landing knives consistently is crucial to being effective. Missing knives drastically reduces her impact, so focus on **precision and timing**.

2. Core Gameplay Principles

2.1 Knife Usage (Primary Skill)

- Knife throws deal immediate damage and apply wound damage over time.
- You can pull targets towards you if you successfully hit a knife.
- **Never throw knives randomly**; treat it like a high-impact cooldown similar to Hog's hook.
- Missed knives still deal minor wound damage if retracted through enemies, but hitting knives is essential for healing and combos.

2.2 Pathing and Positioning

- Avoid crossing **open spaces** without cover to prevent taking excessive damage.
 - Use **rotations and flanking routes** to land knives on squishy targets.
 - Wait behind corners to reload your scatter gun before engaging.
 - Use **Commanding Shout** to control aggression—enable it to initiate fights or disable it to avoid unnecessary damage.
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3. Weapon and Abilities Breakdown

3.1 Scatter Gun (Primary Weapon)

- Shotgun-style weapon with **8 shots per clip**, dealing 80 damage on body shots.
- Always start fights with a **full clip**.
- Practice **trigger discipline** at close range for maximum pellet effectiveness.
- Enemies appear larger up close, so take a moment to adjust your aim for “meat shots.”

3.2 Hog Hook (Knife)

- Throws a knife that deals **65 damage on hit + 30 damage over 3 seconds**.
- Pull enemies in at any time after hitting.
- Cooldown: **6 seconds**.

- Use knife to force enemy cooldowns; ideal targets are squishies or targets likely to burn defensive abilities.

3.3 Carnage (Axe Slash)

- Swings an axe dealing **105 damage + 40 bleed over 3 seconds**.
- 8-second cooldown, reduced by 2 seconds for each enemy hit.
- Can be charged behind corners to surprise enemies.
- **Do not greed Carnage**—avoid using it if it risks your survival.

3.4 Commanding Shout (Buff)

- Grants **175 HP to Queen, 50 HP to allies**, and a **30% speed boost**.
- Duration: 5 seconds for Queen, 3 seconds for teammates.
- Cooldown: 12 seconds.
- Use primarily for your own aggression, not just team utility.
- Avoid using it unnecessarily if your positioning is poor.

3.5 Windmill (Ultimate)

- Charges forward dealing **40 impact + 90 wound damage** over ~4 seconds.
 - Applies anti-heal effect on enemies.
 - Best used against teams without cleanse abilities (e.g., no KIRO, Cryo, or Fade).
 - Can open fights or counter enemy healing ultimates.
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4. Combos and Execution

4.1 High Damage Combo (~370 damage + wounds)

- Shoot ↳ Throw knife ↳ Start axe swing animation ↳ Retract knife ↳ Hit axe ↳ Shoot ↳ Melee.
- Timing is key; hitting all parts maximizes damage output.
- Use Carnage quickly after knife to avoid wasting animation time.

4.2 Simplified Combo (~265 damage + wounds)

- Shoot ↳ Throw knife ↳ Retract knife ↳ Shoot ↳ Melee.
 - Useful when Carnage is on cooldown.
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5. Target Prioritization for Knives

- Focus on **killable targets** or those who will be forced to use crucial cooldowns.
- **May and RAM** are generally the best frontline knife targets.

- Avoid knifing highly mobile or small-hitbox heroes like Lucio or Juno unless confident.
 - Knifing a May can force out Cryo or her wall, favorable trade-offs.
 - Context matters—adapt to enemy team composition and cooldowns.
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6. Knife Micro-Management Tips

- Keep knives stuck in enemies to manipulate positioning—pull them into unfavorable spots.
 - Sometimes avoid retracting the knife (e.g., retreating from a Ratra) to prevent pulling enemies closer.
 - Use the knife to disrupt enemy ultimates or engage/disengage smartly.
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7. Strategic Ability Usage

7.1 Commanding Shout

- Use to enable aggression or facilitate escapes.
- Avoid wasting shout by crossing open space unnecessarily.
- Position yourself to minimize forced shout usage.

7.2 Carnage

- Use to hit multiple enemies and reduce cooldown.
- Don't risk death to get Carnage hits.
- Sometimes better to miss Carnage intentionally if survival is at risk.

7.3 Windmill Ultimate

- Use to break enemy healing and secure kills.
 - Best against teams lacking cleanse abilities.
 - Coordinate with team ultimates to maximize effect.
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8. Matchups Overview

8.1 Tank Matchups

- **Diva:** Avoid close brawls; punish when Diva uses boosters poorly.
- **Doomfist:** Queen generally beats Doom, but time knives around his block and Meteor Strike.
- **Hazard (theory):** Queen likely favorable due to better knife damage and mobility.
- **Malga:** Favorable; knife around corners to force bad stomps or disrupt engages.
- **Arisa:** Difficult; focus on burning her cooldowns with poke/knives and rely on team support.

- **Ratra:** Favorable if avoiding open space and headshots.
 - **Ryan:** Avoid direct brawls unless Ryan is low; prioritize squishies.
 - **Hog:** Very favorable—better hook, gun, and ultimates.
 - **Sigma:** Difficult; win cooldown trades or focus on easier targets.
 - **Winston:** Knife to pull him after jumps but know when to ignore him.
 - **Ball:** Focus on zoning Ball's backline rather than direct fight.
 - **Zarya:** Tough due to bubbles; bait bubbles and let team handle her or use coordinated compositions.
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9. Macro Tips and Team Play

- Avoid crossing dangerous open spaces alone.
 - Use team support to create safe angles and paths.
 - Pressure enemy KIROs to force out defensive cooldowns like Suzu.
 - Use shout and rampage strategically to enable aggression or disengage.
 - Consider team composition synergy—Queen thrives when supported by poke or mobile DPS.
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10. Summary and Reminders

- **Practice landing knives**—this is your key to success.
 - Always start engagements with a **full scatter gun clip**.
 - **Don't greed Carnage**; survival trumps extra damage.
 - Use **shout** to support your aggression, not as a reflex.
 - Adapt your knife targets based on enemy comp and cooldowns.
 - Use positioning, pathing, and timing to avoid unnecessary damage.
 - Coordinate ultimates with your team for maximum impact.
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This guide condenses the essence of Junka Queen's playstyle and nuances as described in the source text. Use it to refine your gameplay, emphasize precision, and optimize your decision-making in matches.