

The Complete Overwatch Hero Guide

D.VA GUIDE

D.VA FUSION CANNONS

This makes D.Va shoot her twin short range rotating cannons, dealing up to 22 damage per blast, a 40% movement penalty, coupled with a short falloff range starting at 10 meters, alongside infinite ammo.NDdkMTc4MzZmZDk5YjhiZWFKMWY5MzI5ZDI2NDQ3MDM=

D.VA FUSION CANNONS USAGE

With most primary weapons in the game, there isn't anything too complex about the cannons. You'll be wanting to use them primarily for poke damage, and to combine them with other abilities for the quickest time to kill. However...

Spy-Checking

- The only unique piece of advice is to spy check for Sombra's with her cannons due to them having a widespread, being hitscan and having infinite ammo.
- Examples of Spy-Checking would be on Numbani 1st Defense by the Mega Underneath or by coast, or on Temple of Anubis 1st Defense by the mega towards the right side of the platform

D.VA BOOSTERS

This provides D.Va a 118% speed buff, with a duration up to 2 seconds, and a cooldown of 4 seconds.

D.VA BOOSTERS USAGE + TECH

Double Melee

- A small piece of tech to get started off with is that you can sneak in a double melee by meleeing at the start of boosters, and anywhere afterwards which also stop the boosters. You can use this for extra burst damage in CQC.

Knockback

- With usage, you want to utilise the knock back from your boosters to displace main tanks posturing your frontline
- For example, on Anubis 1st Defense, if a Winston jumps on your frontline, utilise your boosters to knock him off highground in order to make the enemy dive less threatening, and to have a chance of still holding the platform
- This also allows your DPS to focus whatever's left on the platform

Boosters To Pressure x Peel

- Obtain off-angles and high grounds with boosters
- This seems obvious, but by obtaining a soft-flank to apply pressure when your Reinhardt is engaging/retreating creates the same effect as peeling for him WITHOUT using matrix
- Boosting to a Highground to start sandblasting the enemy team's backline with micro missiles, fusion cannons (and perhaps from the damage from your own boosters after booping them off highground) suddenly becomes an obnoxious threat
- This 'obnoxious threat' is detracted from the frontline and moves onto you, which acts as a form of peeling for your Reinhardt

D.VA MICRO MISSILES

This makes her fire 18 missiles dealing a total of 126 damage, with a cooldown of 8 seconds.

D.VA MICRO MISSILES USAGE + TECH

Micro Missiles serve one primary purpose which is to deal as much burst damage as possible - Here's the combo to do so.

Highest Burst Damage Combo

- 1) Firstly, use the boosters to close the distance
- 2) Secondly, fire your cannons to add a bit off poke damage
- 3) Thirdly, fire your micro missiles when you're close to the target so that the projectiles hit in sync with the fusion cannons.
- 4) Lastly, Melee as soon as you land the 10 damage from your boosters.

This should easily melt any squishy character if aimed and performed correctly.

Multi-Tasking During Matrix

- One small thing is up against Pharah barrage, Reaper blossom or Cree High noon, whilst you defence matrix, also fire out your micro missiles to kill the threat as fast as possible. Other than that, there's nothing very special about this part of her kit.
- You can also sandblast Torb Turrets from a distance due to the reasonable spread of her micro missiles and due to the lack of fall off

D.VA MATRIX

D.Va's third ability, 'Two second transcendence.' Makes Dva activate a forward-facing targeted array to catch and eliminate projectiles out of the air. It lasts two seconds, with a 10 meter range and a cooldown of 1 second.

D.VA MATRIX USAGE + TECH

There's no real tech with matrix other than to boost, shoot and matrix towards a target who may have CC abilities such as McCree or Ana, so that they don't land free damage onto you or reposition respectively.

Selfish Aggression

- The first common use of matrix is to use it selfishly when taking off angles as mentioned prior with boosters in order to apply more pressure for longer whilst taking less damage

Eating Projectiles

- The second common use of matrix is to eat instances of projectile cleave damage such as fire strike, damage orb or nade to peel for your frontline.
- This is because you can actually SEE projectiles more easily when taking place at a different angle from the teamfight, instead of trying your best to predict when the opposing Ana nades based off of audio queues whilst you're sat behind your Reinhardt
- Obviously (This goes without saying) but don't eat pointless spam especially if it's using your resources prior to engagement and you'll be without matrix when you do take your off-angle/when you do want to use matrix

Panic Matrixing

- Try not panic matrix when a teammate is out of position. For instance, when your Reinhardt gets booped off Highground, you don't need to immediately matrix him if there's already a solid distance between him and the enemy team; Especially if he has his shield up reactively
- The same error also occurs when peeling for a backline support - Time your matrix in line for when Tracer finishes her reload, time your matrix to the beat of Genji's rate of fire, matrix after doom does his seismic upper cut combo to eat the follow up shots etc. and don't track the entirety of matrix during these periods of time which don't get you any value

Stagger Matrix

- Lastly, an extremely important but simple concept in classical dive that's often not grasped, is to stagger matrix after your Winston uses bubble
- This is because it's a stacking of two resources that do a similar job, and you can't even matrix the entirety of bubble anyways
- Think of this like using Bap's Lamp and Zen's Transcendence at the same time
- Note that this applies to a Reinhardt going in for swings/a risky shatter, a Hog during Whole Hog, a High Charge Low HP Zarya using Grav etc. But is most prevalent in Winston D.Va

D.VA SELF-DESTRUCT

D.Va's ultimate makes D.Va self destruct her mech dealing up to 1000 damage in a 20 meter radius with a 3 second fuse.

D.VA SELF-DESTRUCT USAGE + TECH

In terms of tech and mechanics, there's 5 Main types of D.Va bomb that vary with how commonly they're used.

Angled Bomb

- The first is the angled bomb, which is boosting in the air at a 45 degree angle, then releasing the bomb when just over a quarter of your boosters have been used. This serves the purpose of zoning the area before engagement to provide map control, and catching any squishies by surprise, with a common example being on Gibraltar attack, on 3rd point.
- I also highly recommend the workshop code 'BBSSO' present in KarQ's 'Workshop for every hero' video to see the radius, placement and angling of your bombs.
- Note that you can also skim your bombs across rooftops and angled surfaces, which decreases the amount of time the enemy team have to react to the bomb, and increase the likelihood that you catch a split off target
- Also note that you can release your bomb into the edge of wall whilst it has its boost activated, then as soon it passes the LOS of the wall, it catches enemies off guard.
- A good example of doing this would be on Numbani 3rd Attack, on the edge of the room that has the mini healthpack on the 2nd corner.

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Nosedive Bomb

- Simply boost into the ground and immediately bomb. This serves the purpose of bombing as quickly as possible by not spending time using your boosters, whilst minimising how far the bomb travels - Useful for follow-up on close up gravs, or to punish an overextending team on a map that's not very open - If the map was very open (Think Junkertown First) then the 3rd bomb may be of use...

Air Bomb

- Simply fly vertically or at a slight lateral angle (For Max Distance, angle at 45 Degrees in the air) and detonate your bomb when roughly half your boosters have been depleted. This serves the purpose of zoning as much ground as possible, especially on cart, and can even potentially cause C9's with long overtimes.

Stationery Bomb

- This is just pressing Q when standing still, and I don't think I need to explain how to do this type of bomb.
- This serves the purpose of rereching, whilst simultaneously jeopardising anybody who tries to enter the AoE of your bomb.

Drop Bomb

- The last, niche type of bomb is the drop bomb. This is bombing at the edge of a high ground, then shuffling the bomb with your own hitbox off the edge, which should catch everybody within range and LOS of the bomb underneath the highground. This is the most lethal bomb due to how unexpected it can be.
- A great example of this would be on the airship on Watchpoint Gibraltar.

Counter Engagement

- An extremely important usage of D.Va bomb is in anticipation of a counter engage. This would be bombing after the enemy Sombra EMPs or after the enemy Zarya uses grav, as it zones the enemy team from dealing follow up damage if your bomb is placed correctly.
- Your team can also overtly play more aggressive to bait Grav/EMP, then punish the enemy team's over aggression in their attempt to follow up on the Grav/EMP
- This obviously requires knowledge about ult tracking but typically in a 6v6 Scrim Environment, Ult-Tracking is a staple

Use Abilities Prior

- With tips surrounding bomb, try and use all your cool downs to force out enemy cooldowns prior to bombing. This should increase the lethality of your bomb whilst also being efficient with your cooldowns as they'll be refreshed with a new mech.

Bomb Engaging Early...

- A major downside to bomb engaging early is that you're left without matrix - And if you're away from the main fight to get a good angle for your bomb, this leaves the enemy DPS (Particularly Reaper or even a Pharmarcy etc. coming from an off-angle) to completely switch and carry the fight in the space of a few seconds (Especially if you're running Lucio Moira with no CC)

Bombing At Engagement

- As with any other offensive ultimate, such as Dragonblade, you want to use it at engagement. This is because cooldowns are used, which means attention is drawn elsewhere from your bomb, therefore increasing the chance of your bomb getting value.

Zoning Bomb

- This is of course one of the most popular uses of bomb - To buy your team space
- Use this when attempting to get through a hard choke (Hanamura 1st Attack) if you're team are completely static - This should pick up a few kills in the lower ranks, and forces everyone to take some cover and to potentially stop shooting for atleast a few seconds, allowing your MT to go through straight to point, or to path right side

Bombing For Damaging Shields

- After coaching some lower level teams, I didn't actually realise that players purposely bombed where their friendly team couldn't get any value (Think of Bombing at the beginning of the choke at Anubis 2nd Attack) just to 'break shields.'
- Please, in 99% of situations, don't do this. Most teams won't even shield a bomb like this and just take cover, and even if they do shield the bomb, their shields will regen by the time your team engages
- Unless you're planning a really niche bomb shatter, bomb Grav, Bomb Tire play which has to be timed almost perfectly, you should never do this

D.VA POSITIONING x PLAYSTYLE

D.Va is such a versatile character that the way you play depends upon team comp. However, there are some key concepts that should apply to any playstyle.

Drawing x Baiting Aggression

- The first is drawing and baiting aggression from the enemy team at the right time
- This is similar to taking an off-angle when your Reinhardt engages, but rather whilst your Reinhardt is being immensely pressured - This was especially present in Goats Meta
- Choihyobin did this against Hangzhou Spark in 2019 on Lijang Night Market - Shooting the enemy backline in an overtly aggressive angle, directing their attention away from the Reinhardt (Super, who's shield was about to break, was discarded, and was on about 200HP) all the way to Choihyobin
- The recently new buff (As of Mid December) to D.Va's armour (50/50 Split instead of 66.7/33.3 makes this playstyle all the more viable as you feed less ult charge - Just make sure you don't get demeched, and you boost out at the right time

Timing Pressure

- Taking off-angles is great and all, but what's the point of doing so if the enemy can just shoot you before they engages, and push in a 6v5 whilst you need to play passive and get healing? (Which also detracts from the frontline not to mention)
- So, look out for when your Reinhardt is under severe pressure/wants to push, when the opposing Ana uses both her cooldowns so you can then sandblast here, looking for when the McCree soft flanks to put pressure on him so that he cries for healing, detracting from their frontline etc.

Off-Angle Midfight Calls

- Building on this concept even further to a grandmaster or scrim environment, in a D.Va versus D.Va mirror match up, each opposing off-tank will want to take similar space
- Callouts such as 'Ana Pocket your D.Va' or 'Focus D.Va Top Right' to give YOU the edge in the mirror match-up when wanting to retake or establish an off-angle will give you the lead in the long run as their D.Va is forced to play main

Scouting

- Something every D.Va can do in any team comp is scouting at the start of every teamfight to see where the enemy paths
- This can change how fast/slow your team rotates, and also where to rotate to in accordance to where they path
- An example would be Busan Meka-Base (After you've capped point) To fly up to the top window to scout a cheeky rotations from the main choke all the way to coast
- Another example would be Lijang Night Market (After you've capped point) To fly up to the middling piece of highground, flying upwards, looking at their spawn to see whether they path highground to where you are, or whether they choose to path main

Prioritising Pharmercy

- The reason why Pharmercy is such a threat is because Pharah can...

'Legitimately [take an] off-angle from anywhere.' - Jacob 'Spilo' Clifton, 2020

- D.Va is by far the best off-tank to deal with such a unique threat due to her mobility, DM, and burst damage
- So, whenever you see an overtly aggressive Pharamercy (Or even Pharah) attempt to dive bomb and two shot your backline squishy, you should always keep an eye out and within range to punish and diminish such as threat
- Many D.Va's mistime their engagement onto Pharah - For instance, in the poking/posturing stage, they fly up to the Pharmercy, get chunked to 200HP, then when the fight begins, the Pharmercy then start to pile on the pressure heavily - Same logic as mentioned 3 subsections prior

D.VA FRONTLINE SYNERGIES

D.Va Hog: This duo provides some damage mitigation and coverage of the low ground and highground. However, both these characters are prone to taking unnecessary damage, alongside Sigma occasionally being the better pick simply because he has more types of utility, blurring the lines of main tank and off tank.

D.Va Zarya: This combo has extremely high utility, however, there are no stuns, and it may be harder to gain value from bubble compared to other options. Point control and

objective pressure may also be harder to keep or apply due to the lack of main tank, however, you can pull off the Grav Diva bomb in the majority of ranks successfully.

D.Va Rein: This is maximised for brawl and the ability to contest high grounds, hence this duo is especially powerful on maps such as Watchpoint Gibraltar. You also have the potential to peel for your glass cannon backline, and obviously the 'Pressure is Peeling' + Timing Off-Angle concepts mentioned prior apply here the most explicitly.

D.Va Sigma: This is a more defensive version than Diva Rein, with less front-line resources in exchange for extreme damage denial and high-ground contest, alongside the ability to peel for your supports. However, the biggest counter would either be a double shield comp or a coordinated brawl comp, as there is either too much cover, or too little frontline capability respectively.

D.Va Orisa: This duo is quite versatile, providing point pressure and high ground contest simultaneously. Diva can also peel if needed, and whilst not common, Pull bomb can be performed. However, this is slightly outdated due to double shield and Orisa Hog, due to the numerous nerfs essentially forcing Orisa to play with 2 shields, or for her to play with the buffed Hog.

D.Va Ball: As you have no shielding but high mobility both tanks will be playing off angles or committing to hard engage. This means a lack of point pressure, posturing, consistent cleave damage, and you may struggle to peel for glass cannon type supports.

D.Va Winston: Best for last. This way, you have some safety during your dive, alongside the versatility to posture and poke against both tanks better than Winston ball in case you want to play a slow dive with ana mercy, or a fast dive with lucio Moira.

N.B. About 2 Months Ago, I did a joint [VOD Review of a Masters D.Va Player](#) going over a bunch of fundamental concepts; Here's the link if you're interested!

Edit: When playing against a Zarya with Grav, you can often rush her down holding matrix over her, pressuring her to use Grav (In order to keep their win condition alive).

ORISA GUIDE

ORISA FUSION DRIVER

Orisa is armed with an automatic projectile cannon delivering sustained damage dealing 11 per projectile. She has a reduced movement speed of 30% while shooting, with a projectile speed of 90 m/s (Same as Zenyatta's Orbs as reference) with an ammo capacity of 150, a rate of fire of 720 RPM, coupled with the longest reload in the game of 2.55 seconds.

ORISA FUSION DRIVER USAGE

Target Priority

- Contrary to the pinned guide on r/OrisaMains (*As of Early August 2020*) Squishy backline healers shouldn't be your first target priority. Your weapon is simply too inconsistent and slow to aim with, alongside their quite small hitboxes and potential mobility (Such as Lucio Wallride) that make it more difficult to hit your shots.
- With that being said, halting a Lucio or Genji ontop of you to land easy headshots can certainly be a focus, forcing out Dash, Deflect, or Amp respectively
- Instead, your weapon should be used primarily to poke down shields and tanks (The classic example being of Orisa Vs Reinhardt) where you attempt to break shield and expend resources before the Reinhardt gets in close range
- You can also poke down snipers from afar to effectively deny their sightlines; You could mess up their shot, get them low enough to force them to reposition or receive healing resources that could have otherwise been used on the frontline, which could all in all help your sniper win the duel

Mirroring Movement

- Due to Orisa's static nature (Especially whilst shooting) you can often feel overwhelmed against dive tanks such as Wrecking Ball or Winston
- I'll get into the latter of those two later, but considering Wrecking Ball first: You want to mirror his movement and move in the opposite direction that he is pathing before he slams. A Great Example would be on Kings Row 1st Point Defense, where the wrecking ball grapples onto the statue, and swings towards

you. In this situation, you should mirror his movement, and move to the closest corner (which is by the Hotel) to deny damage from his Piledriver, and potentially to prevent you from having to use fortify as he boops you in the air

- You could also reload in this time to increase your movement speed, whilst being ready to follow up after his slam. I don't recommend this if you are relying solely on the audio queue before Ball slams.

Complex Movement Retreats

'Orisa is one of the most complex heroes to [know how to] retreat with' - Justin 'Jayne' Conroy, 2018.

- The above statement is based upon numerous factors that change how fast you retreat as Orisa, which I'll list now.
 1. You move 5.5 m/s forwards, but 5m/s backwards
 2. Your head hitbox is one of the biggest in the game, influencing whether you should put your head down, turn around, and move as fast as you can
 3. Orisa's Fortify, being an inherently defensive cooldown, can influence whether any neglecting factor that may cause her to take more damage during a retreat actually matters
 4. Orisa's 30% movement penalty whilst shooting; Do you do a fighting retreat, or a full retreat?

Normally, in an ideal situation, you would want to move backwards, whilst shooting, without having to use fortify. However, I'd advise against doing this when on a map that's not very spread out (Lijang Control Center) and if you're against a team that has a Lucio, and you don't have a Lucio yourself.

ORISA HALT!

This makes Orisa fire a graviton charge pulling enemies towards it's center, with the area of effect is a 5 meter radius, the snare time/duration being 0.65 seconds, alongside a cooldown of 8 seconds.

ORISA HALT! USAGE

(Early August 2020) Due to [Experimental Changes](#) Being a Fundamental Overhaul, I have decided to add at the end of each usage an 'EXP' to know whether each usage will remain as viable as it is now after the patch)

(Mid December 2020) Since the Halt nerf has been partially reverted from 7 meters to 4, then back to 5, take the 'EXP' notes with a pinch of salt, and your own experience on Orisa).

Halt To Buy Time

- With the slowing, CC nature of Halt, you can halt behind the enemy team (Specifically against brawl comps on spread out maps such as Junkertown, or even a map where you can kite effectively such as Hollywood 1st Defense) to keep the distance
- The extra time gained by doing this may be enough to let your junkrat load in an extra clip, your Ashe to get dynamite off cooldown, your Hanzo to get storm arrow off cooldown, or for your team to get the few extra points of ult charge
- **EXP:** This will still be a viable way of using halt (especially against all the other uses) since the enemy team will only be gaining an extra 3 meters compared to the live patch

Pulling Enemies Out Of Cover

- (In a vacuum, without combining any other uses of halt as these aren't mutually exclusive to eachother) This is most useful against squishy targets who are trying to escape a lost fight with no cooldowns (Typically a Genji) to land the remaining few shots either by you, or your teammates
- **EXP:** When shifting the goal post (IE Instead of pulling enemies out of cover, you could do it just before they move into cover) this is still viable, especially considering the added projectile speed. The window at which you need to land the halt before your enemies get into cover/move away from the halt however is greatly decreased.

Synergise/Combo With Teammates

- This is one of the most obvious yet under utilised uses of Orisa's halt (Mainly because it requires synced up cooldowns, and a decent level of coordination)
- You can pretty much combo with anything, but the most common are: Pull Flux, Pull Accretion, Pull Blade, Pull dynamite, Pull Firestrike, Pull Dash

- **EXP:** According to Seagull on SVB's Great DPS Debate, he claimed that the intention behind this change was to prevent Orisa's from halting above shields. Whilst OWL Team's may be skilled enough to still pull off the combo, in your general ranked match, you may need to do these combos from some form of elevation to be able to do them consistently. With this being said, AoE/Cleave Damage such as Pull Firestrike or Pull Dynamite should still work as you only have to pull behind the shield (Not above it) or the AoE radius is large enough to land the damage regardless of the halt range

Environmental Halts/High or Low Halts

- This is most likely the first thing that will come to mind when talking about how to use Orisa's halt
- You don't want to halt too high, as this will give the enemy who's halted enough air time to get back onto land
- You don't want to halt too low, as this could cause them to be clipped by the edge of a surface (For example, the small bit of elevation around Ilios' Well) or the halt wouldn't have L.O.S.
- Instead aim in between to get the best of both worlds
- Speaking more broadly excluding the context of trying to get an environmental kill: You want to halt the enemy vertically (Above their hitbox) if they have a big hitbox to predict shots easily, or if you need to synergies with teammates. You want to halt laterally or into the ground for easy headshots.
- **EXP:** This pretty much eliminates any environmental use for halt unless the enemy is very close to the edge of the map

Halting Defensively/Against Dive

- As mentioned prior with mirroring Ball's movement, you can also halt him to chain CC him with a Bash, Flash or Hook, or to prevent an escape
- Against Winston, you want to walk into his bubble, and halt him into the ground if he has jumped into an area where cover is scarce (For Example, if you're playing on Point on Kings Row Defense, and their Winston jumps onto point, whilst bubbling, with the closest point of cover being the telephone box, you want to walk into the bubble, and halt him before he gets to the outer edge of his bubble)
- If their Winston plays a bit smarter, and manages to place his bubble in such a way where he can shield dance on the edge, you want to vertically halt him on the closest wall possible, as this provides some fall time to increase the time that he takes to get to the closest piece of cover. If the bubble blocks the halt, he'll most likely be in the bubble, in which you can shoot him there.

- Essentially, you want to punish a Winston who jumps without any consideration of cover, with the ideal situation being to halt him into the ground, closest to you

Bap's Amp Matrix

- Whilst relatively niche, this can be useful for Double Shield Brig Bap Mirrors, where often at times, the Orisa will halt, then the Baptiste will use his amp matrix.
- In a situation like this, you ideally want to halt second (instead of first) and matrix first in order to force out the opposing Sigma's Kinetic Grasp (Which will eat most of the damage from the matrix and thus get no value from the halt), then after Grasp is forced, you halt afterwards as there shouldn't be any form of damage mitigation
- **EXP:** Should still work, as long as the enemy team are grouped up enough after Sigma has used his grasp

3 Important Callouts

- To maximise the possibility that your halt will get value, here are three key simple parts to make a short but effective callout
1. Communicate **COOLDOWN**. E.G. 'Pull in 2!'
 2. Communicate **LOCATION** E.G. 'Pulling by Statue/Choke!'
 3. Communicate **TARGET** E.G. 'Pulling Genji!'

A small acronym could be 'TLC' (The Reality TV Network) To help you remember this.

ORISA FORTIFY

This makes Orisa reduce damage taken by 40% for 4 seconds on a 10 second cooldown. She is also immune to CC (Crowd Control) and stuns, also allowing her to escape from Graviton Surge and Gravitic Flux.

N.B. Allies behind Orisa when in Fortify are not protected from Earthshatter.

ORISA FORTIFY USAGE

Fortifying In Between Shields

- Due to how brittle your shield is alongside the lengthy cooldown of it, Orisa's will commonly fortify immediately after the shield goes down to provide some time
- Whilst this isn't inherently a bad idea, as you'll see with shield timing in the protective barrier section, you want to fortify when the enemy team engages, and not when you take a bit of irrelevant spam, or if you're not under any direct threat immediately

Saving Defensive Utility

- Similar with Ana's Sleep Dart in my Ana guide, there isn't anything conceptually difficult about the ability; You just want to make sure you don't waste it
- After you use fortify, there is a 10 second queue in which their Zarya can Grav, their Sigma can flux, their Reinhardt can shatter etc. Especially if the health pool nerf goes through to live
- If you are fortifying, you want to kite as a team to wait for cooldowns to be back online, then you can re-engage.

ORISA PROTECTIVE BARRIER

Orisa deploys a stationary barrier at 25 m/s, with 600 Health, a duration of 20 seconds, and a cooldown of 10 seconds. The projectile ignores Defense Matrix, Deflect, and Grasp, and can be deployed without interrupting Fusion Driver's reload.

ORISA PROTECTIVE BARRIER USAGE

There are three main pillars with Orisa's shield: A.T.P. (Just like the OWL content creator!)

A (Angling)

- This is the most minor out of the three pillars, but still something to bear in mind nonetheless
- This goes hand in hand with Shield placement, especially with aggressive shields, but you ideally don't want a gap on a side of your shield that gives the enemy team a line of sight to your team
- Using the Kings Row Example; You can quite easily angle the shield in such a way where there will be a small gap from Theatre, all the way to the back end of the

point. To remedy this, just simply move to the right as this will close this gap between the shield, and the first corner (The first corner adjacent to the statue)

T (Timing)

- This is the most important of the three pillars at higher tiers of play (With even high grandmaster players in Double Shield Scrim Mirrors getting this seemingly minor error wrong)
- You want to time your shield where your team is ready to commit, or there team is ready to commit to the engagement. By shielding any earlier (5 Seconds before the team fight) it is possible that your shield will take poke damage before the enemy team actually commits, and what ends up happening is the enemy team has more shielding to cover more angles and block more damage (Contributing to ult charge, positioning, and whether you need to kite or not)
- This tip isn't mutually exclusive to double shield mirrors (Brawl Vs Poke etc.) but rather the error is more apparent in these mirrors
- An Example would be on Havana 1st Point Defense (Where you hold by the first corner from afar), where Orisa's would commonly place shield before the enemy team turn around the corner, and the enemy team could already break the shield before they engage due to the flank right side, helping them win the shield war. Note that if the enemy team can't break the shield before they engage (IE In this example, if the flank to the right didn't exist, or was blocked off) the above wouldn't apply as it would technically count as a pre-shield (The exception to all of this)
- Spilo (otherwise known as StormCrow Productions) is where I recently got this from; About 2 weeks ago, he made a post explaining this with Images as examples, from bad shield timing, to good shield timing (Alongside a 55 Minute video analysing a 4.5K Havana Double Shield Scrim) [Here](#) is the post, although I reckon some of you who follow me already follow Spilo!

P (Placement)

- This is the most common but obvious and fixable mistake Orisa's make that is most impactful
- In lower ranks, Orisa's will often place their shield quite far ahead of them, making it practically useless. This is most common against Reinhardt's who are rapidly closing distance. In order to mitigate this, you can use halt to reduce the distance the Reinhardt covers whilst placing your shield to a place where they can't just walk past it (For Example, on Hollywood 1st Defense, you typically

retreat to Café from 1st corner. Don't throw your shield whilst kiting, but retreat to Café, then shield)

- It is also common for Orisa's to shield in such a way that it favours how the enemy team want to play. For example, against Reinhardt Ball (A Tank duo lacking range but high levels of CQC) Orisa's will often not utilise their range. This is most common when the teamfight has devolved into a brawl (Particularly when fighting over point control in 2CP) where you still want to apply objective pressure without getting in the face of the enemy team. For example (Whilst this map isn't in play) on Horizon Lunar Colony, you can shield at the back left in the corner to prevent a wrecking ball from piledriving from highground, or to give yourself some extra time before their Reinhardt circumvents your shield

Pre-Shielding

- This is done by shooting a shield into the air, effectively cutting down the cooldown of your shield to about 4 to 5 seconds. This will shorten the window in which you time your shield for the engagement from 10 seconds, to about 4/5.
- Pre-Shielding is also done by shielding 10 seconds before the fight occurs (without shooting it in the air) as by the time the engagement occurs, your shield cooldown will be off

ORISA SUPERCHARGER

Orisa deploys a device (With 200 Health) increasing damage to all allies within her L.O.S. by 50%, up to a 25 meter range, lasting 15 seconds, with a 1 second cast time.

ORISA SUPERCHARGER USAGE

Supercharger + Shield/Corners

- The most basic and already well-known tip for Orisa's Bongo is to drop it around a corner. This is simply so the beam has L.O.S. to you, but not to the enemy team (Hence they can't destroy it). I still, for some reason, still quite a lot of Orisa's not take the extra second or two to place it around a corner, which would be much more beneficial in the long run
- You can minimise your downtime by casting the supercharger just as you reach a corner to make the most of your 1 second cast time (Similar to how as Rein, you

want to start the firestrike animation before you peek a corner, to just release it when you turn the corner, so you don't stand out in the open for 0.65 seconds)

- You can also shield then immediately supercharger. This will utilise your fresh shield and cooldowns, with the goal to play as fast as possible. Since you want to play fast in this case by blasting your cooldowns, this will mostly be for 5v6 scenarios in order to swing the fight, and punish any over-aggression (Similar to why Reinhardt's are forced to make a play with their shatter in a 5v6 in the next 10 seconds because you can't win the battle of attrition)

Supercharger + Shield In The Backline?

- Whilst watching a Jayne VOD from 2 years ago, he suggested that he sometimes likes to place the supercharger from afar, then just shield the supercharger because you *'don't really need a shield in a supercharger [fight]'* Keep in mind, that this was 2 years ago, with fewer interactions in the game, alongside Sigma and double shield being introduced. (An Orisa + Sigma with both shields + Supercharger will outperform an Orisa + Sigma with 1 Shield + Supercharger).
- Hence I suggest this if you're playing very split as a team, as your shield will most likely be only helping yourself, and not your team.

Bongo When Committing

- Similar with Orisa's shield, you want to use supercharger when the enemy team commit, similar to how you often wait at choke when the enemy Baptiste uses Amplification Matrix Early (However, it's much more punishing with Orisa due to how inaccessible Matrix can often be, alongside how fast Matrix charges)
- To spot a team committing (Most obvious on 2CP) they have pushed through a choke, or have turned around a corner (For example, on Volskaya 2nd Point Defense, or Hanamura 1st Point Defense, where the enemy team pass through the main choke)

ORISA TECH

1. The effect of supercharger lingers for 1 second when line of sight is broken, or if a player exits the 25 meter range; Similar with Mercy's beam when corner peeking for safety whilst still keeping the effect of the beam
2. Halt will cancel your reload. This means that if you accidentally reload, you can halt afterwards to cancel it and keep shooting. However, if you reload at 0 ammo,

the reload duration can be effectively doubled by halting at the very end of your reload

3. Melee cancels your reload. This is useful for accidentally reloading without having to use halt, or if your halt is on cooldown

ORISA POSITIONING + ROTATIONS

Rotating Against Brawl

- In a scrim between Contenders Trials Team Incipience and Team Pointbreak in 2018 (Team Incipience coached by John Galt, who's now an OWL Coach!) Team Incipience had effectively rotated from Café to the opposing highground against Goats, who were pathing all the way through security on the outskirts of 1st Point.
- Whilst this may be difficult to do in solo queue, you can pre-plan before the doors open, to rotate from Café to the opposing highground if you are playing an extremely bunker esc. comp

Rotating Against Dive

- This is slightly more applicable as when you play Orisa against dive, you typically have this clear cut win condition: To poke down the tanks so they can't effectively stage a dive onto a singular target without being at reduced HP, or being forced to use cooldowns to posture around the frontline
- [Here's an example from Jayne Coaching a Mid-Master Dive Team](#)
- As you can see, Dive Tank have staged by coast, the Pharah is a bit behind them, alongside a McCree playing the opposite side of the dive tanks (a little bit behind obviously, not quite by the healthpack). On the map are 3 places where you can rotate to as Orisa - To the McCree (Left Side, but on their half of the map) to the Pharah (IE Directly ahead of you) or directly to your left, on the same side that the McCree is on, but on your half of the map
- You want to ideally rotate to the latter option above ^ as you are able to poke down the opposing tank to prevent them from executing a dive (and if they do, they are forced to use cooldowns, in which you can punish with halt, good shield management and cornering) whilst they can't posture around you and bleed you from resources.
- By rotating straight ahead, you are playing into the hands of the enemy team, as they set up a crossfire, without having to commit cooldowns to engage, alongside decent cover and sightlines to posture from.

Aggressive Shielding

- Whilst not common, when the enemy team have committed cooldowns that can prevent you from being aggressive, or are placed in such a fashion that you can bypass them (Such as a Bad Orisa shield), you can shield past the enemy team, and call for your teammates to commit past the corner
- You can also shield on soft flanks (In the Havana double shield mirror example mentioned prior, you can shield aggressively to the room to your right)

ORISA FRONTLINE TANK SYNERGY

Orisa D.Va: This duo is quite versatile, providing point pressure and high ground contest simultaneously. Diva can also peel if needed, and whilst not common, Pull bomb can be performed. However, this is simply an outdated combo due to Sigma Orisa, even if these experimental changes go through. Also note that her fusion cannons can apply enough poke damage to prevent a Winston from diving (Winston can't dive onto a target if he's on 300-400HP, otherwise he'll just get punished too easily)

Orisa Reinhardt: High amount of cover, and in combination with a Bap, you can pull off the Halt plus firestrike plus Matrix combo. However, shatter is simply too weak and inconsistent, alongside having no poke damage, and the inability to swing or cover ground on wide maps.

Orisa Hog: This duo is the most outdated in the game, as Sigma just has more defensive utility than Hog. However, Pull Hook can still be performed, with Whole Hog being a great answer to Nano blade. The damage is highly present, however, if Hog isn't hitting hooks, he may as well be picking Sigma.

Orisa Winston: Whilst Jump Pack Halt is some synergy, there are much more efficient combos, alongside Winston's inability to dive the backline without feeding due to Orisa's static nature. Soft flanks and soft engages are by far your Winston's best bet, but Sigma may be better in poke.

Orisa Ball: This tank duo has the highest amount of individual sustainability in the game, alongside synergy such as Pull Slam or Pull Mines. The crowd control from either character can also deny a dive from the Winston, however, friendly supports may be left unattended.

Orisa Zarya: This is quite a weak duo as both characters have different play styles, with Orisa being defensive, and Zarya being aggressive, hence it may be hard for Zarya to gain and retain energy. However, due to Orisa's point presence, Zarya can take off angles to anyone contesting you, on top of how powerful both your ultimates are.

Orisa Sigma: Best for last. At the highest level, Orisa Sigma is played with the cooldown management of dive, the corner and positioning of brawl with the versatility and ranged damage of poke. Use your barrier at engagement, and don't be afraid to be aggressive with your shield. Also tell Sigma to not stack on you if you're not pushing forward to point.

REINHARDT GUIDE

REINHARDT ROCKET HAMMER

Reinhardt yields a rocket hammer dealing 85 damage in a 5 meter radius, taking just over 0.4 seconds to cast his first swing.

REINHARDT ROCKET HAMMER USAGE

- Generally swing by default unless the enemy team have oneshot snipers - You may accidentally hit a fast-moving hero out of nowhere (EG Dashing Genji/A Ball Roll Through)
- Reinhardt can also 'cleave' multiple enemies at once IE With one swing, you can hit multiple enemies
- Reinhardt range of his swing can also be extended slightly further by turning your camera in the direction that Reinhardt swings at the very end of his animation
- All Melees in Overwatch are 'lingering' IE You can press down your melee button 180 degrees facing away from your enemy, then quickly whip your crosshair during the melee animation towards your enemy, and the enemy will still take the melee damage
- Lastly, Reinhardt hammer has a little bit of knockback - This is particularly useful for lining up enemies to perform a crouch firestrike to cleave multiple enemies in a straight line
- You can animation cancel Hammer Swings via ALL Abilities (I'll get into this later when talking about the abilities individually themselves)

REINHARDT BARRIER

This a 1600 Healthpoint, rectangular shield that decreases your movement speed by 30%, and regenerates at 200 Shield/Second after two seconds of not using the shield. Once all 1600 HP is depleted, the shield will return on a 5 second cooldown. By also holding down your primary fire whilst you shield, you can freely turn your camera whilst having your shield face the same direction in which you held down your primary fire first

REINHARDT BARRIER USAGE

- The most basic, important one to learn is to shield hop. This is done by jumping (Forward or backward) as soon as you touch the ground, then whilst you are mid air, you bring your shield hop. These are the following reasons for doing so:
 1. Your supports can heal your health pool, but not your shield resource hence gain ult
 2. You have to wait for a lesser period of time for your shield to recharge fully to re-engage as you save some shield resource
 3. You have a faster movement speed to get you out of danger faster
 4. You are more efficient with your shield resource, therefore, it is less likely for your shield to break, which may open a gap for the opposing Reinhardt to hammer
 5. However, hard shield if you might die/The enemy team run a sniper

Shielding Management via at Engagement

1. Imagine This: You are on Hollywood First Point Attack, and you pin out from the gates
2. Since your other teammates may be slower, you obviously wouldn't want to engage in a 1v6
3. You subconsciously shield their cooldowns before your teammates even get to the choke
4. Therefore, when your teammates can eventually join the teamfight, you are all of a sudden engaging with a shield that is at 800-1000HP instead of 1600HP.
5. To **PREVENT** this, just sit around a corner and if you take any poke damage, consider this ult charge for your supports, and shield when you all engage in

Flickering Shield

1. A ton of Reinhardt's love to flicker their shield to block instances of damage such as a Zarya Right-Click or a few Junkrat shots.
2. This will not allow your shield to recharge, so either retreat to the nearest corner, or play extremely close to it - Most Reinhardt's in ranked go autopilot when managing shield so this is probably the biggest mistake <3K Rein's make

Blocking Irrelevant Spam/Synchronise Pressure

1. This is similar to the 'Shield at Engagement' subheading but focuses around timing pressure with your off-tank
2. For instance, as of early December 2020, Reinhardt D.Va seems to be pretty strong, and as mentioned later, thrives off a D.Va diverting attention when her respective Reinhardt engages

3. Too often I see Reinhardt's (Even in Master) engage with their D.Va on half shield HP, and especially against a Rein Zarya who have higher spam damage on paper, the friendly Rein gets eviscerated even before the D.Va takes an off-angle

Shielding Cooldowns

1. Ana's love to Nade whenever two Reinhardt's are trading swings, so a more advanced tip would be to block this nade specifically (Or Sleep) **Then call out for your DPS to focus the Ana as she will have one or both cooldowns depleted**
2. Mano from the NYXL does a great job at this, and there's a clip of Your Overwatch commentating over this which is included at the video version of this guide

Shielding Into A Room

1. You don't always have to head in a small room first; You can turn your camera (Which then turns your shield) in the path that your teammates move into a room (This is much harder to describe than show, so apologies for that lol)
2. An Example would be in Kings Row First Point Attack, when trying to flush out a Junkrat Playing in Hotel
3. This could also be utilised in a graviton surge, where you turn your shield to cover a teammate from taking (too much) damage

Shielding Last Second

1. Simple, but this essentially implies that you don't want to have your shield break: As if a Dva Bomb is thrown into the air, you can still block it with a flash of your shield regardless if it's at 1HP
2. 3 Examples would be for a McCree in High Noon, a Roadhog using Whole Hog, or a Moira using Coalescence (In which due to the increase in movement, you can use the shield angling tip earlier)

"Shields are for creating good positioning, not for soaking up damage." -QRM

It should also go without saying that you shouldn't be standing out in the open just absorbing damage, and not taking map control. (E.G. Standing on the piece of highground connected to the Volskaya Elevator on Attack) This is particularly why Lucio pairs well with Reinhardt, as you are much more efficient with your shield resource (Same Distance Travelled in a shorter period of time = More shield left)

REINHARDT FIRESTRIKE

This is a flaming projectile that Reinhardt tosses in a straight line dealing 100 Damage, travelling at 25m/s, and can pierce multiple enemies. It has a cast time of 0.48 seconds and recovery time of 0.64 seconds.

REINHARDT FIRESTRIKE USAGE

Simple: Firestrike towards enemy team/Their general direction to gain ult charge primarily. On linear maps/Against grouped up comps, you can also firestrike to apply pressure on healers

Advanced: Abuse the 0.48 cast time by starting the firestrike animation around a corner, then peeking it once the cast time is up. This half a second difference may mean nothing to some, but it may prevent a headshot from a widowmaker or avoid taking some form of burst damage. You can also perform the hammer + firestrike animation cancel, where you firestrike immediately after the hammer swing has connected. This deals more damage in a shorter period of time compared to swinging twice.

Super Advanced: You can perform a 'Back Firestrike' by holding down your shield via primary fire, then firestriking in the direction you're looking towards. You can also bait Zarya bubble by firestriking above her head or above the opposing Reinhardt's head, which gives you the green light to play more aggressive with your opposing off tank.

MEGA Advanced: You can actually NOT use firestrike against a Reinhardt to pretend that you actually HAVE shatter. The ENTIRE PURPOSE of this is to force the Reinhardt to play more passive. Now, there are obviously a few drawbacks as I'll list here:

- This only really works in the top 5% as Reinhardt's will be tracking when the opposing Reinhardt is using firestrike or not.
- The reason why you also don't want to be using firestrike if you have shatter is that you'll just be feeding enemy ult charge (If you didn't know)
- You will also be losing out on a ton of ult charge, and considering that it may not even affect how the Reinhardt plays, it's just not worth it

HOWEVER a more viable tip would be to do the Halt + Firestrike + Matrix combo, just like the Defiant did against the Reign (Or other way around...) on Nepal Village at the start of OWL Season 3.

- Firstly Halt, then Matrix, then Firestrike - The reason why you don't want to matrix first is that the enemy team may kite and wait out the matrix if used too early

REINHARDT PIN

This makes Reinhardt charge in a straight line for just under 50 meters travelling at 16.5m/s. In this duration, Reinhardt can carry an enemy into a wall dealing 300 damage, or if you get bumped by his pin, it will deal 50 damage

REINHARDT PIN USAGE

Simple: Use pin to travel long distances in a short period of time

Advanced: Use pin to counter charge opposing movement CC abilities such as the opposing Reinhardt Pin, Brigitte Bash, or Doomfist Punch

Super/MEGA Advanced: Consider two concepts, the **ANGLE** and **DISTANCE** of your pin to pull off 20% ult charge without too much risk

- In terms of distance, you ideally want to be travelling for as short a distance as possible as this will decrease the amount of time that you are open to damage, and decreases the probability that the position you will end up in is unfavourable
- In terms of angle, you want to end your pin in a position to where the ANGLE that you are exposed to isn't too open to where you tank all 500 Health Points and feed
- A great example of a GOOD distance pin but BAD angle pin would be on Hanamura First Point Choke, where you pin the opposing Reinhardt into the wall. Even if you get the damage off, you are exposed to five other enemies who will be pumping damage into you whilst you are exposed

Aggressive Pins + Team Support = Big Plays

- Building on this idea, Bumper (From the Vancouver Titans, who had seemingly broken fundamental Reinhardt logic, and was called a feeder by many Overwatch Analysts) managed to get away with risky pins due to how much peeling his backline did for him, and how good Slime and Twilight were
- If you watch a video by Your Overwatch a year ago talking about Bumper, you'll see a clip where he pins off into the distance on Rialto Defense 3rd Point, where

it seems he feeds, but actually turns around and lands a massive shatter - Hence a pin with/without support changes the outcome

- Note that you can mimic this in 2-2-2 with bubble, Lamp, Matrix etc.

REINHARDT STEADFAST

- Decreases the initial velocity from CC Knockback effects by 30%.
- Just makes you aware that you can play on edges a bit more freely, although you ideally want to block annoying short cooldown CC's such as Brig Flail and Lucio Boop where possible

REINHARDT SHATTER

This makes Reinhardt slam his hammer into the ground, applying a 2.5 second CC stun to anybody who gets hit by the ripples created by his hammer. The range is 20 meters, and will deal 50 damage to anyone hit by it.

REINHARDT SHATTER FOLLOW-UP

For Enemies In a Straight Line:

1. Swing
2. Crouch
3. Firestrike
4. Pin (Whatever is left, within reasonable distance and to not feed)

However, there may be situations where enemies will be spread out, hence you can't firestrike and cleave multiple enemies. In a situation like this, you may just want to cleave multiple enemies at once using your hammer by turning your camera, and then potentially go for a pin - Note that the target you choose to pin depends upon their win condition (IE If their win condition is Grav, Pin Zarya. Ult tracking helps with this).

In a situation where you solo shatter an off-tank far away, firestrike first, then try and go for the pin. You don't want to immediately pin after you shatter, as you won't gain any ult charge from this. You want to time your pin so that when you connect with the sed off tank, they are performing the 'standing up' animation from shatter.

However, a time you would want to pin an off tank immediately is if the enemy team's win condition relies upon that teammate as mentioned with the Zarya example prior.

REINHARDT SHATTER INTERACTIONS/TECH

- You can perform a back shatter in a similar fashion to how you can perform a back firestrike
- Shatter can travel underneath the payload
- Shatter has a vertical height of 2 Meters, allowing you to shatter on top of a payload
- The shatter cast time can be stunned/interrupted via hack

REINHARDT SHATTER USAGE

Before detailing how to land shatters/block them, it's vital to know when and how to use it. This piece of advice is targeted towards >3500 and you'll see why:

'Not Using Rein Ult is so much better than using Rein Ult because the enemy Reinhardt has to play differently compared to when you don't have it because he knows he can't be punished for any mistakes.' - Octotroph, Peak 4439 Main Tank Streamer

- Shatter forces Rein to play more passive to avoid making any mistakes which can punish his entire team
- This was also said AFTER the nerf where his shatter stun was decreased from 3 Seconds to 2.5 Seconds, which doesn't sound like long, but it misses out an extra swing/ability from Reinhardt
- The reason why this is only aimed at master players and above is that:
 1. The opposing Reinhardt may not even be ult tracking the opposing Reinhardt shatter
 2. The opposing Reinhardt may not even change how he plays even if he knows that the opposing Reinhardt has shatter
 3. In lower ranks, there are way more positional mistakes made/Gaps to exploit. Shatter can be used to punish these mistakes, whether it be unawareness, bad shield management, or over-extending

'Or if you're talking about how to actually use shatter, solo-shatter an off-tank' - Octotroph

- This is mainly because off tanks are more aggressive and won't be typically expecting a solo-shatter
- You are also way more likely to confirm the kill, turning the fight into a 6v5
- Again, the prior bullet points still apply

LANDING REINHARDT SHATTER

There are a few ways to be able to land shatter, since I believe one is not more complex than the other I won't be using the 'Simple to MEGA Advanced Titling' but rather building upon each idea

1. Sneaky Shatters
2. Firestrike Shatters
3. Pressure Shatters
4. Jump Shatters
5. Gap Shatters
6. Tempo Shatters
7. Dirty Shatters

Sneaky Shatters

- This is simply done by hiding in a corner, then waiting for the enemy team to push in, in which you press Q, then the entire enemy team has fallen to the ground
- Old but Gold Spot is Kings Row 3rd Point Defense
- This works best the lower the rank you go, since there will be a lower level of awareness the further you go down
- However, it can work 3500+. If it doesn't though, just ask for a Zarya bubble or Dva Matrix whilst pinning out. You'll most likely be counter charged, in which these cooldowns will be most optimal for.

Firestrike Shatters

- This is where you shatter when the opposing Reinhardt uses firestrike since the firestrike animation can't be cancelled (So many players forget about this)
- This is a very consistent way to land shatter, and if the opposing Reinhardt doesn't know why he's being shattered, you can constantly abuse this

- However, high level Reinhardt will either not firestrike at all, or firestrike using the corner cast time tip, or firestrike whilst they are bubbled
- Make sure to track Zarya bubbles in case their Zarya accidentally bubbles their Reinhardt when firestrikes
- For the most optimal outcomes, close the distance when you feel their Reinhardt is going to firestrike next. This will make the window in which the Reinhardt can block your shatter much shorter, making this trick more reliable.

Pressure Shatters

- By swinging at Reinhardt, it will put him under psychological stress, in which he will want to use one of Reinhardt's abilities to relay the pressure. Whether it be a firestrike, a swing, a pin or his own shatter, (In which you would want to block this using knowledge obtained via ult tracking), then land your own shatter.
- You could also do the classic shield break (If you're comp is set up for it) in which you just break his shield, then land the Q on his team.

Jump Shatters

- Typically, you don't want to jump before you shatter, as this increases the window for the opposing Reinhardt to block your shatter, however, jump shattering is mainly used to shatter beyond the opposing Reinhardt shield
- This is primarily done with coordination from your Lucio, and a bit of useful downward map geometry to shatter past the enemy Rein shield
- You can see Jmac doing this against Muma on Blizzard World 2nd Point 7 Months Ago as of early December 2020 (Where London Spitfire were defending, and Outlaws were attacking)
- If you are the victim of being jump shattered, you want to shield hop back to carry your momentum back enough so your shield can block the shatter

Gap Shatters

- This is primarily optimised against Sigma Orisa comps
- Due to the sheer amount of (Relatively) versatile shielding you have to go against, a reliable way you will be able to find a shatter is by landing it in gaps to where both the Sigma and Orisa have to gain shield resource back
- This requires some in-game practice and relies upon reaction times. Sometimes, you'll land shatters into shields, but other times, you will land them when they least expect it

- You will also need to cooldown track the opposing Orisa shield so that she does not block it during your cast time
- Physical gaps in shielding can also be exploited (Such as Poor Shield placement from Orisa) alongside cooldown gaps in time

Tempo Shatters

- This is shattering when the enemy team least expect it IE A Surprise Shatter
- These are quite inconsistent as it depends upon the opposing Reinhardt's Gameplay, but a general instance would be shattering as soon as the enemy Rein turns the corner as who expects a shatter as soon as you turn a corner? (E.G. Last corner on Eichenwalde 3rd Point Defense)
- Another instance would be in a 5v6 where the enemy team play overtly greedy, and since your team will not win the war of attrition, playing fast favours your team
- Being naded and shattering may also be a surprise since most Rein's will expect you to wait out the anti-nade
- A blind shatter can also be surprising; The enemy team may be recharging their own resources thinking that you are doing the same, hence they will not be immediately prepared for a shatter). Blind shatters also work best if attention is being drawn elsewhere (For instance, your Mei/Dva/Zarya are playing aggressive whilst you're behind a corner recharging shield. Their rein may be tunnel visioned on killing the Mei/Dva/Zarya hence he won't be expecting a shatter)

Dirty Shatters

- This is, by far, the most consistent way of landing shatter
- This is using your team to your advantage by doing shatters such as Stun shatters (Using Cree Stun, or an Ana Sleep if she's flanking etc.) Speed shatters (W/ Lucio Boost, either speeding past the Rein shield, or shielding/pathing from an off-angle to shatter the backline. An example of the latter would be on Rialto 3rd Point Attack, speeding right side, or Kings Row 1st Point Attack, Speeding + Shattering the backline in Hotel)

BLOCKING REINHARDT SHATTER

You can acknowledge the previous methods of shatter, flip them on their head and play against them. These are two extra ways of blocking.

1. Fainting/Fake Swinging in the Opposite Direction
2. Against Graviton Surges/Nano Boosts

Fainting/Fake Swinging in the Opposite Direction

- You could jebait the opposing Reinhardt by pretending to swing at something in your backline, then quickly whipping your shield up in the opposite direction (Essentially a 180 Degree Flick)
- To help you out with this, try and focus on the audio queues Reinhardt makes whilst he walks normally. If these gradually get louder/Heading in your direction, this is when you should whip around
- (Purely for console) Since you can't flick on console, I highly recommend you up your sensitivity to 90+ Vertical, 90+ Horizontal, with a linear ramp instead of Dual Zone, and 0-10 Aim smoothing to help you flick around

Against Graviton Surges/Nano Boosts

- Typically, if the opposing Reinhardt is in a grav, he will try and shatter you in order to prevent any follow up
- To prevent this, you can either hardshield the opposing Reinhardt, or start barreling towards him whilst swinging so he thinks that you are unaware of his shatter, then you pull up your shield
- In terms of Nanoboost: If you are nano'd, the same tip applies with graviton surge/applying pressure. The 'applying pressure' part is enhanced greatly as you deal more damage, hence the enemy Reinhardt is more prone to buckle under pressure
- If the opposing Reinhardt is nano'd, kite away from the opposing Reinhardt via Shield hopping backwards, then re-engage. Since you are consistently putting your shield up when you are hopping backwards, it would be risky for the opposing Reinhardt to shatter, although if he does, you can block it.

REINHARDT TEAM COMPOSITION

Reinhardt is one of the most, if not, THE MOST team reliant hero in the game. You can go from being ROLLED to ROLLING based on how many resources are inputted into you. You can clearly see this with SVB's Reinhardt Unranked to GM, where he managed to swing from a 1-3 record to 4-3 at around a 3500 level (For reference, he is a peak 4300 Rein Player)

Managing and adapting your teammates to counter the opposing team is vital. For instance, if there is highground DPS picking off your supports, perhaps your Zarya can swap to a Dva for Highground contest

The same can apply up against high shield break, but instead of team swapping, pathing would be ideal. For example, instead of barreling towards main on Temple of Anubis 2nd Point Attack, you could go left side, which provides you cover and direct access to point, whilst one of your DPS go on a flank to pick off a support/direct attention away from the teamfight. Or on a retake, you path highground (EG Through Window on Busan Downtown)

If your Ana is missing her shots and getting picked off, telling her to go Moira would be beneficial to both of you. However, if you feel Nanoblast is worth more than Coalescence (Which may depend upon your ability to go aggressive on their frontline) you could tell your Moira to go Ana if they feel comfortable with the swap.

If you're just having an off-day to where you can't block any shatters at all, perhaps telling your Lucio to wall ride high up, or to hide, or telling your Zen to play far back, for them to then use their ultimates to bail you out might be the one callout that saves you the game.

REINHARDT POSITIONING

The main piece of advice would be to play corners as much as possible (Corner Discipline). This is mainly because you are a brawl hero in which you have no poke damage (apart from firestrike but it's a slow moving projectile) out in the open, and you can regenerate shield resource safely by retreating to a nearby corner. Other problems would be trying to open too wide of an angle to get a cleave firestrike or to get an angle for shatter. Building on this idea...

- Opening too wide of an angle (Especially around a corner) leaves the rest of your team exposed to the opposing Reinhardt's Shatter
- It also (atleast to a semi-experienced Reinhardt) makes it extremely obvious that you're trying to land shatter if you are going way more wide than usual. This makes it way easier for a Reinhardt block via fake swinging, or even dropping his shield for one second
- Moreover, by opening too wide of an angle, your supports may not have line of sight to you...

- A great example of this would be Kings Row Attack, You just Capped Point, and you try to play further up by the second corner, next to library (IE Adjacent to the room with the mini healthpack)
- By opening too wide of an angle around this corner to get a cleave firestrike, your supports may not have Line of Sight to you from the tunnel
- A better position to play would therefore be a few steps behind the library, adjacent to the corridor that leads to the room with a mini healthpack, as your support have way easier Line of Sight to you

Clearing Highground

- If there are enemy DPS on highground and you walk through a choke, it's likely that the enemy DPS will destroy your backline, or shoot you in the back, whilst their frontline is pumping out constant pressure
- In order to remedy this, you must clear highground - Ideally as a team, but one or two teammates (Especially a Lúcio) can force their DPS to give up highground and to drop back on main
- Here's an [Example on Hollywood 1st Point Attack](#), where you path up the stairs to the highground to clear their DPS (This could be a Doomfist staging from highground, a pocketed Ashe etc.)
- Here's another [Example on Dorado 1st Point Attack](#) (Same Goes for 2nd and 3rd Point Attack!)
- However, when you do drop off the highground once it's been cleared? Well, not only do you disable their DPS from having the highground, but you enable YOUR OWN DPS to utilise the highground; And once your DPS are comfortable on that highground you've just cleared, feel free to drop

Other than that, try not to stand on the payload too much as your team is vulnerable to shatter behind you.

REINHARDT TANK SYNERGIES

Reinhardt and Orisa: High amount of cover, and in combination with a Bap, you can pull off the Halt plus firestrike plus Matrix combo as mentioned before. Other than that, if you're playing in a position where you can't swing because you're too far away from the teamfight, you might as well be playing Sigma for the added poke damage.

Reinhardt and Sigma: This tank duo has the most amount of mathematical shielding, although there is no direct synergy. A small tip would be to pin the opposing tank player

when they are coming down from your Sigma's flux, and to peel for your Sigma if he plays too aggressively, and to essentially swap in and swap out who plays passive vs who plays aggressive.

Reinhardt and D.Va: This is maximised for brawl and the ability to contest high grounds, hence this duo is especially powerful on maps such as Watchpoint Gibraltar. D.Va also has the potential to peel for your glass cannon backline. However, this duo will straight up lose against a Rein Zarya Duo, hence your D.Va must take off-angles as soon as you engage, to distract the enemy backline towards shooting your D.Va and not you, which acts as a form of peeling for you as Reinhardt.

Reinhardt and Roadhog: This is maximised for shield break alongside an aggressive play style. As Roadhog is typically a selfish pick with a dedicated self heal, you'll be receiving most of the heals on the frontline allowing you to be more aggressive, although make sure not to take too much burst damage as you may be alone on the frontline. There is also practically no peel for your backline, so keep that in mind.

Reinhardt and Wrecking Ball: This is dedicated towards distraction and a more passive play style as you acknowledge that you will be alone on the frontline. You can go aggressive for when your hamster dives in as this will direct attention and focus elsewhere, however in a straight up frontline versus frontline match up, you will lose. Also something to note: Your Ball may eat up quite a few enemy CC abilities, in which can you give you the green light to go for an aggressive shatter.

Reinhardt and Winston: This arguably, has slightly better synergy than the previous combo due to the Winston barrier being used to block important cooldowns such as Nade, which can prevent you from being aggressive. Utilise the Winston bubble for both of you to land big cleave damage, however, there is almost no ranged poke, or angular damage, or defensive capabilities - Only run this when both teams are mashing their heads into each other (E.G. Lijang Nightmarket 1st Fight)

ROADHOG GUIDE

ROADHOG SCRAP GUN

Primary Firing: Short range blasts of shrapnel with fall off damage from 15 -30 meters

Secondary Fire: Launching ball of shrapnel dealing 50 damage unless it detonates at 8 meters. (Extending the fall off range to 23-38 meters)

They both deal up to 165 damage with a 0.85 second RoF, and an ammo capacity of 5.

ROADHOG SCRAP GUN TECH + USAGE

Recovery/Animation Cancels

1. Shave about half a second off your reload by using Breather as soon as the ammo is shoved into the gun (Or you can see the '5/5' ammo counter in the bottom right)
2. The above ^ But with hook or melee instead of breather
3. Use either of Hog's abilities after Hog fires his scrap gun to mitigate the 0.85 recovery time

Shield Break

- This is one of the main uses for Hog's scrap gun that you'll be doing unless you're taking a flank or an off angle
- You can 4 shot either Orisa's shield or Sigma's ($175 \times 4 = 700$) and you can use the above tech to cancel the recovery time of your 4 shot to land a hook on the opposing Sigma, who'd most likely use Kinetic Grasp
- However, despite the damage buff Hog received, his perceived power on live is not due to shield break, but the gap between Sigma and Hog being closed rapidly in terms of how easy it is to get a pick on off angles. Sigma already had the ability to oneshot characters without feeding ult charge himself, but now, his shield has become more brittle, alongside the nerf to grasp which is Hog's equivalent of Breather.

Trigger Discipline: Undershooting Vs Overshooting

- Especially against mobile targets such as Tracer, it is not uncommon for Hogs to undershoot their first shot, and then overcompensate/overshoot their following shots and/or abilities.
- Solution: Take an extra 250-500Ms To Readjust your crosshair and to not panic your shots, or to change sensitivity if this isn't working. You can practice this on PMA Jellies' upgraded practice range: Workshop code 'AJERA'

One Shotting Utilising Secondary Fire

- Since on Hog's secondary fire, the detonation begins at 8 meters, one of Hog's worst fighting distances is between 5-8 meters (Especially the further closer you go to 8 meters) where you are too far away for Hog's primary fire to deal any meaningful damage due to the wide increase in spread, but too close for your secondary fire to detonate.
- This comes into play (on occasion, up against close range characters such as Reaper in which their spread doesn't matter due to your large hitbox) on Volskaya Industries 2nd Point attack Right side where your route of retreat (Walking back where you came from) is linear, meaning that you'll notice this 5-8 meter distance very quickly.
- However, this also means that between 8-10 meters is a great range to potentially oneshot a target; You'll unfortunately have to learn the hard way of when you're at 7.5 Meters you get punished, but at 8.5, you get rewarded.

ROADHOG CHAIN HOOK

Hog throws a chain at a target, pulling them in close range. The hook deals 30 damage, moves at 40m/s, takes 0.3 seconds to cast, a cooldown of 8 seconds, and a max. range of 20 meters.

ROADHOG CHAIN HOOK TECH + USAGE

Full Combo

1. Alternate Fire
2. Walk Forward
3. Throw and Land Hook
4. Walk Forward during Hook Cast Time
5. Primary Fire + Melee

This combo can deal upwards of 500 damage if done at the perfect distances, but in most scenarios, you'll be dealing 225-275 damage if performed well.

Whilst the experimental Hog buffs will make elements of the above less important, it is still a useful habit to get into for hooking targets with higher HP/with armour (Which halves pellet damage to 3.5)

Crosshair Placement

- This is possibly the most overlooked aspect of confirming a kill after hooking a target; This is most likely the reason why sometimes, you land the oneshot on Ana but other times, she's still on 1-2 bars of Health left.
- Apart from tanks, you want to be aiming on the upper body/neck in order for some of your pellets to receive added damage from the headshot, but if you just purely aim for the head, too many of your pellets will miss/go around the head hitbox.
- The above applies for small head hit boxes as with large ones (Such as Orisa or Winston) you can comfortably land atleast 23/25 pellets on the head.
- (CONSOLE ONLY) As you can't really flick your crosshair to the correct position, you'll need a higher sensitivity on both axis, or just predict where the correct position you should aim for your crosshair to be in before you throw out the hook. On PC, you can just flick accordingly

Walking Forward

There are a few reasons why you want to do this:

1. To land your melee
2. To have a higher probability of landing more, if not all pellets
3. The extra few frames it takes you to walk forward can be enough to adjust your crosshair

However, walking forward can put you at greater risk of taking damage, since your route of retreat will be longer. Simply, if you don't need to walk forward (IE If you hook a target who's already at half HP) don't walk forward.

Turning Camera

You can turn your camera after hooking (Which can drag the enemy up to 45 degrees either side) for:

1. Added damage/follow up by dragging them into the L.O.S. of your teammates

2. Environmental kills (Obvious example being Ilios Well)
3. Increases the time taken for the enemy you've hooked to retreat back to their team
4. Very slightly hides your head hitbox by facing it away from the enemy team (Admittedly almost negligible)

Disrupt Ultimates

- Hook is a very effective counter to barrage or Blossom (Ultimates that either you, or your flex support, should be ult tracking). Flux/Coalescence/High Noon which whilst they can be stunned, are obviously harder to do so due to increase in movement speed or they're out of range respectively

Threaten L.O.S./Holding Space

- Whilst I get more into this in the 'POSITIONING/PLAYSTYLE' section of this guide, you can utilise the existence of Hook to threaten areas of the map. Similar with a Sombra who has EMP, the enemy team have to play differently (Whether that's a Reinhardt playing more passive, your Lucio/Zen hiding to use their defensive ult etc.)
- Hook is also most commonly used (In the lower ranks particularly) to punish bad positioning (Ana's/Zen's playing like they're Moira) or bad cooldown management (E.G. A Reinhardt who has no concept of shield management)

Ammo

- Just make sure you have enough ammo to follow up on your Hook (Especially after the changes). There's no point hooking a Tracer just as she exits recall for you to realise you have no ammo left. The above combo also consumes double the ammo so be more aware of where and when it's worth to pull off the combo (E.G. An overextended Zarya)

ROADHOG BREATHER

Hog heals himself for 300 health in 1 second, with a cast time of 2 seconds. The cooldown is 8 seconds, with a damage reduction of 50% when the ability is activated.

ROADHOG BREATHER USAGE

Damage Reduction

- Hog's damage reduction doesn't apply when Hog heals himself in the 1 second duration, but as soon as the ability is activated. This means that just before a massive amount of burst damage is about to occur (E.G. A Flux or Bomb) you can activate Breather, and still have the 300 Healing go through whilst also utilising the 50% damage reduction

Defensive Capability

- Similar with Ana Sleep and Orisa fortify, with them being defensive cooldowns, there's no better tip than to just not use it if you don't need it.
- One of Breather's main uses is to help Hog escape tight situations in which the enemy team may attempt to punish Hog for taking an aggressive off angle or a flank and whatnot.
- However, similar with Orisa shield timing, if you take a bit of poke damage, and you can ensure that you'll have Breather off cooldown when you and your teammates engage, it should be fine to use Breather for the extra bit of ult charge, as you'll have it by the time you'll need it
- Be weary that you also want to force out CC abilities and stuns (E.G. Brig bash) before you use Breather. This can be done either by your Hook applying pressure or from your teammates using channeled abilities in which enemy heroes with Crowd Control abilities will attempt to use them to nullify the value from sed abilities

ROADHOG WHOLE HOG

Hog crams a mechanical device onto his scrap gun churning out a horizontal stream of shrapnel at 128 Pellets per second, with each pellet dealing 7 damage, with a duration of 5.5 seconds (0.5 second cast time).

ROADHOG WHOLE TECH + USAGE

Recovery/Animation Cancels

1. Cancel Hook With Whole Hog
2. Cancel Breather With Whole Hog
3. Cancel Scrap Gun Recovery Time With Whole Hog

'1' - This is most useful for where you miss the hook, and need to get immediate value from your Whole Hog as the enemy team is playing overtly aggressive

'2' - Similar line of reasoning to '1' but to also allow yourself to heal up an extra 200 HP or so and not the full 300 to save you some time whilst adding a decent amount of survivability

'3' - This is the most amount of damage you can deal as Roadhog in the shortest amount of time; Used to instakill after hooking a (main) tank

Whole Hog Vs Nanoblade

- Utilise the knockback from Whole Hog to prevent any slashes from the opposing Genji/Force out his dash or his deflect. However, against Necros level Genji's, they will secure a kill within under half a second similar to why it's so difficult to Flux a Genji Nanoblade after he dashes in due to his extreme mobility

Whole Against Aggressive Commitments

- A great usage of Whole Hog is to relay pressure off you and your team (Similar to one of Nanoboost's Uses). Common examples can be when the opposing Brig rallies, the Moira uses coalescence, or when the Mercy uses Valkyrie

Extreme Damage

- Similar to Winston Primal, you can juggle an enemy in a corner (Although keeping them in the corner is much easier with Whole Hog)
- You can also do an extreme amount of shield break (Since these uses aren't mutually exclusive, you can do these when the opposing Rein commits aggressively). This can give way for your Zarya to Grav, D.Va to bomb, or Rein to Shatter afterwards or for your team to gain more value from their cooldowns

Knockback/Displacement

- Boop tanks or DPS beyond/out of their shield/into bad positions if you're on a hard flank
- Environmental kills can also be effective on certain maps (Junkertown 1st Point Defense is an underrated place to boop enemies off the map)

Refills Ammo

- Keep in mind that Whole Hog refills ammo capacity, so you don't need to do any reloading animation cancels

- Knowing this, you should unleash all your shots before using Whole Hog or you can use both of your abilities as you'll have them off cooldown after using Whole Hog (I don't recommend this if you have a high chance of being stunned out of an aggressive Whole Hog)

ROADHOG POSITIONING/PLAYSTYLE

Hog's playstyle is often not too dependent upon team composition (He's considered more of a counterpick than being part of a specific team composition, especially after Sigma was introduced and the shield rework went through nullifying Orisa Hog/Pull Hook Bunker).

However, there are two main trains of thought: Shield Break + Hook to punish anybody who takes too wide of an angle, or to simply play the flanky style of Hog which commonly frustrates players with low awareness of their flanks/stay on autopilot.

Since Hog is mainly picked for his pick potential, I recommend choosing the latter, with the following example to explain why:

With this image [here](#), Hog rolls out onto the right side of Nepal Sanctum, with the enemy Tracer flanking left side to apply pressure onto the Ashe. Simply put, if Hog had pathed left, he could have denied the left side and mega healthpack from the Tracer, discourage her from engaging onto the Ashe (Which, due to dominos effect, would prevent any stress/pressure put onto the Baptiste or Mercy to then heal the Ashe, detracting resources from the frontline). Hog could also potentially secure the Hook onto the Tracer, and sets him up in a nice position to punish anybody who rotates to point or he can flank all the way around to pressure their backline if that was what he desired.

Considering how much defensive utility Orisa has, alongside peeling provided from the Baptiste, the frontline wouldn't be losing too much if Hog didn't rollout on the right side. More examples of off-angles/flanks to take would be on Rialto 1st Point Attack (Either by coast, or into the room with the mini which is what I'd suggest), Kings Row 1st Attack through Hotel or around statue, Junkertown 1st Point Defense/Attack Through the room with the Mega Health Pack.

ROADHOG TANK SYNERGIES

Hog Ball: This comp relies of individual sustainability, and playing spread apart, hence why brawl comps will struggle to find value, alongside decent highground and low ground control, with plenty of stuns and crowd control which adds to their disruption, however, isolating a single target will be this main comp's weakness.

Hog Winston: This comp does not do much for Winston, as he has much less survivability compared to Ball. His primal may benefit you by booping enemies in bad positions that you can punish, however, he will be stuck posturing around tanks. Winston's shield also provides some cover, but with no damage mitigation or avoidance, a Reaper will easily pick apart both tanks.

Hog Orisa: This duo is very outdated due to how brittle Orisa's shield is, and considering that her halt's radius may be getting nerfed, this will completely nullify the Pull Hook combo. However, as long as your Orisa manages her defensive cooldowns well to apply objective pressure, you should feel free to flank and relay pressure off of her by taking these angles.

Hog Reinhardt: This duo is very aggressive, and serves the primary purpose to deny as much short range aggression onto your Reinhardt as possible by Hog's scrap gun. This is also more of a counter pick than anything else considering that Zarya is a more efficient pick in case your team lacks shield break or pick potential.

Hog Sigma: This duo could possibly be a sleeper in ladder due to Sigma having Hog's pick potential, but added defensive utility as well. If you're Sigma plays overtly aggressive however, you may want to either play more passive to deter any aggression, or to swap to another hero such as Reinhardt or Orissa.

Hog D.Va: This duo provides some damage mitigation and coverage of the low ground and highground. However, both these characters are prone to taking unnecessary damage, alongside Sigma being the better pick simply because he has more types of utility, blurring the lines of main tank and off tank.

Hog Zarya: This duo offers a lack of cover, bubbles that easily burst as a result of that, and whilst you can combo whole hog with Grav, Zarya may just be too fragile of an off-tank to allow you to play an aggressive, flanking style of Hog. However, this is one of the best duos against punishing Dive comps (Especially Fast Dive) if you survive the initial dive.

SIGMA GUIDE

SIGMA HYPERSPHERES

This makes Sigma fire out two gravitic charges, dealing 55 direct damage each, wielding a projectile speed of 50 Meters per Second, with a maximum range of 22 Meters before implosion. There is also a small amount of self-damage, and an area of effect of 3 meters when considering the implosion radius.

SIGMA HYPERSPHERES TECH AND USAGE

1. You can cancel your primary fire animation by using any of your abilities, including your melee.
2. The typical one-shot combo for 200 HP Characters is to use Accretion, then Primary Fire, then melee at the end, dealing a total of 210 damage
3. There is a little bit of knock back with Sigma's Primary Fire. You can abuse this by using the knock back to elevate you to certain Highgrounds. A Great Example would be on Hanamura 1st Point Defense, by the platform towards the right side of choke.
4. You can utilise this knockback even more to gain kill credit for when your teammates boop an enemy off the map, which rewards you with ult charge.
5. Try to not shoot shields unless your comp is built around doing so
6. Aim at the Feet of Your Enemy

SIGMA EXPERIMENTAL BARRIER

This makes Sigma throw out a floating barrier in which Sigma deploys in a straight line at any angle of your choosing, with the ability to retrieve the barrier at any time. The shield has 700 Health, regenerates at 80 Shield Per second after being down for 2 seconds, and has a cooldown of 1 second after being recalled, but a cooldown of 5 seconds after being broken, alongside a projectile speed of 16.5 Meters Per Second

SIGMA EXPERIMENTAL BARRIER TECH + USAGE

1. Make sure to shield when using your ultimate to prevent any incoming damage, or to prevent you from being stunned out of your flux
2. Angle your shield to block Transcendence or Beat
3. Use your shield to block off healing from the Opposing Supports
4. Shield Dancing
5. Shield Against Barrage
6. Cancel Barrier Whilst Using Rock or Grasp
7. Shield Against Important Cooldowns
8. Do Not Block Irrelevant Spam Damage (Shield At Engagement - Think of Sigma's Experimental like Monkey Bubble)
9. Do not play too close to shield against short range characters such as Mei/Reaper who can bypass it easily
10. Do not leave your shield hanging out in the middle of nowhere!

SIGMA KINETIC GRASP

This makes Sigma absorb incoming damage for 2 seconds, converting them into shields which decay at 7 shields per second. Kinetic Grasp has a maximum range of 3 meters, and 60% of damage absorbed is converted into temporary shields. Grasp also has a lengthy cooldown of 12 seconds.

SIGMA KINETIC GRASP TECH + USAGE

1. Kinetic Grasp can be cancelled by using Accretion. However, since the shields are gained at the very end of kinetic grasp, no shields will be cancelled if this is done.
2. Absorb certain projectile ultimates (EG Grav, Blizzard, Blossom if you stand directly by it)
3. As Kinetic Grasp can't be cancelled other than Accretion, beware of being rocked by the opposing Sigma, or by any stuns for that matter

Other than that, you'll most likely be using Grasp as soon as your Shield Breaks/Goes Down to absorb large amounts of burst damage, and to buy time for your shield to recharge, or to pre-emptively gain a ton of shield by expecting a burst of damage as

soon as you turn a corner E.G. Zen/Orisa/Junkrat/Sigma Spam all in one. In special cases, Sigma can grasp against a Bastion bunker comp, or against a Bap Matrix for either reason.

SIGMA ACCRETION

This makes Sigma fling a mass of debris towards an enemy, dealing 70 damage, and decreasing his movement speed by 75%. The projectile speed is 37.5m/s, taking 0.65 seconds to cast, alongside an area of effect of 2.5 meters, and will cast a stun of 0.8 seconds to any opponent who is directly hit by it. Sigma's rock also has up to a 4 meter knockback if the ability lands directly onto an opponent. The cooldown is also a lengthy 10 seconds, likewise to his Grasp.

SIGMA ACCRETION TECH + USAGE

There isn't anything with Tech that I haven't mentioned prior (155 HP Combo, 210 Combo, ETC.) Hence I'll move on to usage

1. Knockback
2. Stun

Knockback

- Aside from damage, the 4 meter knockback can knock hitscan DPS Players such as Ashe, Widow, from highground. This can put them in a disadvantageous position in which they are vulnerable to dive, or force out a mobility cooldown from them to either get back on highground, or for them to escape
- Environmental kills are also viable as well
- Another niche use of Accretion is to propel you to highground. Similar to the Hypersphere tip to boost yourself to highground, you can also do the same on Hanamura, but way more consistently, as the self-knockback is 2 meters. The only drawback is that this may not be feasible in the midfight or at the end of a fight as Accretion may be on cooldown; Although there is no reason to not do this before the game starts

Stun

- This is the third primary use of Accretion (Past Damage and Knockback). Saving Accretion to stun defensive cooldowns such as Hog's Breather, or to stun

ultimates such as Moira's Coalescence, McCree's High Noon, or Whole Hog can be game-changing. Reaper Blossom is especially an important one as he is a slow moving target who will most likely be in an aggressive position

SIGMA GRAVITIC FLUX

This makes Sigma lift enemies in a 7 meter radius, lifting them in the sky for 50 damage, then slamming them back down for 50% of the max health. Sigma's movement speed increases to 7.15 meters per second, with a total cast time of 1.6 seconds, and a duration of 2.6 seconds when lifting the enemy (2 Seconds when enemies are lifted, 0.6 seconds when they are under high gravity IE They are slammed back in the ground)

SIGMA GRAVITIC FLUX TECH

If you are a Sigma main reading this past 3500, this is the **MOST IMPORTANT** and **MOST USEFUL** part of the guide since the Tech I'm going to reveal to you **CANNOT** (*Which was as of Late July 2020...*) be found on Reddit, YouTube, IG, and other Social Media Platforms aside Twitch (Since this is where I got this from). - Update: The Tech has become slightly more popularised and has been featured on Noobhunter/Freshnuts a lot more.

This piece of tech is going underneath your enemy whilst they are mid-air during your flux, in order to make them land on your head instead of the ground.

Now, initially, this doesn't sound like much. However, with a little bit more thinking, this piece of Tech counters practically half of the abilities in the game that save you from taking damage from the Flux. I'll go over the reasons to why this is so important

1. The Most Obvious, and Basic Level of Reasoning is that it decreases TTK (Time to Kill) Meaning that you have an extra half a second to deal damage etc.
2. The MAIN Reason to do this is if the enemy have a Baptiste: His immortality field does not have a vertical hitbox large enough to catch teammates at the apex of Gravitic Flux
3. However, this also works extremely well against characters who need to gain value from landing the ground (And therefore, cannot prevent damage midway through Flux). An example is Ana's Nade, where the nade splash is obviously too little to reach Ana at the apex of Flux, hence she has to time her nade in the 0.6 second time frame of high gravity for it to take affect. You can also surprise

players that love to wait at the very end of Flux to use their escape abilities, such as Moira, or Zarya.

The MAIN Drawback to this tech is that you put yourself in a very aggressive and vulnerable position, THEREFORE to counteract this...

1. Use this on Defense. This is because you aren't going into the enemies, the enemies are going into you. E.G. Volskaya 2nd Point Defense is a fantastic place to pull this tech off
2. If you shield to roughly where the opposing Ana/Character with CC will be, you can block their stun and pull off the tech at the same time.
3. In lower ranks, Ana's love to nanoboost Sigma during Flux thinking that it increases the damage dealt from slamming enemies to the ground (It doesn't; Only increases the damage from 50 to 75 when enemies are lifted up) but you can utilise the extra damage resistance to pull off this tech.

Overall, I'd stick to just doing this on a Baptiste. If the enemy aren't running any stuns (Especially in the backline) this is just free extra value not only for your team, but also DENIED from the enemy team.

Other tips mentioned prior E.G. Shielding before Flux, also apply

SIGMA GRAVITIC FLUX USAGE

1. Repositioning
2. Abuse Natural or Artificial Cover
3. Kite As Double Shield
4. Flux Vs Nanoblade
5. Flux To Force Transcendence/Lucio Beat
6. Target Priority in Flux
7. Force out as Many Cooldowns as You Can In Flux
8. Damage

Repositioning

- A common tip for Flux is too simply abuse the added movement speed and the ability to fly by going on Highground
- Great examples of this would be on Kings Row 3rd Point Defense, Route 66 2nd Point Defense

- Keep in mind that even when you activate your Flux, you still have the ability to fly upwards until the 2.6 second duration is over

Abuse Natural/Artificial Cover

- A lot of Sigma's like to float aimlessly up in the air, similar to how many Echo players just hold down their jump button whilst activating her flight ability
- This will leave you exposed to many sources of Damage and Long range CC's if you linger in the air during your Flux
- Tying into this, against Snipers, you want to immediately L.O.S. them during Flux as you have the ability to be oneshot (Unless you are sure that your shield will not break).

Kite As Double Shield

- When being run over by a Brawl or Dive Comp (as you either haven't kited in time, or the opposing team have a Lucio and you don't) Gravitic Flux can be one of the best counters to run away/kite from whatever is attacking you (Since if enemies are in the air, they obviously can't move)
- This at the very least, forces cooldowns, potentially ultimates, with the possibility of picking off a character or two

Flux Vs Nanoblade

- As Nanoblade is such an extremely powerful ultimate, just countering it will be a big play
- You want to wait for Genji's first dash AFTER he used blade (Not Before as he will get his dash reset as soon as he uses blade) as it will take him ATLEAST one Slash for him to kill someone and get his dash reset. In this time period of him slashing someone, you pop Flux ontop of the Genji to raise him in the air, preventing his Nanoblade

Flux To Force Transcendence/Beat

- If your win condition is Nanoblade, you can use Flux to force beat/Transcendence, then Nanoblade after if needed (Note that Nanoblade can still eat through Beat/Transcendence)

Target Priority

- Similar to tunnel visioning on one enemy (Specifically a tank) Focusing a squishy target will receive infinitely more value than an Orisa with Fortify

Force out as Many Cooldowns as You Can In Flux

- Cooldowns that prevent/minimise damage taken from Flux you want to try and force/wait them to be used E.G. Zarya Bubble, Hog Breather, Orisa Fortify

SIGMA POSITIONING/TEAM COMP

Whilst this is an important area for Sigma Players, there isn't a specific formula, nor is it the most defining aspect of his kit, unlike a character such as Zenyatta

- If Playing Sigma as a Main Tank (E.G. Sigma Hog) You need to be cautious with your shield resource as if it breaks, you and your teammates will be left without any angle to contest - Even in Sigma Hog and whatnot, you should try your best to not stack on your Hog and take off-angles
- This also ties in with the concept that you should treat your Cooldowns, Your Shield, and your Primary Fire as 3 Different Entities. This means that just because you shield in one direction DOES NOT mean you have to shoot in that direction, and therefore it does not mean you have to use your cooldowns all in that direction
- A great example of this would be shielding for a Widowmaker, then shooting at the frontline, and perhaps using your Accretion to Rock a Squishy on an off-angle
- This also ties into the concept of utilising Off Angles as mentioned prior.
- There's Also a bit of counter-intuitiveness about 'Because I'm Main Tank, I MUST contest cart' when in reality, there may be characters on your team who are more suited for that job
- For instance, when running Sigma Hog or Sigma D.Va, your off-tank should be contesting the point/cart. Same with running a Brig, or a Mei, who want a brawl on the cart
- In terms of the broader picture, don't run Sigma against Dive. There are exceptions to the rule (Such as Double Shield => You can kite effectively with Halt + Accretion) however his Grasp is useless against Winston's Tesla Cannon, his damage can be easily eaten, and whilst his Accretion is a strong stun ability, it is not enough to withstand a dive. Your shield also receives little value despite it being the most versatile in the game

SIGMA FRONTLINE TANK SYNERGIES

Sigma and Reinhardt: This tank duo has the most amount of mathematical shielding, although there is no direct synergy. A small tip would be to pin the opposing tank player when they are coming down from your Sigma's flux, and to shield at the start of your Reinhardt's pin. Sigma Rein is also a hybrid of Poke and Brawl, where your Reinhardt flanks with a Lucio, and you poke from the angles that he creates. In spite of this, good scouting, and the ability to rotate effectively, will burn out any resources that is inputted into the Reinhardt. Aside from this niche tactic, highground contest as an off-tank is also recommended.

Sigma and Orisa: This duo provides a high level of versatile cover, with Sigma being able to utilise Orisa's halt by performing the Halt plus accretion or Halt plus Flux combo. Use flux to kite away from danger in case you are being overrun by Brawl or Dive.

Sigma and Winston: Whilst this duo has no direct synergy in terms of ultimates and abilities, you have good coverage of the high and low ground. However, perhaps Reinhardt is a better pick than Sigma in order to be more aggressive whenever your Winston dives in on the backline.

Sigma and Roadhog: Similar to Winston, there is no direct synergy with Sigma. As you will be playing main tank, try not to be overtly aggressive on the frontline, as your Roadhog should be the one contesting cart or point primarily. This duo is primarily played for immense shield break, and to contest off-angles when there's a DPS Diff. (Hence you'll see a lot of Rein Zarya's swap to Hog Sigma when the opposing DPS destroy their backline).

Sigma and Wrecking Ball: This duo is essentially the upgraded version of Sigma Winston. Wrecking Ball's Knockback pairs well with Sigma as he can easily punish anyone out of position, and since Wrecking Ball will be tanking most of the enemy stuns, you can use your Flux aggressively. One tip is to combo your Flux with Minefield to kill anyone who is caught in the Flux.

Sigma and Zarya: This duo is best suited against bunker style comps such as Orisa Hog, although do not run Sigma Zarya against Dive. While both characters can dish out a high level of damage, there is no defensive capability, with a limited amount of cover, no access to high ground, and few stuns. One thing that you need to get used to in Sigma Zarya is rotating the cooldowns you are given efficiently. IE Grasp, Bubble, Shield, and Repeat. This will make you maximise value from each ability, and if you are given Zarya Bubble when your shield is up, take it down ASAP to get value from your bubble

Sigma and D.Va: This is a more defensive version than Sigma Zarya, with less front-line resources in exchange for extreme damage denial and high-ground contest, alongside the ability to peel for your supports. However, the biggest counter would either be a double shield comp or a coordinated brawl comp, as there is either too much cover, or too little frontline capability respectively.

WINSTON GUIDE

WINSTON TESLA CANNON

Winston's Primary Weapon makes him fire an 8 meter ranged tesla cannon, with an area of effect of 6 meters, being able to cleave multiple targets. The cannon deals 60 DPS (Damage Per Second), consuming 20 rounds per second, with a full ammo capacity of 100 rounds.

WINSTON TESLA CANNON TECH USAGE

Utilise 8 Meter Range

- The further you are away from a certain target, the wider your FOV (Field of view) is. This means that you can make use of your cleave damage much easier the further away you are, whereas if you are up and close to a target, you will often miss any targets to the left and right of you
- You can test this out yourself in the training range by the two bots to your left when you spawn. If you stand in the middle of them then shoot at your max range, you will hit both of the bots. However, if you move closer to them (Still staying the middle) you will eventually not be able to hit either of the bots.
- This is actually why you may feel in game that aiming Winston's tesla cannon up close and personal is actually harder than you think, because you're not making use of the 6 meter AoE cleave.
- Not to mention that the closer you are to the enemy, the typically closer you are to danger, and the further you are away from escape. Whilst in close range, you can have benefits such as weaving in and out of more Reaper shots without your shield (Since the closer you are, the more exaggerated your movements are) when attempting to cleave multiple enemies, and especially when posturing around tanks, you want to keep at your maximum range

Maximising 100 Ammo Capacity

- Especially against armoured targets, you want to weave in your melee with your tesla cannon as the armour decreases the damage from tesla's cannon by 20% (Hence he does 48 DPS now instead of 60).

- Note that this DOES NOT increase DPS, but it INCREASES Damage over time (Since you need to reload less often, you will deal more damage over a set period of time, but the damage per second dealt does not increase)

Focusing Squishies Vs Focusing Tanks

- Generally, the higher you climb, the more you want to focus tanks over squishy targets (This is specifically for slower, more spammier dive comps, where you wait for an advantage E.G. Positional or Cooldown, to then jump onto backline. This is a bit outdated as of November 2021, but yeah...)
- There's a few reasons for this: Firstly, in lower ranks, there is worse positioning hence you can easily punish that with decent cooldown management from your jump pack.
- Secondly, the enemy team will actually be more coordinated (Atleast subconsciously) to focus down whatever threat is causing them from winning the game OR swap off to characters that allow them to do that.
- Thirdly, the whole point of focusing tanks is to gain primal ASAP, and as you climb, the more emphasis will be placed upon how to use primal well that will separate Good to Great to Amazing Winstons (Mainly due to mechanical execution which is very hard to pull off consistently)
- I'll elaborate on this more in the '**POSITIONING/PLAYSTYLE**' section of the guide due to your team composition influencing how you play.

WINSTON JUMP PACK

This launches Winston at an initial speed of 30 m/s, dealing 1 damage when you jump (Alongside a bit of knockback as well) and up to 50 damage when you land (Despite people like Jayne having constantly said in past VOD reviews that it deals 45 damage, it deals 50, you just need to be within the 1 meter range which is very tough to pull off).

WINSTON JUMP PACK USAGE

(TLDR Provided at the end of this section)

Jump Pack + Melee Combo

- This is probably the most known piece of Winston tech that's been in the game from the very start. If you still don't know this, simply melee before you land as

the landing animation cancels your melee animation, dealing up to 80 damage (30 from the melee, 50 from the jump pack)

- However, due to the severe fall off from Winston's jump pack landing damage, unless you goomba stomp someone, you'll most likely be doing 60-70 damage
- In order to help you practice these jumps, just go into a custom game with a bunch of Ana or McCree bots at 35% HP (Workshop Expanse May be the best map for this) to practice your combo, which should oneshot 70HP Squishies. You can also attempt this on Tracer/Genji who have a slightly faster standard speed of 6m/s instead of 5.5m/s
- Also note that this is to increase to damage over time but DPS – I say this because there's actually a small delay before you can start shooting after you perform this tech (The delay coming from the melee animation)

Knockback + Mobility

- You can increase the distance you travel by simply pressing your jump key after you land, performing a little skip
- The distance you travel during this skip is directly proportional to the horizontal velocity you are travelling (IE If you do a mid jump or low jump forward and simultaneously Press W, you will travel further than just jumping up in the air vertically, then performing the skip)
- You can also utilise the knockback when you land to block off route of retreats, which is done by jumping behind a target who is trying to escape. This is particularly useful against Solider and McCree, who's natural instinct will be to run the other way; In which you can easily knock them back a bit.
- There is also a little bit of knockback when you jump (it also deals 1 damage for some reason...)

Minimum Take Off Angle

- If you look downwards, no matter if you look downwards, you will always take off from the ground at a low angle (IE There is guaranteed vertical velocity, you won't just travel in a straight line, and the minimum take off angle is roughly 20 degrees)
- This also means that you can't jump through doorways (Keys places being Eichenwalde 2nd Point Attack castle, Kings Row Hotel First Point Attack, and on other Hybrid/Escort Maps in general)
- This also means that when you are going against a Dive Comp, you want to place your supports on the other side of doorways to prevent their monkey from jumping through the doorway. Here's a realistic example of this: You're running a

Brawl Comp against a Dive Comp on Nepal Shrine, and the dive Comp have control of the point. There's three main ways you can path: By the Elephant, Straight through main, or by the left side by the Mega (Underneath the Highground). You ideally want to path left side, as you can place your supports on the other side of the small arch/doorway or by the back side doorway

Slanted Surfaces

- Whilst niche, you can jump to slide yourself across slanted Surfaces and roofs to decrease your jump cooldown when landing
- The most prime examples would be on Dorado 3rd Point Defense/Offense, Hollywood First Point Defense, and Busan Sanctuary (Sliding across edged roofs in the middle of the point)
- I advise doing this if you are unscouted as the extra two or even three seconds you save on your jump pack, is spent in the air, defenseless – Hence if you are scouted, the enemy can easily focus you if you're just sliding down slowly across slanted roofs.

Trajectory Control

- 1.5 Years Ago, KarQ Made a Great Video explaining the mechanical principles of Winston's Primal Rage alongside how to control your jump pack. He noted of 'Late' and 'Early' Inputs.
- Late Inputs is where you use your directional keys mid-air when you jump, and an 'Early Input,' is using your directional keys before you use your jump pack. Early inputs have a much more significant effect upon your movement compared to late inputs, and there is a bunch of combinations (in terms of directional keys) you can do to make sure you land as close to the enemy as possible to gain the maximum landing damage possible
- The most important directional key is your 'S' Key or downwards on your thumbstick for controller players. Using this information and the above, doing an early input 'S' jump whilst looking downwards will yield a very small jump of around 6-8 meters (Which is possibly the most important jump to get down especially in primal when attempting to juggle a singular target)
- However, Winston can jump as far as 25 to 30 meters - In a VOD Review of a Master Main Tank Player, Jayne advised Winston Players to go into the courtyard of Lijang Night Market, to then practice your jumps to land on your spray.

Vertical Vs Horizontal Jumps

- These are the two main types of jumps (With Low and Mid Jumps as subcategories to Horizontal Jumps)
- Vertical Jumps are essentially jumping as high as you can to then aim your jump to land on people's heads to get a burst of 70/80 damage, which is much easier to do than any type of Horizontal Jump because you have less time to air strafe in the air to accurately land on an enemy
- I urge you to practice the horizontal jumps as mentioned prior instead of jumping as high as you can to then land on someone since it takes longer, meaning that you'll do less damage over time, the vertical jump is more telegraphed hence an enemy can save a cooldown to dodge or stun your jump

Engaging Vs Escaping

- A basic but vital principle that many Winston's still violate is using their jump to engage on an enemy instead of sneaking, walking or dropping (From Highground) to that target (E.G. Dropping from Highground on Hollywood 2nd Point Defense)
- This is simply because it can be very easy to burst down/stun a Winston before he gets the jump pack again, and just by doing the above, you can save your jump to escape
- There are however some exceptions to this rule. For example, if you have a guaranteed route of retreat such as dropping off highground (Mainly on Numbani 1st Point Attack; It is often worth using your jump down main on the backline top right by point, as you can easily drop off to point, and apply objective pressure from there on whilst simultaneously in cover).
- You can also save your jump to not escape, but pursue a kill. A common example would be dropping on a Mercy on Genji, then you wait for them to use their Guardian Angel/Dash respectively, then you use your jump to pursue after them. With mercy in this case, I'd try and stand in between the target she's beaming as you know roughly where she will guardian angel to, then track her midway through her G.A. animation, then jump after her if needed
- Another exception would be setting up a crossfire. For example, when running Hackfist Winston D.Va dive, you will have a kill box set up, with your Sombra calling WHEN to dive, your Doom set up on highground, and you and D.Va set adjacent/opposite to your Doomfist, alongside your main support on point, applying a potential 3 or 4 way crossfire on a single target.
- A perfect example of this would be on Nepal Shrine where you have control of point, and the kill box is set up just in front of the statue in main.

- A (Somewhat) exception would be running counter dive, which I'll get into latter sections

TLDR; Use Jump Mainly For Mobility with two subcategories => Escape and Pursuit. You can also use it for damage which can be done with the 'Jump Melee' Animation Cancel, and occasionally utilise your knockback to block off route of retreats for the enemy. (I don't often to TLDR's but I feel that it's appropriate in this case)

WINSTON PROJECTED BARRIER

This makes Winston project a shield dome with a 5 meter radius, 700 health, lasting 9 seconds with a 13 second cooldown.

WINSTON PROJECTED BARRIER + TECH USAGE

Barrier Cancels

- You can animation cancel placing your dome with your melee (Slower to melee after you dome is deployed rather than before)
- You can also cancel your reload animation although the delay still goes through so you'll just be standing there being unable to fire for a second or so (Hence I hedge against doing this)

Blocking Cooldowns > Damage

- This is the most important piece of general playstyle advice; Winston's bubble is not designed to block large sums of damage so don't place it on payload or in a choke (Despite it having more HP than an Orisa shield)
- Instead, you ideally want to block Ana's Sleep, Nade, Hog's Hook, Brig's Bash, McCree's Flashbang, which can then all make space for your DPS to have their damage stick to their enemies (When I say 'stick,' I essentially mean that Winston's Tesla Cannon denies/breaks even any healing applied, from Brig's Repair Pack or Mercy's Beam, hence any damage from your DPS can't be healed by the enemy as long as you are using your tesla cannon)
- You also want to try and bubble as late as possible against enemies who have their stuns on cooldown, or don't have a stun at all. This will allow you to chase

further without being punished as harshly since you don't have to walk out of bubble earlier than you'd normally would. In combination with your jump skip, you can go quite the extra distance without This can be punished by heroes w/ stuns since they can easily stun you mid air, or when you land

- As an exception/side note, there are times where you may want to use your bubble to block both cooldowns and damage. For example, if your Genji engages with Nanoblade (or even with just the regular blade) you can jump in as aggressively as possible to absorb as many cooldowns, stuns, CC, even ultimates (where their Sigma may want to Solo Flux you) as possible; (This may be controversial) But even if you die, that shouldn't matter because your win condition is Nanoblade; Not keeping the Winston alive.
- It's a similar line of reasoning to why back in the 2019 Stage 3 OWL Finals, Shanghai Dragons' mercy always flew in front of their Pharah during barrage to almost tank 100 HP worth of damage because the win condition is getting the barrage voiceline to finish rather than keeping the Mercy alive. Overwatch has changed a lot since then (Especially with damage creep and discussion revolving around why Face tanking simply isn't viable anymore) but I still feel that the principle can still apply in situations where your win condition is extremely powerful.

Shield Dancing

- This is simply weaving on either side/the opposite side that the enemy is on from any edge of your bubble
- There's almost no reason to not do this especially when drop engaging on the backline

Map Control/Holding Space

- Take a look at this image [here](#) - In essence, it is showing the difference in map control if you decide to take and hold the highground on Ilios Ruins (The Highground with the Mega Healthpack Below it, as is on the coast of the map)
- This highground not only allows you to freely drop on the enemy team when they path through main or coast, but can also deny any push/make it risky through the right side.
- What does this have to do with your bubble? Well, some Winstons would actually give that space up when contested by a D.Va or even against a pocketed DPS; Without using their bubble or any cooldown.
- Whilst it may sound ideal to save your cooldowns for later on, the space is more important than your bubble, which can deny D.Va's Micro Missiles or Fusion

Cannons which shred through your health pool. There is also a gap at the back end of the highground to retreat if needed, but can actually provide L.O.S. (line of sight) for your Ana or Bap to Heal you from relative safety (Or to even pocket you).

- With this, you can force whoever contests you to retreat and escape, which means that they can't push in since they have to wait for their own resources before engaging; And by the time your bubble is coming back online, you can drop engage on their backline, and jump out if in danger.

Bubbling In-Between Fights

- If you're familiar with my Zarya guide, you'll know that bubbling between the end of a teamfight and the start of the next one (Specifically 10 seconds before the next one starts) is key to retaining energy
- In a similar way, you can use your barrier 13 seconds before the teamfight to chase down any kills (For example, a High Charged Zarya retreating on Nepal Sanctum) as you don't have to travel very far, and your bubble will be back up off cooldown before the next fight begins

Blocking Off Healing

- Whilst niche, you can use your bubble in a Grav to cut off healing from a Transcendence or prevent a teammate from getting beat
- The Shock (Specifically Smurf) Did this against the Vancouver Titans (The New Record For the Fastest Game in OWL) on Hanamura 1st Point Defense.
- In order to do this, the zen/lucio must be on the other side of the bubble to block L.O.S.

WINSTON PRIMAL RAGE

This makes Winston refresh his health pool to 1000 (900 Health, 100 Armour) with a 30% increase in movement speed, dealing out melee attacks that do 40 damage a piece, with a 4 meter hit box, being able to swing every 0.66 seconds, with a duration of 10 seconds. Note that the jump pack cooldown goes down from 6 seconds to 2, and if you finish primal rage with more than 400 health, your normal health goes to 400. If you also finish primal rage with some armour left over, that will also be transferred (IE 950 Health in Primal, will turn into 450 Health after as you 50 armour left over from primal).

WINSTON PRIMAL RAGE TECH + USAGE

Whilst this isn't a conceptually difficult piece of kit to get your head around, the execution to pull off some of the key combos consistently is not only amazing game design, but one of the highest skill cap trade marks in the game.

Hitbox x Interactions

1. Your jump cooldown is refreshed when you use primal, meaning that you can travel as far as a Reinhardt's pin but in the fraction of the time.
2. Your jump cooldown is refreshed when exiting primal. Keep an Eye on Winston's in OWL; You'll see a bunch of them engage at the very end of their primal because they know that they have a guaranteed escape as their jump is refreshed.
3. Considering the hitbox, similar to Reinhardt's Hammer, turn your camera in the direction that Winston swings his fists to extend the size of the hitbox to make it larger than it already is. On console, this can be hard to do whilst simultaneously landing your jump perfectly, and adding on top of this, you need to time the swings so that you don't boop them away from your landing damage - Hence I'd increase sensitivity drastically unless you don't find this as a major problem.
4. You can also easily jump over your enemy (Due to the 30% increased movement speed) so in order to fix this, just simply look downwards when you swing to smack the enemy in front of you.

Primal Combo

1. **JUMP** then **TESLA** enemy (15-20 Damage)
2. **LAND + MELEE** Animation Cancel (50-70 Damage)
3. **PRIMAL + SCHMACK** (40 Damage)
4. **JUMP** then **SCHMACK** Mid-Air (40 Damage)
5. **LAND** (30-40 Damage)
6. **SCHMACK** (40 Damage)
7. **REPEAT** Steps 4 Through 6 If Not Dead

Total Estimate: 215 - 250 Damage (If You *really* are accurate, you could land the full 80 Damage in the Land + Melee Cancel, and oneshot a Mei)

N.B. For Step 4. note that I'm NOT saying to START the smack animation mid air, but you need to HIT that smack mid air. The reason why is because if you smack too late, by the time you land, you won't be in range to land your 3rd Smack; The Landing damage may

also not even apply as well. Of course, look down whilst smacking as well for the hitbox tip for the 2nd smack.

Triple Melee Combo

1. **SCHMACK**
2. **START** Smack Animation
3. **JUMP** then **SCHMACK** Mid Air/Close to Landing
4. **LAND** then **SCHMACK**

N.B. This is mainly used to displace enemies rather than to one shot them

Corner Juggling

When focusing down a single target, you'll often want them in a corner as they're easier to hit and focus, as well as you spending less time worried about movement.

1. Continuously Swing to utilise the knockback from your fists
2. Swing In Front of them so you don't accidentally boop them out of the corner if you jump into them
3. You ideally want to use your jump off cooldown to gain the extra damage
4. Building on the above, you want to short jump in front of them as this is the least amount of distance you can travel whilst still keeping your distance, alongside holding down your 'S' key every time you jump to maintain the distance

Jeopardising Backline L.O.S.

- In terms of Primal's Usage, directing healing resources away from the frontline and into the supports themselves is certainly viable; With the goal of distraction rather than lethality (Especially considering how many abilities such as Sleep, Nade, Lamp, Harmony, Amp, Mercy Beam, Bash, Repair Pack etc. that can peel a teammate to prevent you doing damage)
- However, you'd want to communicate this to your team to push up and focus tanks as they shouldn't be receiving healing for some time

Tanking Stuns

- Similar with jumping in then bubbling aggressively to absorb any sort of damage or stun that can prevent your win condition, you can force out lengthy cooldowns such as Lamp, Sleep, Nade, or even Resurrect in some cases (Alongside Forcing

out Zen Transcendence) that could prevent your win condition (Commonly Nanoblade, but not exclusive to Shatter, Grav, Amp Matrix etc.)

- You could then call out which cooldowns have been used, then your Genji can make an informed decision whether to call for the nano or not (If he's indecisive, use Imperatives/Orders and make the decision for him)

Stalling

- Primal can be used to stall as long as possible to either force out enemy utility for the next fight, to buy time for your team to get the extra 10-30% in ult charge to swing the fight, or both
- Key Places to do this would be on Kings Row 2nd Point Defense at the very end, or instead of Kings Row, Gibraltar. If you haven't got primal (20-30 off) I'd definitely call for your Ana/Moira/Mercy to just pocket you, then use primal as a set up to get ultimates such as Grav online to then use that as your win condition - It's why Nanoboosting Winston when he's 20/30 off Primal is extremely powerful because of how many resources the enemy have to pour into just killing 1 target with crazy high amounts of knockback

Bubble Before Primal

- While niche (Niche since you would have used your bubble to engage, then if you get low, you could always primal to get the refresh of 1000 HP) if you are planning to go aggressive, you could drop your bubble as deep as possible, to then primal to block any stuns that could stop your combo
- I would typically hedge against doing this since you're not making use of the refreshed HP pool, and you may have killed that target by just your Tesla cannon anyway, but if you're planning to use primal, there's no harm in dropping a bubble before you primal

N.B. When you actually press Q/Triangle/Y to go Primal, it doesn't activate Primal immediately. What I mean by this is that the audio queue of Winston shouting plays before you actually get the HP refresh, so what ends up happening is: You use your ultimate at 10HP, but because of the slight delay in HP Refresh, you still get the audio queue but you die anyway. You don't lose the ultimate, but this delay can be annoying, hence I recommend using Primal a slight bit earlier than normal for this not to happen.

WINSTON POSITIONING/PLAYSTYLE

This mainly depends upon your team composition unlike some other characters, as this will be determining whether your target priority, your win condition, and how fast you play.

- When running long range, high damage DPS characters such as Pharah, Hanzo or Widowmaker (This'll be in the context of both teams running Winston D.Va mirrors) you want to be playing much slower, posturing around the tanks to gain primal as fast as possible, because their tanks simply can't exist with the high amount of damage you have.
- This is a key component in counterdive, where as Winston, you want to be poking down their tanks (WITHOUT using cooldowns) to prevent them from being able to dive your backline. If they do, you can then use your abilities (Jump Pack, Bubble) to prevent as much follow up as possible
- Whilst it may sound difficult to not use cooldowns, you ideally want to run Ana Mercy (Mercy for the Pharah/To Enable DPS) as the Ana gives a clear target for the opponent to dive, whilst providing a high amount of healing in the Poke Phase Against Lucio Mercy or even Brig Mercy in some cases
- However, when running a dive DPS duo, you want to stage your dive with as little poke phase as possible. I've already mentioned setting up killboxes with Hack Fist but specifically in that case, you'll be wanting to utilise your cleave burst damage to kill any squishy target.
- For further details on the ins and outs of Hackfist, I recommend taking a look at Jayne coach Contenders Trials Team 'Incipience' at Hanamura and Nepal

Slow Dive

- When playing Winston with spam DPS as mentioned prior, you'll be playing around tanks instead of hard diving backline
- The only time you dive backline is if you have a positional advantage (EG If the entire team goes under bridge on Gibraltar 1st on attack), if you have a numbers advantage (6v4), if you have ultimates (Nano-ing Winston, then diving backline hard) and if you have a SIGNIFICANT cooldown advantage (Ana Has no nade, Opposing Tanks used their mobility cooldowns, and the other support just used an important cooldown such as Biotic Orb, Bash, Amp etc.)

WINSTON TANK SYNERGIES

Winston Zarya: This is definitely an underrated combo, as Winston is guaranteed to take damage during a dive. Make sure to call for your Zarya to push up when you create

space to be able to retain it over time. Both of your weapons are also beam damage, meaning that this is on paper, a good duo against Diva (Especially an overtly aggressive one taking too much unnecessary damage).

Winston Sigma: Whilst this duo has no direct synergy in terms of ultimates and abilities, you have good coverage of the high and low ground. However, perhaps Reinhardt is a better pick than Sigma in order to be more aggressive whenever you dive in on the backline, and Sigma may be left vulnerable if you decide to posture around tanks.

Winston Reinhardt: This has a slightly better synergy than the previous combo due to the Winston barrier being used to block important cooldowns such as Nade, which can prevent your Reinhardt from being aggressive, although target priority and playstyle pace may differ.

Winston Orisa: Whilst you can combo your jump pack with Orisa's halt, there are much more efficient combos, alongside your inability to dive the backline without feeding due to Orisa's static nature. Soft flanks and soft engages are by far your best bet, but if you are forced to poke down tanks, Sigma may be the better pick.

Winston Hog: This is the worst duo for Winston due to the little synergy that both of them have. Ball Hog would be much better due to each tank being able to survive on their own, whereas you'd be constantly stuck in the poke phase as Winston as your hardly have any frontline support.

Winston Ball: This is the most aggressive dive due to Ball's pile driver burst alongside your jump pack melee burst. However, there is nothing to stop you from taking damage, and if the enemy team have many stuns alongside the ability to kite on a wide map such as Junkertown, you will most likely feed.

Winston D.Va: Best for last. This way, you have some safety during your dive, alongside the versatility to posture and poke against both tanks better than Winston ball in case you want to play a slow dive. Make sure your D.Va also staggers her matrix (IE Matrixes after your bubble go down) to make the most of it.

WRECKING BALL GUIDE

WRECKING BALL QUAD CANNONS

This makes Ball tear his automatic assault cannons apart, with an insanely fast RPM at 1500 rounds per minute, with each shot dealing 5 damage, alongside an ammo capacity of 80 rounds.

WRECKING BALL QUAD CANNONS TECH + USAGE

Reload Animation Cancel

- The first reload animation cancel is to go into Ball form during reload since the time taken to reload is the same in Ball form as it is in crab mode
- Ball form also allows you to dodge enemy shots more easily and protects your head hitbox
- However, Ball actually reloads all the bullets in just under a second; You just can't shoot for a second longer. So to maximise DPS, melee after this 1 second, or grapple into fireball

Spychecking

- Similar to D.Va, you can use your quad cannons to spy check for Sombra's whilst the enemy team is staging
- This is what Chengdu Hunters had done against the NYXL on Numbani 1st Defense; Ameng had shot in the room underneath with the mega, on coast, and across the streets playing safely in the back stairs next to blue hallway
- Spychecking Sombra can disrupt a rotation and buy your team an extra 10-15 seconds off the clock

Trigger Discipline Via Readjusting Aim

- You should take the time to readjust your aim with melee when shooting a target in close range
- This is a tip not mutually exclusive to Ball players but also to Reaper, hog and Tracer Players who hold down their primary fire, and not actually take the time to track their enemy
- The extra 100-500Ms to just track your target (Even without the aim) is always worth taking rather than spraying your entire clip and missing

WRECKING BALL ADAPTIVE SHIELDS

This provides Ball a minimum of 100 temporary shields, granting 100 additional shields per enemy within the 8 meter radius. The shields last 7 seconds, with a total clown of 15 seconds.

WRECKING BALL ADAPTIVE SHIELDS USAGE

Early Shielding Against CC

- You should preemptively use your shields when you are about to take CC and vice versa, as you can easily be hooked, flashed, frozen, pinned, rocked, slept, naded, bashed and die/feed immediately as you didn't pop adaptive shields early enough, and threaded the needle for too long

Adaptive Shields Blocked By Barriers

- Keep in mind that your shields are blocked by barriers
- Whilst this seems irrelevant, when the enemy team play counter dive, meaning that they dive second ontop of you as soon as you dive their backline your shields can be easily nullified by an unexpected Winston barrier, hence you may want to shield prior to this
- Orisa shields are also unusually annoying to play against due to shield dancing, meaning you could miss out an extra 100+HP

Overusing Adaptive Shields

- Keep in mind that you don't have to use adaptive shields every single time you engage with piledriver.
- Ball players too often use adaptive shields when escaping shortly after using pile drive, which is a waste if you don't anticipate high amounts of burst damage.
- This adds more time back to when you can re-engage due to the lengthy cooldown of adaptive shields

WRECKING BALL GRAPPLING CLAW

This makes Ball launch a grappling claw, allowing him to anchor to an area and swing from it gaining immense speed. When Ball has reached at least 15 m/s whilst in grapple, he will enter a fireball mode, which deals 50 damage to any opponent who touches him, lasting 1.5 seconds. The maximum range for the claw is 23 meters, with a cool down of 5 seconds.

Also keep in mind that by using the grappling claw, you will automatically go into ball form, which has a base movement speed of 10 meters per second, alongside covering your head hitbox.

WRECKING BALL GRAPPLING CLAW TECH + USAGE

3rd Person Scouting

- If you didn't notice already you also go into 3rd person, which means that you can scout whilst in cover
- Yeatle had covered this in Ameng's gameplay on Oasis Gardens - By scouting you see what the enemy team are running, alongside what and where the key threats are (Such as a Sombra - If she's playing in core, you'd want to do a roll through, if not, then you may get away with a piledriver)

The Tech...

Since I can't include every single possible piece of tech in this guide, I highly recommend you check out Roadrunner's video on Ball, which is split up into sections similar to this video, so you don't have to chug through the entire hour if you don't want to. For now, I'll be including the most useful pieces of tech whilst also including some advanced pieces as well.

1. Firstly, you can Bhop whilst in fireball mode, which is done by jumping every time you hit the ground, helping you to maintain more of your momentum overtime.
2. Secondly, you can immediately stop your momentum by exiting your ball mode. This is used to prevent you from rolling off the edge of maps, or for you to land damage from your quad cannons ASAP.
3. Thirdly, you can STILL perform the double boop (Even after the slight change). You need to firstly grapple at the longest range possible (The longer, the better) and move forward towards your grapple until you reach fireball. As soon as you do so, slow down to remove fireball, then speed up to gain your second fireball. Note that since the speed required to fireball is 15 meters per second, a friendly lucio may mess up your timing, and you can technically perform triple, quad or as many boops as possible but this is heavily dependant on map geometry and timing.
4. Fourthly, learn through practice to nail the minimum distance for a quick fireball, which is roughly 8 meters. This is mainly used for quick escapes, and to experience less awkward interactions of you smacking your ball in non-fireball mode against your enemies.
5. Fifthly, you can perform a Walljump against slanted surfaces by jumping as soon as you come into contact with them.
6. Sixthly, against flat surfaces, roll towards them with movement input, then as soon as you are about to touch the wall, release your movement input, then apply the opposite movement input whilst simultaneously jumping, in order to walljump against flat surfaces (Visual Example at the 5th minute in the video form of the ball guide individually)
7. The Toronto Kick. This is done by firstly rolling back, then jumping, then grappling above you to then gain enough height for a piledriver. You can also do all three of these steps at the same time to make it quicker. Note that this uses all your movement cooldowns at once, hence it is mainly used for a quick 100 HP of burst damage
8. You can also perform something similar to the Toronto kick, which some may call the pull back, but I call it the London Leg. This is done by grappling into the wall with high speed, then flinging in the opposite direction as soon as you come in

contact, followed up with a piledriver. This is used in case you have an enemy between you and a wall, and you still want to pull off a high amount of burst damage up to 150.

9. The 180 degree rebound. This is mainly used to boop them off the map unexpectedly, or off the map. This is done by firstly grappling ahead of the enemy (Making sure it's not too high to not swing), then secondly rolling towards the wall (W Key), then thirdly letting go of the W Key/Movement input just before the wall, then fourthly doing a 180 degree turn whilst simultaneously adding movement input forwards and detaching the grapple just before you fireball. You can also just hold S as soon as you hit the wall, with no camera turn, then detach when you're just about to enter fireball. The latter is preferred if you have low sens/You're on console. Note that you can rebound at any degree under 180 in case an enemy is not directly behind you.
10. The Drop Boop. This has also been nerfed similar to the Double Boop, but can still be performed in optimal circumstances. This is grappling and swinging like normal, but hitting an enemy before you hit the ground, then you hit the ground, then boop them again. This can be combo'd with a piledriver at the end, and is used in long sweeping alleys, and in open areas between two parallel highgrounds (EG Dorado, At the End of 2nd Point, between the 2 Highgrounds)

WRECKING BALL PILEDRIVER

This makes Ball slam into the ground, dealing up to 100 damage in an 8 meter radius, launching the enemy in a locked vertical stance for exactly half a second.

WRECKING BALL PILEDRIVER TECH + USAGE

Recovery Piledriver

- You can perform a recovery piledriver by using piledriver in the direction you want to carry your momentum. This is used to gain the extra few meters of distance to

get back onto highground, or to quickly flick off a high ground and piledrive an enemy

- This can also be used if you're booped off a highground to 'recover,' back on it - I mentioned in my D.Va guide to use boosters to knockback the enemy dive tanks off highground such as on Anubis 1st Defense on the Platform, but you can circumvent this on Ball via the recovery piledriver

Slam Skip

- You can perform a slam skip by holding down your piledriver whilst jumping over a slight variation in height.
- This is for a very quick piledriver without using any cooldowns, such as on Horizon Lunar Colony 2nd Point Attack, by the ledges surrounding the outskirts of the point on the attacker's side

Using/Not-Using Piledriver

- Knowing when not to use piledriver can be the difference between life and death
- This is specifically against high stun + CC comps, where you can be slept, hacked, stunned etc. During your piledriver - This is an error Yeattle pointed out in Ameng's play on Oasis City Center - Instead, a roll through in fireball mode would be preferred due to increased safety

Minefield + Piledriver Combo

- The most common but useful combo with Ball - Done by minefielding first in the air, then piledriving
- Used to slow enemies so that they can't escape the mines as easily

Other than that, there's not much to piledriver other than comboing it with tech related to your grappling claw.

WRECKING BALL MINEFIELD

Takes Ball deploy a set of long lasting proximity mines which deal 130 damage per mine, lasting 20 seconds. Also note that each mine has 50 HP.

WRECKING BALL MINEFIELD TECH + USAGE

4 Main Uses

- To Split the Team - Think of it like Dragonstrike, and dividing and conquering from there on
- AoE Fragging - A brawl team clumped together who have committed to an engagement using their mobility cooldowns would be a perfect time to minefield for a high chance of dealing serious damage
- Solo Ult - If you need to force trans, or resources away from the frontline, it is almost always worth solo minefielding + Piledriving a Zenyatta to force his trans, then to kite away as a team when he trans is active, then re-engaging when the trans finishes
- Contesting Point - There have been many times, especially on KOTH, where the enemy will play extremely sloppy and combined with you spinning around the point alongside a minefield can buy some serious time for friendly ultimates to come online

Note that some of these points are not mutually exclusive to eachother.

Timing Minefield

- As with any offensively used ultimate, it needs to be well timed to receive value - This is more so a broader concept that is not just mutually exclusive to Wrecking Ball's Minefield
- I see many Ball's master and under who constantly mistime their engagement - For instance, on Anubis 2nd Defense, many Balls will, at a random time with basic, obvious pathing, will grapple and slam when the enemy team are at the primary choke. By doing this, the enemy team will force you to use all cooldowns and chunk you down to low HP, and then push in on a 6v5 whilst you wait for resources to re-engage
- A perfectly timed engagement in this scenario would be flanking right side, then as soon as they commit to pushing main (Which is indicated by their rotation from Point A, at choke, to Point B, which is the point itself) roll through them (If they have High CC) or Piledrive them (If they have low CC/a low chance you'll die from the types of CC they have) in conjunction with minefield

- This splits them up heavily, dealing damage to almost all enemies, and against an uncoordinated team in ranked, this is almost unbeatable. Time this engagement with a Genji/Another Flanker to assassinate a target in the mist of all this disruption you have caused

TLDR: Use mines at engagement. This is because cooldowns are used, which means attention is drawn elsewhere from your minefield, therefore increasing the chance of it getting value.

WRECKING BALL PLAYSTYLE - DIVE X DISRUPT X DUEL

These are the 3 Main Playstyles of Wrecking Ball that you will come across...

Disrupt

- This can be split up into applying point pressure, or booping enemies, which is specifically useful for bunker bastion comps that take place on Anubis by bopping the Tanks off Highground, or Applying point pressure to force a rotation or for a tank to touch point (Although this is dependent upon map geometry)
- Make sure to time your boop pressure as well, as mentioned prior so that the fight doesn't become a 6v5 once the enemy team has committed
- You will also commonly do this type of playstyle over the other two since you require less cooldowns to pull off a disruption over a dive or a duel (For instance, rolling through the enemy team just requires grapple)

Dive/Duel

- These two playstyles have a lot in common hence I will group them up as one, but there are slight nuances, such duelling is typically in reference to a 1v1 engagement (Less common the more coordinated a team is) for instance a Junkrat/Cree playing an off-angle by themselves
- As mentioned in the next section, you also want to be diving the correct target; You do not want to be diving a Sigma/Hog/Mei to land a piledriver, only for you to roll away with the backline under no pressure, gaining a free rotation under no pressure, and feeding ult charge along the way

High CC Compositions

- When playing Ball against compositions that have high damage and CC, such as McCree Hog Mei, you want to live in the backline of the enemy due to the lack of peel.
- This means you live off mega health packs, and you can't let a little bit of CC disrupt your rollouts and flanks - Do not poke and 'bother' the tanks - It's very tempting to just unload a clip into a Roadhog thinking that you're legitimately getting value
- Keep in mind that if DPS such as Mei, McCree, Sombra or Hog decide to play in the backline to counter this playstyle, you must time your engagements onto their backline for when your team pushes in.
- You drawing and tanking CC abilities from these heroes will give the rest of your team an advantage in the frontline match up.

WRECKING BALL FRONTLINE TANK SYNERGIES

Ball Rein: This is dedicated towards distraction and a more passive play style as your Rein acknowledges that he will be alone on the frontline. You can both go aggressive for when you dive in as this will direct attention and focus elsewhere, however in a straight up frontline versus frontline match up (specifically against Rein Zarya or Rein Sigma at off-angles) you will lose.

Ball Orisa: This tank duo has the highest amount of individual sustainability in the game, alongside synergy such as Pull Slam or Pull Mines, which you have to capitalise on. The crowd control from either character can also deny a dive from the Winston, however, your backline supports may be left unattended.

Ball Zarya: This is arguably a better version than Winston Zarya in some cases as it's often easier to get your Zarya charge when diving in aggressively. However, your Zarya should be playing passive, applying objective pressure, farming energy when you engage, and should play well within cover to bait the enemy team in over extending, just like the Hunters did in their reverse sweep against the NYXL a few months ago on Havana 1st Point Defense.

Ball Sigma: This duo is essentially the upgraded version of Sigma Winston. Your knockback pairs well with Sigma as he can easily punish anyone out of position, and since you'll be tanking most of the enemy stuns, your Sigma can more easily get away with his flux. You also have decent ult synergy with Minefield Flux.

Ball D.Va: As you have no shielding but high mobility both tanks will be playing off angles or committing to hard engage. This means a lack of point pressure, posturing, consistent cleave damage, and D.Va may struggle to peel for glass cannon type supports. However, this comp is preferred to the typical Winston D.Va dive as you can punish greedy picks such as Zenyatta, Ana and Double Snipers since you take less damage during the staging phase, and deal more meaningful burst damage ('Meaningful,' due to the lack of armour and AoE Sustain and mobility cooldowns) than a Winston Jump Pack Melee Burst when the backline rotates.

Ball Winston: This is the most aggressive dive due to Ball's pile driver burst alongside your Winston's jump pack melee burst. However, there is nothing to stop you from taking damage, and if the enemy team have many stuns alongside the ability to kite on a wide map such as Junkertown, you will most likely feed.

Ball Hog: This comp relies on individual sustainability, and playing spread apart, hence why brawl comps will struggle to find value, alongside decent highground and low ground control, with plenty of stuns and crowd control which adds to the disruption, however, isolating a single target will be this main comp's weakness, alongside the immense lack of peel (A Single dive character can take apart an Ana Zen Ball Hog comp unless Ball counterdives).

ZARYA GUIDE

ZARYA PARTICLE CANNON

Zarya's Particle cannon has two firing modes. The first one is a beam that deals 75 DPS (Damage Per Second) at 0% Energy, and 170 DPS at maximum energy. The beam has a maximum range of 15 Meters (The Same range has Moira's Heal Spray) alongside an area of effect of 0.15 meters, consuming 20 rounds per second, with a full ammo capacity of 100 rounds.

The second firing mode makes Zarya lob explosive charges (I will refer to them as 'EC' or 'Right Clicks' From now on) dealing 47 Damage at 0% energy, up to 95 Damage at 100% energy. The projectile speed of the EC's are at 25 meters per second (For reference, this is the same speed as Rein's firestrike) alongside a splash radius of 2.5 meters, and a fire rate of 1 shot per second. It too also consumes 20 rounds per shot, with the weapon taking 1.6 seconds to reload.

ZARYA PARTICLE CANNON TECH + USAGE

Maximising DPS In A Full Clip

- As Zarya, you can fire off an EC even if you have below 20 ammo
- Using this information, you want to ideally use 19 ammo on beaming, and the rest on firing off explosive charges, resulting in an extra 100 damage or so compared to just using 5 right clicks
- You also don't jeopardise your fire rate of your right clicks which makes this even more efficient
- Just as a clarification: This is NOT the maximum DPS you can do, BUT RATHER the most efficient amount of ammo use and area of effect damage you can do in 1 Clip (Which is especially important considering your longer than average reload)

1v1 Maximising Duels

- Zarya is one of the best duelists in the game alongside Sigma and Hog, allowing you to successfully take off-angles and soft flanks (Which I'll get into later into

the Positioning section) hence a part of that is knowing when and what order of your two firing modes you should use

- For the overwhelming majority of cases, you want to START and END with a Right Click, then use your beam in between that period of time
- Whilst it may be obvious to use it at the end (For similar reason why you'd use a melee if an enemy is low to finish off a target) using it at the start will...

"...Make Healing less effective." - Justin 'Jayne' Conroy, 2018

- To build on this idea: Imagine you are against an Ashe with a Mercy Pocket, and you are armed with a weapon dealing 1 Tick of damage but a ton of ticks per second - The Healing applied would start at 199 Health, whereas if you have burst damage such as Pharah's Rocket, Junkrat's Mines/Bombs, or in this case, Zarya's EC, the healing will start at 70, 80, 105 or 153 Health (Respective to the weapon above). It's the similar reasoning with why Winston's will interweave a Melee attack during their Tesla cannon against enemies with armour
- Starting with a source of burst damage will effectively decrease the TTK (Time to kill) by roughly 25% on a 200 HP Hero (Depending on whether you land it at their feet, or if you land it directly, or if you're on high energy) which can make the difference between them receiving healing or them dying
- Moreover, Zarya's EC has a slight knockback, in which you can utilise by shooting an EC at either side of their feet, booping them in the opposite direction, making it much easier to track. This is specifically useful against mobile characters such as Genji/Tracer, who already have increased movement speeds, and small hitboxes. Speaking about knockback...

(Double) Rocket Jumping

- This is done by simply aiming down at your feet, jumping, and as soon as you are mid air/your feet have left the ground, you shoot an EC at the ground directly below you
- There are two main uses to this: Mobility and Highground.
- Speaking about the former: You can use this to get back to the teamfight faster, or escape a lost teamfight. You will take self damage (Which is roughly half the amount of damage the enemy would take) Which can quickly accumulate past the shield portion of your Health (Although this shouldn't be too much of a worry)
- Considering the latter (Which is the more 'Easier said than done' piece of advice) you can attain highgrounds that you wouldn't normally obtain/ Examples of this would be on Hollywood 1st Attack: Rocket Jumping on the vents on the side of Cafe, Rialto 1st Defense: When the cart turns around the second corner, jump

onto it, then rocket jump to the adjacent highground (Where Widow/Hanzo/Ashe Players will normally play). There are some other more obvious ones such as Volskaya 2nd attack, by the elevator, or on Volskaya 1st Point Defense by the crane to rocket jump to the highground in the middle

- You can take this a step further by shooting an EC in the air, then as soon as it will collide on the ground. You will use your normal rocket jump, pushing you further in the air than you'd normally travel. A Great Example to use this would be on Nepal Shrine (When you have control of the point, AND you are taking time in between each teamfight) on the opposite side of the elephant (Although interestingly enough, you can double rocket jump on the elephant if you want)
- By using this highground, you gain multiple unique advantages. Firstly, you gain map control, and deny the space from the enemy team; Forcing them to path highground as a whole team to flush you out. Secondly, you can scout if they are coming in that direction, preparing your whole team for a rotation (IE, Your Zen/Ana would rotate to Elephant if they were pathing Highground on Shrine) and Thirdly (Which is most likely in a solo queue environment, you can catch a sneaky grav without having a shield block any follow up damage that may take place in the first one or two seconds.

Small Mechanical Interactions

- This will not just be exclusive to Zarya's Primary and Secondary Fire, but I don't feel it is worthy of a full Sub Heading hence I've decided to place it here
- You can right click at the very end of D.Va's demeched animation, which makes you already land some damage before she even gets ejected
- Bubble (Not only yourself, but also your Zen potentially as he is the most vulnerable support) when you think Sombra is about to EMP as you will keep your shields, and you will gain the full energy from them
- Considering the sheer DPS Zarya deals with her beam, you can either focus down the opposing Zarya bubble when Rein gets bubbled with his shield up, or shoot around the shield if you are running low damage that don't put much pressure on the Reinhardt (Hackfist, or Tracer Genji, Tracer Sombra)
- Adding ontop of this, when the opposing shield is about to break (Especially against Orisa when it is easier to perform and predict) You want to finish off with a right click as it will deal splash damage on anyone who is behind the barrier if it breaks during the time it takes for it to land, or if the shield doesn't break, it will most likely be the finishing blow to the shield

- I'll keep this section updated/edited with any small interactions with your comments! (Although I recommend Mr KarQ For this style of niche but useful tips)

Right Clicking At Spawn

After a won teamfight, you can push up, and toss a few right clicks close to the enemy spawn for these main reasons:

1. **Farm Grav** - The most obvious and direct reason. Accurate Right Clicks will yield 30-40% Ult charge
2. **Retain High Energy** - You can bubble in L.O.S. of the enemy spawn whilst still being safe and retaining high energy by absorbing any long range spam damage that may come from the supports. (E.G. Dorado 3rd Point Defense)
3. **+1 Bubble Rotation** - By the time the enemy team reaches the actual teamfight, you will have already gotten back your self and projected bubbles, hence you get a free bubble rotation off with no drawback (I will elaborate on this slightly more throughout)
4. **Forces Reinhardt to Regen Shield** - Even if you don't get any ult charge because their Reinhardt decides to hard shield, you are guaranteed to burn off time from the clock, which may actually gain MORE value if their Rein has no concept of shield management, and doesn't take the time to regen his shield, giving your Rein a free shatter over time as long as you heavily pressure the shield, or even a free Grav

ZARYA ENERGY PASSIVE

- This is just a quick section on what's technically considered Zarya's passive
- Zarya's energy will deplete at 1.6% per second
- The Energy % that Zarya has represents how much more damage Zarya will do linearly. However, This does not mean however that if Zarya's energy is at 25%, she will do 25% more damage as if that is scaled to 100, she would do 190 DPS instead of 170, since twice of 95 is 190. (Which is what it was before it got nerfed to 170).
- Zarya glows brighter the more energy she has

ZARYA PERSONAL BARRIER

Zarya emits a personal barrier that shields Zarya against incoming attacks, redirecting that energy to increase her weapon's damage. The health of one barrier is 200, alongside a radius of 1.5 meters, and lasts 2 seconds on a 10 second cooldown. Zarya gains 1% energy per 5 damage blocked (Making a total of 40 energy gained from one bubble if all the Health is used)

ZARYA PERSONAL BARRIER TECH + USAGE

Rocket Jumping Whilst Bubbled

- This will mostly be used for mobility; You will take no damage if you bubble and perform the normal rocket jump
- If you're on high charge, and you need to escape danger/kite, this may be useful

Cleaning Status Effects

- Especially in comps such as Ball Zarya, where you need to play passive, it can often be worth it to use your self bubble to cleanse discord, or even dynamite or nade in some cases where you may be wanting to go aggressive

Bubbling For Energy Retention

- Similar to a prior point about pushing up and landing right click near/close to the enemy spawn, you also want to use your self bubble to catch any projectiles in order to retain as much energy as possible in between fights.
- The ideal time to do this is 10 seconds before the next fight starts so that you have both bubbles ready, hence the enemy team do not have a bubble advantage to start pressuring your Reinhardt/Main Tank
- In a coordinated 6v6 Skrim, you want to ask your Lucio to stay with you so that you can speed out easily, without being caught out by any CC or stun, or from being oneshot

Drawing Frontline Agro

- If your Reinhardt is getting pressured hard, you can use your own self bubble to absorb some damage, and preserve shield
- However, it can be a risk doing this as it puts yourself in danger, and a character such as D.Va or Sigma who specialises in large damage denial may be more suited to high amounts of poke damage

- To optimise doing this, you would want to ideally all kite back as a six man team with Speed Amp

Self-Survival/Countering Ults

- This'll be the most common and important use for your self bubble when you are at high charge to where you don't need to bubble for energy
- Your bubble is one of the most powerful counters to Flux, Grav and Shatter, which are the key ultimates you should be tracking or keeping a subconscious note of. By using your self bubble, you are giving the enemy team a 10 second opening in which they can grav freely
- You self-bubbling can also block stuns such as Brig's Bash or McCree's stuns when taking a 1v1 on an off angle away from the frontline

Failsafe To Hold Aggressive Space

- Often at decent charge, you can use personal bubble as a threat to anyone who contests your angle, and using it as a failsafe if anyone does contest you.
- This is very similar to how Flashbang would work on McCree; You take an angle, and if a flanker (Genji/Tracer) go onto you, you've got the threat of flashbang to help maintain your angle, INSTEAD of actively looking for uses of Flashbang
- Here's an Example on Eichenwalde 1st Point Attack, where you first bubble your Rein so he can swing, and then you push up to the aggressive angle (Whilst still having cover; Specifically the dead bastion) and also giving yourself an opportunity to defensively use Zarya bubble as a failsafe if anyone dares contest you

ZARYA PROJECTED BARRIER

Works the same as the Personal Barrier but on an 8 second cooldown, and 30 meter maximum range in which it can be applied

ZARYA PROJECTED BARRIER USAGE

Bubbling Reinhardt

- This allows your Reinhardt to land atleast one free swing, and take map control over time by kiting when the opposing Zarya uses her own bubbles, giving you the bubble advantage to push on forward

Bubble Second If You Have Mid-High Energy

- Let's say the opposing Rein Zarya bubble first. They utilise the bubble to draw aggro from the frontline, and push up a little bit to gain some space and to land one (Or if they're lucky, two) hammer swings
- By them doing this, after the bubble has been expired or destroyed, they are in L.O.S. (Line of sight) of your entire team, essentially being out of position for a split second
- By using your own bubble rotation, you can push back on the opposing frontline without over-extending as there isn't any form of damage absorption to punish you
- Think of it like a boxing match, where you are constantly on the counter-attack, and punishing the split second to where your opponent is defenceless. (Similar to what LP did against KSI in their first match) and if you saw what happened, it seemed to be a very successful tactic
- *HOWEVER*, you don't want to do this on 0 or low energy since you either have to use BOTH your bubbles to gain any energy from the enemy's slight overextension (Which can then be punished by Grav Bomb or Shatter) OR you can't punish their slight overextension because you do no damage on 0 energy. Again, drawing parallels to a boxing match, you don't see this Counter-Attacking Style of Play done in the Latter Rounds because there is no ENERGY remaining.

Bubbling In Grav

- Whilst it is definitely situational in who to bubble, you typically want to bubble your squishy targets when they are about to take significant damage
- If they are also exposed at an angle towards the enemy team, this puts them at a higher priority on who to bubble
- However, if you already have a defensive ult, there is no need to tunnel vision on giving a teammate the perfect bubble at the perfect time; Instead, focus on dealing damage, and pay attention to audio queues (Such as Rein's Grunt during Pin) In which you should make the reaction to bubble a teammate

Typical/Useful Bubble Callouts

- *'Stack on Rein'* - Whilst this actually isn't a typical or common callout, it is calling for your team to pour all your resources into your Reinhardt for him to be able to push forward and man handle the frontline
- *'Bubble in 3'* or *'Bubble in 5'* - This is indirectly telling your Main Tank to not take damage for 3/5 seconds respectively until you have projected bubble, in which he

can push in and take space. There is a little bit of lag, and the time it takes you to say that statement is already 1 second, hence 'Bubble in 3,' is more like 'Bubble in 1'

- *'Bubble First Then Fall Back'* - This makes sure that you don't bubble when your Reinhardt has his shield up, but when he starts his swing animation, as he doesn't have to worry about any defects as he'll be bubbled

Stepping Into A Teammate's Projected Bubble

- You can step inside of a teammate's projected bubble if yours is on cooldown
- This is most useful when a stationary teammate, such as a Bastion, is about to experience high amounts of burst damage. For instance, against a Diva bomb, or High noon, and you don't have your own self bubble

Doom Synergy

'Bubbles that receive 40 energy and bubbles that are life-saving are essentially the same.' - Justin 'Jayne' Conroy, 2018

- There are obvious exceptions to the above (For example, when two Rein's are swinging on each other) but this is the crux to why Doom works so well with Zarya (In Solo Queue at least) so much so where you may need to bubble him if he's dying every time he engages with his cooldowns
- Bubbling Mercy Rez as well can also fit the description above

Using Both Bubbles When At 60 Energy

- I see a lot of Diamond/Low Master Zarya's use both of their bubbles when at 60 energy, even though one bubble will get them to (basically) max energy
- This means that for a straight 8 to 10 seconds, where your energy is just decaying, you have given the enemy team a free bubble rotation ahead of you
- If used at the same time, this also means that your Rein can no longer be aggressive until you have the bubble advantage

ZARYA GRAV

This makes Zarya launch a gravity bomb drawing in enemies into the centre from a 6 meter radius, dealing 22 damage, and lasting 4 seconds.

ZARYA GRAV TECH + USAGE

Reload Animation Cancel

- When reloading, you want to look for when your ammo refills to 100 in the bottom right. It is at this exact moment where you want to Grav, cancelling the animation
- Building on this, a simple but forgotten tip (Similar to the very obvious tip of Zen's using Discord and Harmony on both Rein's respectively before trans, but they often forget) is to reload before you Grav
- This may not be a problem for the typical Zarya he walks forward on high charge, in a straight line, past their Reinhardt shield, uses his self bubble, reloads, then Grav's straight after, which you can abuse by forcing out ultimates such as Deflect and Matrix

Solo Grav

- Especially considering how we're in a Genji meta as of this post, and that Nanoblades are extremely common, one of the best counters (And most reliable counters at that) is to use Grav AFTER their Genji uses his first dash DURING his blade (Not before as he gets the dash reset when he pulls out his blade). This should be easier to do over an ultimate such as Flux due to the 0.6 seconds cast time AND the much longer duration you have on Grav
- It might even be worth to solo grav the opposing Zarya so that she doesn't get to use Grav (Read 'Learn When To Grav On Defense' For why Using Grav First when both teams have Grav is so important)
- Mercy may be a good solo grav target as well, especially if you are going against a split comp such as Ball Hog (Although at that point you shouldn't be running Rein Zarya against that)

Counter Gravving

- This is mainly used to prevent any cleave damage follow up such as Reinhardt's Swing, and since you Grav second, you have a period in time where you are at the advantage and they are stationery
- You can also prevent Reinhardt's Pin from guaranteeing a kill on a stationery target, however, I want to place some emphasis on how counter gravving is a counter to the outdated Grav Bomb Combo (Although that mainly applies to Goats as you need 3 Tanks to pull that off)
- However, if the enemy win condition is the classic Bomb Shatter, or the Bomb and your Reinhardt gets pinned, all you need to do is Grav their Reinhardt so that

he cant' pin your Reinhardt making him vulnerable to the bomb, whilst also Gravving their Reinhardt so the range of the shatter gets diminished by kiting away from it

Cooldown Track Opposing Bubbles

- Most Zarya's Sub 4K will pointlessly use their bubble without much purpose.
- You can exploit this by following up with a Grav, which would make it easier to follow up on a single target, and much easier for your Reinhardt to land a pin as they can't be saved by Zarya's bubbles if they're off cooldown

Grav Follow-Up

- If there are multiple enemies captured in the Grav, the classic Right Click + Melee (Also an animation cancel that I believe I forgot to mention earlier on) will deal the most AoE (Area of Effect) damage. However, with the sheer amount of healing, dealing a maximum of 125 damage may not be enough, hence the typical EC, Beam, EC + Melee may be best to burn through a single target if they are receiving quite a bit of healing
- However, if your team is doing a Grav Combo (Grav Pulse Bomb, Grav Drag) dealing the maximum amount of AoE damage (IE Right Click Melee) will be most optimal to make sure that nobody in the Grav lives (As focusing a single target may prevent follow up on other targets)

Learn When To Grav On Defense

So, do you Grav EARLY into a teamfight, do you Grav AS SOON AS you engage into a teamfight, or do you Grav LATE into the teamfight (On defense)?

'There are 3 Main Resources that win teamfights... Meters on the Payload, Time on the clock, and Ult Charge' - Justin 'Jayne' Conroy, 2018

Let's say you Grav **EARLY**...

- You barely gain any meters on the payload by it moving back
- You hardly get any time off the clock
- If you Grav and kill all six people, you gain little to no ult charge

So, on **DEFENSE**, you don't Grav early... What about the other two options? Well, they are situational.

In the 2nd instance of Grav'ing as soon as you engage...

- You want to do this IF the enemy team have a clear cut win condition for themselves E.G. Nanoblade/Grav
- This is because you want to execute your win condition BEFORE the enemy team executes their own win condition, and if you wait too late, the enemy team will use their ultimates before you, and not even give you a chance to use Grav in the first place as you'll all be dead

However, other than that, you want to Grav as **LATE** as possible in general...

- Whilst the payload may move, it will move such a distance to the point where it is negligent
- You cut off significantly more time off the time bank
- You may gain extra ult charge in the period that your team is early in the midfight (EG Gaining an extra 30% on Trans compared to using Grav early, which will help you win the next teamfight)
- However, in my experience of playing with teams, they often don't use Ults proactively - It's always better to win a fight rather than to optimise micro timings

N.B. Grav a Corner/Payload Against Matrix

ZARYA POSITIONING

This is often an aspect missed out and overlooked by many guides; Whilst Zarya's positioning isn't as important as her cooldown management with her bubbles, or as punishing as bad Zen/Ana positioning, it often defines your playstyle, and will either open up or lock out options for you as a team.

Leave The Teamfight If Lost

- I really want to hammer this point home. I see so many Zarya's just walk forward, barreling towards the enemy on high charge even when they've lost two players, and a bunch of ultimate voice lines have been popped from the enemy team.
- There's really no reason to not leave the teamfight if it's lost, and I assume players do it due to tunnel vision or a false sense of security because nobody is focusing them at that moment. You dying puts you at the energy disadvantage, meaning that you will most likely be at the back hand of the bubble rotations in most scenarios

- Escaping a lost teamfight (Especially on KOTH, or king of the hill) Maps, you can poke your head out to catch any spam before the teamfight actually begins) and you can minimise the amount of time you will spend having your energy decay

Off-Angle Away From MT

- This is mainly to stay out of stun range in case your Main Tank doesn't/Can't block shatter, hence saving bubbles will be pointless
- A good example of this can be playing on the opposite side of Volskaya Point B Defense to your Main Tank, or on the highground

Frontlining Vs Soft Flanking

- You should mostly be positioned where you can return to cover within 2 to 3 seconds, as you can poke out for energy, then return to natural recover. This is to prevent you from playing angles that are too wide to gain energy, and hence you get punished (For instance, not keeping close to the cubby hole on Busan Downtown on the Point, and playing way too wide where anybody on the stairs has line of sight to punish you)
- Learning when to take Soft Flanks depend upon the map, and how comfortable your Main Tank is. For example, if your Reinhardt feels comfortable managing the 1v2 on the frontline, you can defend or push from angles where DPS would normally play from. For example, pushing through Hotel on Kings Row First Point Attack on High charge to quickly eliminate an Ana scoped in, playing under the ally/bridge
- When doing this, make sure to use your projected bubble on your Main tank for him to be able to take space during this time that you are on this soft flank, and to potentially take the enemy off guard as they'll be given the impression that their Zarya is still close to their Reinhardt if a bubble is applied onto him
- Save your personal bubble as well to block potential stuns or defects/status effects

Analysing Chengdu Hunters' Zarya Ball Reverse Sweep

- If you haven't already, watch the series between the NYXL and Hunters from a few days ago (12 Months Ago as of early August 2021) - I'll be specifically covering Chengdu's defense on Havana, and their seemingly off meta Zarya Ball comp (Which is the most slept on duo in the ENTIRE game if played well) and Lateyoung's (Chengdu's Zarya) positioning

- To set the scene: It's 1st Point Defense on Havana, and you lost the first teamfight, and you manage to hold on to first point. With Havana being such a wide and spread out map, energy accumulation and retention, as well as Spam damage may be a problem...
- In order to remedy this, Lateyoung plays by the Green car at the very end of first point. There's a small clip of JJonak trying to land shots towards lateyoung and pressure the least mobile, most squishy tank on Hunters, but whenever this happens, Lateyoung manages to freely retreat to this car
- Moreover, the self bubble can cleanse the discord, whilst Molly (Chengdu Zen Player) plays by the Mega to support Lateyoung if he gets dove by Mano (Nyxl Winston in that game)
- Meanwhile, Chengdu's Ashe sets up an off angle that quite often lands enough poke damage that makes Ameng receive the finishing blow (Or vice versa) onto JJonak, whilst Lateyoung can freely bubble him and gain an easy 40 energy
- NYXL Can't dive Lateyoung even with the discord due to the cover he has (and Self Bubble) the high charge making him a dangerous target, the threat from Molly's discord onto Mano, and the objective pressure (You'll be familiar with this if you've read through my Goats guide) that Lateyoung exerts onto the NYXL that can also be used as a form of cover. Not to mention that the sheer damage and decent poke Lateyoung can output

So, what about the other tank options instead of Zarya?

1. Firstly, with D.Va, you have much less poke damage than Zarya, a much bigger hitbox, no ability to cleanse discord, and your defense matrix cannot block the damage sources from either Winston or Zarya.
2. Secondly, you don't want to run Reinhardt, as you can't cleanse discord, and Winston's Tesla cannon has piercing damage, hence a discord ontop of Tesla cannon will make it tough for you to land any damage, alongside the fact that your shield will help nobody else apart from you.
3. Orisa may be the other best pick as you have fortify, which acts as an extra life similar to Zarya's personal, alongside decent poke damage. However, similar with Rein, your barrier is of limited use, and she is simply not a brawl character.
4. With road hog, your hook can easily be countered with Zarya's bubble, and you offer no form of selfless utility, alongside you being an ultimate battery for the opposing team.
5. With Winston, you won't have much cart control alongside the incapability to peel for your team, coupled with no defensive utility to peel if necessary.

6. Finally, with Sigma, you are simply too squishy of a target, with your barrier offering less utility and versatility than Zarya's bubble. Flux is also worse than Grav against that comp, considering that Winston and Mercy, who are key components to New York's composition, have high mobility

ZARYA FRONTLINE SYNERGIES

Zarya Reinhardt: This is the most classic combo in which you can gain energy from you taking damage whilst Reinhardt swings, whilst also cycling ultimates as your Reinhardt can swing in Grav. The only weakness is a lack of off-angle coverage alongside close to no peel for your backline, in which you might want to consider going D.Va

Zarya D.Va: This combo has extremely high utility, however, there are no stuns, and it may be harder to gain value from your bubble compared to the other options. Point control and objective pressure may also be harder to keep or apply due to lack of main tank, however, you can pull off the Grav Diva bomb in the majority of ranks successfully.

Zarya Hog: This is the most chaotic duo Zarya has. There is no direct synergy between Zarya and Hog, however, he may feed you more energy than other options such as Orissa or Diva. Pushing through chokes will also be difficult alongside controlling the map, similar with the other off tank choices. I recommend this duo if you refuse to swap off Zarya, and you need some stun in your team to counter a Doom or a Reaper.

Zarya Winston: This is definitely an underrated combo, as your Winston is guaranteed to take damage during a dive. Make sure to push up when he creates space to be able to retain it over time. Both of your weapons are also cleave beam damage, meaning that this is on paper, a good duo/counter against overtly aggressive D.Va's

Zarya Ball: This is an upgraded version of the previous duo as Ball has much more survivability than Winston, and can tank many of the stuns for Zarya. However, you should be playing passive, applying objective pressure, farming energy when your Ball engages, and well within cover to bait the enemy team in over extending, just like the Hunters did in their reverse sweep.

Zarya Orisa: This duo may also be the weakest in contention with Hog, as both characters have different play styles, with Orissa being defensive, and you being aggressive, hence it may be hard to gain and retain energy. However, due to Orissa's

point presence, you can take off angles to anyone contesting your Orissa, ontop of how powerful both your ultimates are.

Zarya Sigma: This duo is best suited against bunker style comps such as Orisa Hog, although do not run Sigma Zarya against Dive. While both characters can dish out a high level of damage, alongside two very powerful ultimates, there is no defensive capability, with a limited amount of cover, no access to high ground, and few stuns.

ASHE GUIDE

B.O.B. BACKLINE/FLANKS

B.O.B. Positioning

- B.O.B. from another angle of damage to provide a crossfire to where the enemy team can't hide from your damage - Too many Ashe players B.O.B. in front of the frontline where the enemy can easily hide in cover from the incoming damage
- It is significantly harder to hide from damage coming from Three Directions: Your Gun, B.O.B. and your Team
- [Here's An Example on Numbani 2nd Point Attack](#), where there is a crossfire between B.O.B., yourself on Highground, and your Core on Main
- Do note that you can and should also attempt to do this when using B.O.B. to contest point - [Here's An Example on Hanamura 2nd Point Attack](#)

B.O.B. Timing

- The fundamental timing for B.O.B. is to deploy him when your tanks are engaging - This is because your tanks will be baiting attention so that your greedy backline B.O.B. doesn't get immediately bursted down before your tanks even do anything
- The more advanced timing for B.O.B. is to deploy him JUST AFTER your tanks engage - This is because the enemy backline will be fully focused on your frontline and won't even be thinking about B.O.B. at all; Same concept applies to wanting to oneclip a squishy as Tracer; You time it for when the enemy squishy is fully focused on your tanks

B.O.B. For Flank Wars

- A slightly unorthodox use of B.O.B. is to deploy him on key flanks that occur around the central teamfight in order to win those flanks, gain map control, and likely another angle for you to shoot the enemy team from
- [Here's An Example on Route 66 3rd Point Attack](#) - You B.O.B. against a pocketed McCree (Note that B.O.B. also has a wide L.O.S. on the enemy backline) which provides another angle of damage for him to deal with, giving you an advantage in the duel - You win this side of the map, likely kill both the McCree and Mercy, and now you have a great highground angle to shoot from
- One might argue that this is an expensive trade, but it's teamfight winning, and it's unlikely that you're going to get a good angle yourself from just using B.O.B. on backline

Some Tadbits...

- ❖ 'The advantage could be positional... you can have someone pocketing you, that's an advantage... you can have peekers advantage...' - Ridouan "**ioStux**" Bouzrou, Former T2 Contenders Coach, Current Owner of The Largest Private Overwatch Coaching Service
- ❖ 'Dynamite as many people as you can, or dynamite somebody in a good position...Find a balance between spamming dynamite off of cooldown and [timing] dynamites in the best opportunity.' - Jacob "**Spilo**" Clifton, Current Mental Coach For T2 Contenders Team Ex Oblivione
- ❖ 'It's much more important to prioritise your own survivability and enter into evasive movement... so in close quarters, store your ego.' - Justin "**Jayne**" Conroy, Former Assistant Coach For T1 OWL Team Dallas Fuel, Current Coach For PECO Overwatch

Ashe YouTube Guide Script

Ashe's primary weapon, The 'B-Tech Peacekeeper.' Makes Ashe fire semi-automatic shots dealing 75 damage per shot every 0.65 seconds, paired with a fall-off range starting at 30 meters alongside a 25% movement penalty. Ashe can also unscope to fire quick shots every 0.25 seconds dealing 40 damage, with an increasing spread after firing 3 shots.

As a prephase, since Ashe's kit is very similar to heroes I've already done such as McCree, Widowmaker and Hanzo, a lot of the concepts from those guides will carry over to Ashe.

Starting off with a bit of micro to do with breakpoints, on Ashe, you are no longer able to two shot any 200HP squishy with the headshot into bodyshot combo without any damage amplifiers. However, you are still able to do this against Widowmaker as she is only 175HP, but due to factors such as fall-off range and widow maker's slender hitbox, in order to pull this off, try and force the duel when having a shorter sightline as I explain later on.

With Ashe's unscoped shots, you primarily use this in close quarter combat to maximise survivability, as Jayne explains here. One thing to mention is that despite the fact that spamming unscoped shots has a higher DPS than normally shooting, the inconsistent spread, alongside your limited ammo paired with your fall-off range starting at 20 meters instead of 30, if you are going to be using Ashe just to spam shots, you might as well be playing Soldier, McCree or Bastion.

A fundamental with Ashe is to time your angled pressure on the enemy team for when your team pushes in. For instance, on Junkertown 1st Point Attack, you could take the highground surrounding your team, or push left side. Make sure that when you do this though that you have good corner discipline, as Spilo explains here. Another key nuance to this is to maintain longer sightlines to fit the range of your gun, hence why you aren't pushing right side, as Spilo elaborates on here. A key nuance to this would be playing up against a Widow who is greatly favoured at longer ranges due to her lack of fall-off and one shot capability. Referring back to Junkertown, if the enemy team are on Widow, it would be more appropriate to take this shorter sightlined flank to the right where you have the dual advantage.

Speaking about these Sniper Duels, here's ioStux explaining how you should force advantageous duels, giving some examples of the advantages in play. However, arguably, the biggest advantage that you can take in the Sniper duel is to reposition against the enemy Sniper, timed for when your tanks are baiting attention, as Spilo gives an example of here. Some exceptions that may want you to repeek would be if you gain infra sight, or with coach gun, as I'll explain later on.

Building off the timing concept mentioned there at the end, here's ioStux once again explaining the timing factor of your angle taking. To go on that even further, the same applies if you peak too late, and this is often why you'll see Ashe players catch one or two enemies after the team fight has happened, which would have been much more useful during the teamfight when tanks can follow up.

Moving onto some mechanical play, here's Spilo going over some fundamental crosshair placement which can be carried over to other snipers.

If you want to improve your aim and practice this crosshair placement, I recommend doing some Tryhard FFA, as it has good generalisability across to actual in-game experiences, and aim trainers on console just aren't a thing.

Lastly, as Ashe reloads bullet by bullet instead of via a magazine, make sure that in between fights you constantly reload in order to have as much ammo as possible during the teamfight.

Ashe's first ability, the 'Pyro's stolen dynamite.' Makes Ashe throw some explosive dynamite dealing up to 50 damage on explosion with a 5 meter radius, with 100 burn damage occurring over the following 5 seconds, alongside a 12 second cool down.

The fundamental use behind Ashe's dynamite is to both set it in a position where it hits as many enemies as possible and to time it for when your frontline can make use of it, as Spilo explains here.

Spilo briefly mentioned dynamiting someone in a good position, which, linking back to the concept of forcing an advantageous duel, can be used to give you the opportunity to one shot someone as you utilise the AoE area to land some early damage before even peeking. For instance, on Numbani 1st Point Defense, you can detonate your dynamite from highground to the corner without having to peek, landing in some early damage to allow you to go past your one shot breakpoint.

Dynamite should also be used 10 to 12 seconds before the team fight begins to gain some early ult charge. Make sure that it is 10 to 12 seconds since you want dynamite for when the fight begins.

Aside from that, there isn't too much else to Ashe's dynamite.

Ashe's 2nd Ability, the 'B-Tech Grappling Hook.' Makes Ashe blast enemies in front of her, propelling herself up to 9.4 meters away, with a 10 second cooldown.

The fundamental use to Ashe's coach gun is to use it defensively when getting dove. However, you may want to coach gun to another piece of highground instead of coach gunning away immediately. For instance, on Temple of Anubis Point A Defense, you could drop off highground, and coach gun mid-air to land on the other highground. I wouldn't recommend doing this if you need to run away as quickly as possible, but if there's one dive target on you, you can take your time.

With coach gun, you can also detonate your dynamite, hence if you can't get a good angle for your dynamite aggressively, you can use both defensively to land some damage in whilst your kiting - This is best done when there are multiple targets diving you.

Lastly, you may use your coach gun similarly to widow's grapple in terms of doing a hook shot. Referring back to forcing advantageous duels, this can provide you with a movement advantage making you harder to hit, like with this example on Numbani Attack. Here's Spilo explaining this further.

Ashe's Ultimate, The 'Butler Bot.' Makes Ashe summon her omnic sidekick, with 1200 HP, charging at his enemies dealing 120 Damage on impact, with an arm cannon dealing 112 DPS, and lasts for 10 seconds after collision.

BOB is one of the simplest ultimates to use, as you almost always want to put Bob on a greedy off-angle, as Buff Hardtack explains here.

A visual example of doing this would be on Numbani 2nd Point Attack, where you send BOB into the backline where he has a wide LOS onto the enemy team. One additional thing to mention is to time your BOBs for when your team or when the enemy team engages, so that your BOB doesn't get immediately focused down before the teamfight even begins.

Moving onto the Positioning, Playstyle, and Compositional part of this guide.

In terms of general positioning, there are 4 key principles, which I'll showcase on Hanamura 2nd Attack. The first is to have cover, pretty obvious. The second is to have line of sight, which is again, pretty obvious. The 3rd is to have good distance from angles so that the enemy team flankers don't sneak up on you. The fourth and final guideline is to have aggressive and defensive rotations to exert more pressure on the enemy team or to just escape.

In Brawl, the fundamentals of having longer sightlines and taking greedy angles are vital. For instance, on Lijang Control Centre, you should split coast side in order to gain an aggressive, long ranged angle that the enemy team can't contest whilst still being in range to land a juicy dynamite. You should time this just after your tanks engage, since the enemy team will be fully focused on your core, making your angle more unpredictable and unexpected.

In Poke, longer sightlines and well-timed angles are again the key to succeeding with this composition.

For instance, on Blizzard World 1st Attack, you could peak the right side angle whilst the frontline is baiting attention, providing you with an angle and a decently ranged sightline onto their Ashe alongside a juicy dynamite onto their core. Note that you don't want to be playing too far away that you can't land any dynamites, but not too close that their Sigma or McCree can shut you down.

Another example would be on Hanamura 2nd Point Attack, where you dynamite past their shields, and start taking a wider angle closer to the coast to apply more pressure. However, when playing against double shield variations that play a Tracer who can mark especially greedy and wide angles, you should be hesitant of splitting this wide, and make sure you are in L.O.S. of your backline.

In Dive, when playing defensively, you don't want to play stacked, but you also don't want to play isolated, as Spilo explains here.

However, when aggressing in dive, you want an angle and a long sightline onto the kill box or area to where your team is diving on, as Spilo explains here. Another visual example of this would be on Temple of Anubis 2nd Point Defense, where your killbox is the enemy rotation into cave, and you have a long sightline and an angle on that killbox, likewise with your dive crew.

BASTION GUIDE

BRAWL BUSTER VS FLANKER

Brawl Buster

- This is the traditional style of playing Bastion which was significantly more viable prior to the universal shield nerf, commonly denoted by the 'Pirate Ship' composition popularly played on Junkertown in Double Shield
- In essence, the Brawl Buster playstyle revolves around you utilising your extreme poke to deter the enemy frontline from pushing hence making long distances significantly favourable to you
- However, the issue with this playstyle is that you give the enemy a ton of map control and surrounding angles to be shot from at once; But there are some workarounds as I'll explain throughout
- For instance, a general factor would be Unpredictability - Standing and Shooting on Cart all the time mean that the enemy always know where you are, hence the flanks and angles on the map are more easily available for the enemies to take

Flanker

- Due to Bastion's extreme poke, you can and should often make most use of this to quickly mow down a squishy or two on a flank whilst your core pushes in
- Timing is vital to be able to pull off any flank on any hero, but especially so with Bastion due to his limited mobility getting onto the flank and during it
- More specifically, timing your flanks JUST AFTER your core has pushed in (Instead of at the same time) will make you receive a lot more value as the enemy team are solely thinking about your tanks and not you

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Brawl - Flanker

- Maintain long sightlines due to the lack of range and mobility of the brawl composition; Moreso than usual.
- For instance, on [Nepal Village Retake](#), you can path left side whilst your team attempts to break the choke, and the enemy team will be forced to back up into your Gatling gun.

- Don't be afraid to have a little bit of fall-off in exchange for safety because again, you heavily outrange the brawl composition (Not to mention that if you have fall-off, their McCree/Dva will also have fall-off)

Brawl - Brawl Buster

- With this, you'll likely be positioned similarly (In terms of sightline length) in places where the enemy team can't easily reach you and rush you down.
- Ideally, you also want to have a sightline where the enemy Reinhardt is forced to turn into your gatling gun (Which'll likely be in places where you're holding instead of retaking)
- For example, on [Nepal Shrine Hold](#), you can play by elephant whilst your team holds up close, forcing the enemy Reinhardt to turn into your L.O.S.

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Poke - Flanker

- Do note that poke typically has a lot less mobility hence you can get away with these flanks a lot more comfortably, so things don't change too much from the typical flanking playstyle
- For instance, on [Havana 1st Point Defense](#) (A Long-Sightlined Map favouring Poke Compositions) you can split left side all the way through to highground and set up a crossfire with your core
- However, if you're playing against the Tracer variation, you'll have to split even later than usual, or you'll have to resort to the brawl buster playstyle as I'll mention here.

Poke - Brawl Buster

- Despite shields being weaker (As mentioned prior) as long as you have long sightlines and open spaces, as well as not stacking on cart taking a slight off-angle, the enemy team will be less capable of hiding away from your damage.
- For instance, on [Junkertown 1st Point Attack](#), when pushing the last corner, you could position far left with your Sigma in line with your Orisa pushing cart. Note that Sigma can also threaten flankers such as Tracer.

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Dive - 'Flanker'

- You can't really 'Flank' as immobile heroes against dive as you'll become split and isolated

- However, you don't want be stacked and static since the enemy dive crew will be able to corral you from multiple different angles at once
- Therefore, you shouldn't be stacked, but not split either I.E. A Soft-Off Angle - This is to land in early poke damage to PREVENT/WEAKEN/SOFTEN the enemy dive crew before the dive actually happens - You'll see teams do this in OWL all the time against the Talon Dive (Winston Dva Moira Lucio) Composition typically played on Busan Sanctuary
- Here's an example on [Busan Downtown Hold](#), where you have multiple sightlines to deter the enemy dive crew, but you're not split from your backline

Dive - 'Brawl Buster'

- Likewise, this is again a bit too extreme as you will likely get corralled and surrounded by dive especially if you're always in sentry mode.
- However, there is a map specific work around, which is to implement this playstyle when there aren't many flanks around.
- For instance, on [Kings Row 2nd Defense](#), there's only one flank that you need to worry about, in which case your other DPS, preferably a Tracer, will mark that flank to prevent you from being corralled.
- [Blizzard World 1st Point Attack](#) can also work with similar reasoning, as the flanks are either not very valuable or are awkward to reach to

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Some Tadbits...

- ❖ 'What's a good analogy here... You're a pickpocket right, can you imagine how effective a pickpocket would be at like a fireworks show? Big Firework - BOOM! And that's when you reach in; They're not thinking at all what's going on behind them' - Jacob "**Spilo**" Clifton, Current Mental Coach For T2 Contenders Team Ex Oblivione
- ❖ 'You are a super, super poke hero and these short sightlines allow heroes like Rein [and Reaper] to potentially beat you.' - Chris "**Temporal**" Reilly, Former T2 Contenders Coach, Current Educational Overwatch Content Creator
- ❖ 'You wanna do more damage? You wanna be more aggressive? You wanna get more picks? Play Aggressive Here... This is bad aggressive because you aren't doing more damage [and] will die more.' - Jacob "**Spilo**" Clifton, Current Mental Coach For T2 Contenders Team Ex Oblivione

Bastion YouTube Guide Script

Bastion's Primary Fire, 'Bastion:76' Makes Bastion fire a submachine gun dealing 20 damage per shot at 480 RPM with 35 ammo. For reference, Bastion's DPS in recon mode is 160, whereas Soldier 76's DPS is 171. Keep in mind Bastion also has bloom to his weapon whereas soldier does not.

In terms of usage, this is arguably Bastion's most important weapon as this is what he'll be using to win key parts of the map. For instance, on Route 66 3rd Point Attack, you can easily fight over the lorry side of the map against opposing flankers as long as you keep your distance. Since Bastion obviously has sentry mode, it'll be less likely that this is what Bastion will be using when taking an angle. But rather, getting to that angle is the key part, which is done by taking and winning duels on flanks or splitting late from your core which I'll elaborate on in the latter sections of my guide.

In terms of winning duels, there are two key concepts to minimise damage taken and to therefore maximise damage dealt. The first is corner discipline, as Spilo explains with a visual example on Hanzo here. Keep in mind that since Bastion has such a large hitbox, this will matter even more.

The second concept is to path on angles with longer sightlines, as Temporal explains here. Referring back to the Route 66 example, you have a decently long enough sightline to be able to fight off any flankers. Also, as mentioned briefly at the end of the clip, you can circumvent some sniper heroes by timing your flanks late, which I'll elaborate more on with the following section.

Bastion's Alternate Firing Mode, 'The Bronze Player Nightmare.' Makes Bastion transform into a stationary powerhouse firing a Gatling gun at 900 RPM with a total DPS of 450, paired with 300 Rounds and a 2.1 second reload time. Bastion's spread also decreases linearly up to 33% after 1.33 seconds of firing 40 rounds, as well as engaging his passive ironclad ability which reduces incoming damage by 20%, and takes 1 second to reconfigure into sentry mode.

Starting off with a bit of Tech. The first is to jump peek an angle whilst reconfiguring from recon mode to sentry mode, maximising the amount of time you're shooting on an angle. Here's KarQ showcasing a workshop code to help you get used to quickly reacting when min maxing this piece of tech. You should also try to hide a portion of your hitbox instead of jumping out in the open.

Another piece of tech is to head clip through cars and non-uniform objects as the Bastion University go through here.

Moving onto the more broader concepts and actually a mistake that I see less experienced Bastion players make, which is that they often overstay their welcome. As soon as you've gotten your first pick on your flank, you either stay on that flank and find some more greedy and silly trades whilst inevitably sacrificing your life, or you immediately think about repositioning. The higher rank you are, the smaller your shooting on flank windows become, as it takes less time for the enemy team to respond.

Building on this further, your target priority during this small window of burst impact comes down to two main things: To prioritise who's most dangerous, and who's the easiest to kill, as Spilo inadvertently goes over here. A visual example of good target priority would be on Blizzard World 1st Point Attack, where you flank right side, and instead of shooting the Reinhardt, you prioritise the McCree as he's incredibly dangerous due to his flash fan threat, and is quite easy to shoot due to his limited mobility and large hitbox.

Lastly, timing is incredibly important on Bastion, and in fact, it goes deeper than just timing your engages with your tanks, as Spilo goes over here via a hammertime of my widow guide. So, in attempt to distill this down to three guidelines, also nicely denoted in the acronym GGS, this timing nuance is dependent upon:

1. Firstly, how greedy your angle is I.E. The more greedy, the more you want to apply this timing rule
2. Secondly, another factor is how greedy your own hero is I.E. A Winston doesn't deal as much burst or prolonged damage as a Tracer, Bastion or Sombra do respectively. Their squishiness can also be a good indicator as Winston is significantly less squishy than heroes like Tracer, Bastion or Sombra.
3. Thirdly, it is dependent upon your ability to spam from range I.E. The more spam you can do from range, the less value you would get from this timing nuance, such as on Pharah. Things like fall-off damage, spread, and pinpoint vs AoE damage play a part in determining this as well.

The last thing I want to touch on is whether you should reconfigure from sentry to recon mode when being dove. Firstly, you shouldn't even be giving them an opportunity to dive you by being static, but if you are in this predicament and you think you can survive their dive, then I would retreat in recon.

However, most of the time the question won't be whether you can survive or not, but rather how much value you can get before you die, in which case if they haven't got a Dva, I'd stay in sentry mode. Also, against some specific heroes such as Doom Winston, your ironclad and lack of knock back is valued more if you stay in sentry.

Bastion's second ability, 'WALL-E'S Repair Shop.' Makes Bastion heal at 90HPS for 3.33 Seconds, taking 7 seconds to fully recharge and rendering Bastion unable to shoot.

This is primarily used as a defensive tool to either escape sticky situations when going from sentry to recon mode, or to be used as another tool to help you win the flank war.

Referring back to the visual example on Route 66 3rd Point attack, if you're duelling the McCree, and get him down to 100HP, he may have to roll away and receive healing, whereas you can quickly heal up the 2 or 3 shots he lands into you, and now, overtime, you will gradually win this side of the map. Aside from that, there isn't too much to Bastion's self-heal.

Bastion's Ultimate, 'They Got a Tank.' Makes Bastion become a tank dealing 205 damage per direct hit, lasting 8 seconds firing 1 shot every second. Ironclad is also active, and Bastion cannot receive headshots.

In terms of tech, here's Bastion University going over rocket jumping and heal interweaving here. The rocket jumping is primarily used to take vertical off angles and to prevent yourself from barrelling down main, with a visual example from a masters Bastion on the screen.

In terms of the key fundamentals behind Bastion's tank mode, here's Spilo going over how to to maximise value gained from your tank form.

Building off that, and again linking to the key idea of winning flank wars, you can use your ult to gain a sizeable advantage in taking a duel. Once again I will be referring back to this Route 66 example. Firstly, your breakpoints are significantly more forgivable against squishies due to your oneshot. Secondly, you deal AoE damage making aiming a lot more forgivable if you do miss. Thirdly, your head hitbox is hidden which reduces

incoming damage, and fourthly, you can heal in between your shots to increase your uptime instead of hiding behind a corner to heal. With all this factored in you should win the duel, which then gives you a great off-angle to oneshot any squishy you like.

Moving onto the Positional, Playstyle and Compositional part of the guide.

There are four key positional guidelines that you should follow, and I'll use Havana 2nd to show this. Firstly, have cover, simple enough. Secondly, have L.O.S., again quite simple. Thirdly, have good distance from angles so that the enemy flanker doesn't sneak up on you. Finally, have rotational options, both aggressive and defensive, to perhaps take a greedy angle, with all those concepts about timing nicely coming into play as well.

Moving onto the two predominant play styles that Bastion has, which is either to be a Brawl Buster, or a Flanker, as Spilo explains here.

In Brawl with the flanking playstyle, you should be looking to maintain long sightlines due to the lack of range and mobility of the brawl composition, moreso than usual. For instance, on Nepal Village retake, you can path left side whilst your team attempts to break the choke, and the enemy team will be forced to back up into your Gatling gun. Don't be afraid to have a little bit of fall-off in exchange for safety.

In Brawl with the Brawl Buster playstyle, you'll likely be positioned similarly in places where the enemy team can't easily reach you and rush you down. For example, on Nepal Shrine Hold, you can play by elephant whilst your team holds up close, forcing the enemy Reinhardt to turn into your L.O.S.

In Poke with the Flanker playstyle, nothing really changes too much from the general overview of what Spilo said. Just note that poke typically has a lot less mobility hence you can get away with these flanks a lot more comfortably, unless you're playing against the Tracer variation in which case, you'll have to split even later than usual, or you'll have to resort to the brawl buster playstyle as I'll mention here.

In Poke, with the Brawl Buster playstyle, despite shields being weaker, as long as you have long sightlines and open spaces, the enemy team will be less capable of hiding away from your damage. For instance, on Junkertown 1st Point Attack, when pushing the last corner, you could position far left with your Sigma in line with your Orisa pushing cart. Note that Sigma can also threaten flankers such as Tracer.

In Dive with the flanker playstyle, you want to be playing slightly split but not isolated hence hard flanking shouldn't work, as Spilo explains here.

In Dive with the brawl buster playstyle, this is again a bit too extreme as you will likely get corralled and surrounded by dive especially if you're always in sentry mode. However, there is a map specific work around, which is to implement this playstyle when there aren't many flanks around. For instance, on Kings Row 2nd Defense, there's only one flank that you need to worry about, in which case your other DPS, preferably a Tracer, will mark that flank to prevent you from being corralled. Blizzard World 1st Point Attack can also work with similar reasoning, as the flanks are either not very valuable or are awkward to reach to.

DOOMFIST GUIDE

P.E.T. PRINCIPLES

1. Positioning
2. Engagement
3. Timing

POSITIONING

- Your Positioning will vary heavily upon the enemy team's composition - There's typically two types of counters to Doomfist which are **SPACE** and **ENGAGE** Counters
- **SPACE** counters deny you from taking any off-angles (E.G. Tracer, Echo, D.Va, Sombra - Characters with high mobility and/or high range)
- **ENGAGE** counters deny your actual use of cooldowns once you've gotten to your angle (E.G. Brigitte, McCree, Moira - Characters often with CC or Invulnerability Cooldowns)
- To adjust your playstyle against SPACE counters, look to split from your team **LATE, QUICK** and taking angles that **AVOID** the Tracer/Echo/D.Va/Sombra)
- To adjust your playstyle against ENGAGE counters, look to engage from **HARDER** off-angles, where your tanks are **BAITING ATTENTION** so that the Brig/McCree/Moira are looking at your tanks, and not you - Zarya Bubbles Also help the engage as well so ask if possible!

ENGAGEMENT

GOLDEN RULE: Have an **ESCAPE!**

- *Slam or Punch to engage?*
- Generally speaking, Slam > Punch since: You are left with an immediate escape, you deal AoE damage (Hence more forgiving), slightly quieter audio queue, you won't always have highground 15 Meters (IE The max range of Slam) To slam back to after you punch, and can almost be as instantaneous as a oneshot Punch kill
- *Grounded or Targeted Slam?*

- Grounded deals **MORE DAMAGE**, but is **MORE VULNERABLE TO CC, SLOWER**, and **LESS ACCURATE**
- Therefore, if **SCOUTED**, doing a targeted slam would be more ideal since it is **QUICKER**, as well as **MORE ACCURATE**, and if the enemy has any boops, you will be **RESISTANT** to their CC.
- However, if on a **HARD** off-angle, and/or **UNSCOUTED/CC RESISTANT** (Due to Zarya Bubble), you should almost always be looking for the greedier ground slam
- You can also have really aggressive engagements by utilising your ultimate to recharge cooldowns, allowing you to break the golden rule

TIMING

- Communicate to your team if pathing across a **HARD** Flank, since it takes **MORE TIME** to complete, hence you could be too late to the teamfight leading to **DESCYNCD PRESSURE**
- As always, with every hero in the game, if you tanks are *Swinging/Shooting/Jumping/Halting/Swinging/Slamming/Boosting* respectively, you should be there to follow up at that moment in time

Some Tadbites...

- ❖ "D.Va is to Winston as Winston is to Doomfist" - Justin 'Jayne' Conroy, Former Assistant Coach for the Dallas Fuel
- ❖ "Dive isn't just 6 People diving on a target, it's some people diving... and some people helping to enable that dive" - John Galt, Ex Head Coach of Justice, Ex-Assistant Coach for Gladiators
- ❖ "[Doomfist isn't] just the **Positioning**, it isn't just the **Timing**, it's [also] How You **Engage**." - Jacob 'Spilo' Clifton, Former Head Coach of Sheer Cold, is now big funni streamer man

Doomfist YouTube Guide Script

Doomfist's weapon, the "Shotgun Sniper," makes Doomfist shoot 11 short-range pellets per shot, dealing a total of 66 damage per shot with a reload of 0.65 seconds alongside 4 ammo.

There's not too much to Doomfist's Hand Cannon other than to make sure you have at least 3 or 4 shots for when you engage, and to interweave your shots throughout your basic set of combos which I'll later elaborate on with his other abilities. Keep in mind that your shooting animation is cancelled with any of your abilities which may help with interweaving your shots.

The other important bit of micro is trigger discipline, which is making sure that you take the extra half a second to align your crosshairs with where the enemy will travel especially after either of your abilities. This is especially important when fighting against heroes with awkward hit boxes such as Ana, so make sure to align and predict your crosshairs instead of spamming all four shots.

Doomfist's first ability, 'The Uppercut.' Makes Doomfist uppercut enemies in front of him, dealing 50 damage, and locking enemies into the air for 0.6 seconds, paired with a 6 second cooldown.

Before getting into the uppercut specifically, the golden rule across all of Doomfist's abilities, you ideally want to use two to engage, and leave one to escape. Exceptions would be rollouts which I'll elaborate on in the Doomfist Punch section.

Alike to your Slam, you'll mainly be using uppercuts for your combos. The main combo primarily based for the uppercut instead of the slam is to Punch, shoot, and shortly uppercut afterwards. This is mainly used for when you're out of the 15 meter range to use your seismic slam to engage, so you'll use your slam to escape instead so you don't commit all three abilities with no way to escape.

Doomfist's second ability, 'The Slammy Boi.' Makes Doom leap forward dealing up to 125 damage, alongside a maximum range of 15 meters paired with a 6 second cooldown.

One bit of micro is to jump prior to your seismic slam to squeeze out a little bit more damage.

The main, most basic but important combo with seismic slam is the shoot slam shoot uppercut combo, but aside from that, there aren't any other majorly useful combos.

There is the debate over whether to engage using your slam combo, or whether to engage using your punch - Here's Spilo explaining why the slam combo is often better utilised to engage over your punch.

However, there are two types of slams which you should know when to use.

The first is the ground slam which is slower to perform, less accurate, vulnerable to CC, but deals more damage. You'll want to do this slam against a clump or group of enemies that have either low CC, mobility, or range so that you don't miss, get stunned or take too much poke during your slam animation respectively.

Against heroes like Moira, Brig, or McCree, you'll want to avoid this slam since they can stun you before you even land the damage. Exceptions would be when they're looking at your dive tanks who's heavily baiting attention, which should allow you to get away with the greedier slam.

The second slam is the targeted slam. This is much faster to perform, as well as being more accurate and more resistant to CC abilities, but deals less damage. You'll want to do this in duels where it is harder to dodge your slam, or if you're engaging at an angle where the enemy team might poke you early, in which case a quick engage would be ideal.

Circumstances where you can get away with a greedier slam without being stunned, for example, tanks baiting attention as mentioned prior, or engaging from an unorthodox angle or rollout will be beneficial.

Lastly, you almost always want to use your slam to escape at an angle, and not back to your team, as Spilo explains here. Keep in mind that this doesn't just apply to slam, but to your punch as well if you decide to escape with that.

Doomfist's third ability, 'The 4 Second Oneshot.' Makes Doomfist charge up his Rocket Punch for 1.4 seconds dealing up to a total of 250 damage, paired with a 4 second cooldown.

One bit of micro is that you can prolong your punch which can be used to wait or bait an enemy around a corner, or for you to gain a bit more distance for a better punch angle.

The most basic but important piece of tech is to jump at the end of your punch with Doomfist to conserve momentum and to travel a bit further, not to mention that you can bunnyhop at the end as well. This is solely used for mobility, to either reach your engagement angle faster, to do some of the following techs or rollouts that I'll mention later on, or to escape an engagement immediately as well.

Before the types of punches, one massive thing for less experienced Doomfist's is to know when to cancel punch. Too many Doomfist's try fishing for one shots when funnelling down Hard Chokes, and end up feeding heavily into the enemy team. However, you can also utilise this to bait cool downs, with prime examples being Orissa's Fortify or Reinhardt's pin.

Speaking about funnelling down main, if you are reduced to becoming a Punch bot, here's Spilo explaining how you can deal more damage and simultaneously take less damage on engagement in relation to Doom's punch.

Moving on to the three main different types of punches, the first is the turn punch. This is turning your camera in the direction you want to move in during your punch animation. The main use for this is to engage at an unexpected angle so you take less damage on engagement, and as a result, you're more likely to dodge CC abilities such as McCree's Flash or Ana's Sleep, since you're not in their LOS until it's too late. Keep in mind that you can combine a turn punch into one of your combos.

The second type of punch is a bounce punch. This is used to gain high ground without having to use your uppercut, or to set yourself up at a good angle for a slam uppercut combo. You can also literally bounce on some balance spots of certain maps, as Get Quaked On shows here.

The last type of punch is the diagonal punch. Here's KarQ explaining what it is and two ways in which it can be utilised. Here are some of the most practical diagonal punches I got from the video condensed. Alike to the turn Punch, this is used to reduce damage taken on engagement as you are unscouted, and in a dive comp, you can split focus by coming from an unorthodox angle.

The last thing to do with Doom's punch are rollouts. Here's Spilo explaining the importance of rollouts which does carry over to the three prior types of punches. I highly recommend my own or Brandito's set of rollouts per map, linked in the top right or in the description respectively.

Doomfist's Ultimate, 'The Terry Crews Special.' Makes Doomfist crash into the ground dealing up to 300 damage in the Inner Ring, and up to 200 damage into the outer ring, alongside an increased movement speed of 16.5 meters per second, lasting for 4 seconds. Holding right click, L2 or LT on console, will enable a birds eye view of the impact zone, which can be used to climb up platforms.

There are three primary uses of Meteor Strike.

The first is to obviously combo it with other abilities such as Halt or Grav to land massive AoE damage. For higher levels, these combos would be performed on rotations where there are often killboxes where the enemy backline is vulnerable.

The second is to barrel and cycle aggression. Essentially, you can use the 4 second duration, as well as the cast time, to regenerate your cooldowns so that you can continue your engagement. You can also use all three of your cooldowns to engage more aggressively and across larger distances, using your Meteor strike to either escape, or to continue your aggression depending on how successful your engagement was.

The third is to use it as a positioning tool, as Chipsa briefly explains here.

Moving onto the last section of the guide - Positioning, Playstyle and Timing.

Here's Spilo showing an example of good timing from a Doomfist coachee. Pay attention to the Turn Punch and angles taken as well as the good timing.

Dealing with flankers who can out duel you and take your space, such as Tracer, Echo or D.Va are often hard to deal with - Here's Spilo explaining why, and also how to counteract this.

Another thing important to note is that in a dive composition, you don't need all 6 heroes diving backline, but rather, you as Doomfist can utilise the CC from your abilities to prevent any peeling or a Counterdive, as OWL Coach John Galt explains here.

In Hackfist, here's Jayne explaining some of the nuances and wider level macro you can implement as a team with respect to Doomfist.

Lastly, I'll explain a basic Doomfist Strat when playing him in brawl. Firstly, in brawl, you will almost always need a Zarya to bubble the Doomfist - This means that you can go for a greedier slam onto the backline* without getting stunned. This will force the enemy team to back up, and your Mei should land an easy wall to either split the enemy team, or to prevent their route of retreat. This will give your team 3 angles of threat, 1 from the Doomfist, 1 from the core, and 1 from Mei, splitting focus which will allow for an easy Blizzard.

ECHO GUIDE

Echo's Trishot

Weapon Details

- Fires 3 Bursts of Energy in a Triangular pattern, with each shot dealing 17 damage, and moving at 75 m/s, with 12 ammo in a clip

Poking/Posturing

- This is the most conceptually simple part of Echo's kit as this is primarily used for high amounts of poke against tanks or shields during the posture phase.
- The only thing worth noting is to be comfortable landing shots against aerial squishies especially Pharah, when clearing angles. Echo, in theory, is a great duelist against Pharah and a key part to that is landing your much more spammy and consistent trishots.

Echo's Sticky Bombs

Ability Details

- Fires a volley of 6 Sticky Bombs dealing up to 180 damage in total, travelling at 50 m/s

Poking/Posturing

- Alike to Echo's Trishot, this will mainly be used for spam during the posture phase before the team fight actually occurs, in order to gain early ult charge
- You can also use stickies to prevent and burn a brawl comp overtime from distance.

Guiding Stickies

- Stickies are generally a flexible ability and dragging your crosshair to track the enemy movement over long distances should be utilised when landing early poke
- Do make sure that you have stickies once the engage actually happens however as you don't want to be late to time your pressure

Defensive/Aggressive Cues

- Stickies can be used in response to your or the enemy team's cooldowns. For instance, using stickies once the Ball slams, or once your Orisa halts
- You can also come from unorthodox angles to time your aggressive pressure with stickies. For instance, once establishing aerial control, you may want to ask for a Halt which draws attention away from your assassination from a different angle IE In the sky
- Do make sure though that you do have stickies once the engagement or aggressive/defensive cue occurs so you can properly time your cooldowns for maximum value

Echo's Focusing Beam

Ability Details

- 16 Meter Beam dealing 50 DPS to enemies > 50% HP, 200DPS < 50% HP
- Lasts 2 Seconds, 8 Second Cooldown

Trishot Beam Cancel

- Trishot, then immediately fire the focusing beam
- Used when squishy, 200HP Targets are at roughly 60-70% of their HP => By the time the shots land, the 50% Threshold should be reached, and even if you miss, the extra 10-20% shouldn't be much to chew through anyway

Cancelling Beam

- Make sure to cancel beam after you secure the elimination or once you would receive more value from just shooting normally
- This also allows your focusing beam to come back off cooldown faster
- Prior advice on timing also applies to focusing beam

Echo's Flight

Ability Details

- Makes Echo fly in the air at 8 metres per second with a 3 second duration paired with an 6 second cool down.
- She can also glide afterwards at a downwards speed of 4 meters per second and an increased horizontal speed of 50%.

Ending Flight on Highground

- Obviously you want to use flight to gain another angle, but maintaining and deepening that angle afterwards is an overlooked aspect
- By using Flight where there is no available highground to return to will only make you slowly fall to the low ground, often with fewer rotational options. However, by ending flight on highground, you can end up flying even higher with more options to play passive or aggressive
- You'll often have another angle to attack from as well instead of stacking main with no map control, being surrounded by angles from the enemy team - In Dive Fundamentals, the most basic principle is to dive at different angles in order to split focus from the enemy team!

Syncing/Vulnerability

- Likewise to stickies, you also don't want to waste flight before the fight begins as not only will you not be able to follow up afterwards, but you'll also be left vulnerable afterwards
- An example could be in a Dive Mirror on a map with highground, where you waste flight to add pressure onto the backline, but end up returning to your team having used flight, making you the dive target with no escape

Winning Echo 1v1's

- Winning the Echo duel comes down to **TWO FACTORS:**
 1. **Flight Usage** (*First 4 Bulletpoints*)
 2. **Distance**

Baiting Echo 1v1's Using Distance

- Building on the last bulletpoint, you can utilise the distance factor to bait Echoes into taking the 1v1 (Especially if they have a resource advantage IE They have an Echo Mercy, and you have an Echo Brig, since that's even more reason to force the duel)
- You can then have a Hitscan shoot the Echo flying the 20 or so Meters worth of distance, or you can use your Flight (After it's come off of cooldown) and then TOWER the enemy Echo yourself

Cancelling Flight

- After reaching a desired height, you should cancel your Flight in order to travel a further distance rather than continuing the full 3 Seconds of duration
- This also means you gain Flight faster off of cooldown

Echo's Duplication

Ultimate Details

- Duplicates a targeted enemy hero, gaining full use of their abilities for 15 seconds with an increased ultimate charge rate of 6.5 Times

4 Key Pillars

1. Maintaining/Threatening Off-Angle Pressure
2. Barrelling Aggression
3. Ultimate Power
4. Cooldown Power

Maintaining/Threatening Off-Angle Pressure

- These are heroes who threaten angles and can take and hold areas of the map for persisted amounts of time
- Common traits are middle to high HP, Ranged Poke, HP Regenerative Tools, Defensive Tools (E.G. Shields)
- Note that this pillar particularly, but also the other three, are not mutually exclusive to each other
- Examples: Orisa/Sigma

Barrelling Aggression

- Heroes that have high burst and/or cleave damage, high mobility, high HP
- Examples: Reinhardt, Doomfist, Tracer

Ultimate Power

- Likewise with the first pillar, ultimates such as Flux and Bongo are, generally speaking more powerful than Whole Hog/D.Va Bomb even if they satisfy the criteria of taking/holding an angle
- Duplicating to niche picks such as Zen to farm transcendence in response to an upcoming Grav is definitely a viable strategy, or more generally, farming ultimates with heavy utility such as EMP

Cooldown Power

- Duplicates into Ana for Nade, Lucio for Boop, Baptiste for Lamp may override any value lost in their ultimates, or sustained angular pressure from Sigma or Orisa

- This and the previous category are the most situational pillars but should still be considered when evaluating not only how much theoretical value your duplicate can get, but also whether your team can follow up on it in the first place

Distance Duplicates

- Some heroes require time to charge up in order to gain more value over time - For Example, Zarya will have to spend some time gaining energy to do any meaningful damage
- However, not just on Zarya, but with almost every hero, duplicating on top of the enemy is not the play, as your duplicate is likely to get immediately bursted - Even with heroes like Winston, you take your time to jump onto an enemy, or with Reinhardt, to duplicate 5-10 meters away

Setting Up Angles

- With the first pillar, you also want to either gain an off-angle that you wouldn't normally be able to get with immobile heroes with your flight, and then duplicate into an immobile tank, or already be set up from an off-angle to then duplicate afterwards.
- You will be gaining a lot more value by doing this rather than duplicating the Sigma or Orisa in front of you as multiple angles split focus from the enemy team, making it harder to deal with you

Second Life Duplications

- This allows you to land more aggressive, coordinated engages on the enemy. I only really recommend doing this in a scrim environment where your coordinated dive or engage on the enemy team gets stopped by an enemy support ult, in which case using your duplicate to add more sustain wouldn't be a bad idea.
- Do keep in mind that the rest of your dive crew (IE Tracer, Ball, Doom etc.) work in **cycles** (IE You use a bunch of cooldowns to engage, then you disengage and wait for cooldowns, and then you go again in a cycle)
- A more common 'Second Life' duplication is to force and win a duel, which can be inconsistent (Not only from risk that you might lose, but also if the enemy decides to decline the duel)

Echo's Positioning/Playstyle

Echo in Hard Spam Against Rush

- Playing a backline such as Zen Bap can often be difficult to run against Rush/Brawly based comps (Lucio Moira Rein/Winston)
- The win condition of this Rush/Brawly based comp is often to head for **BACKLINE** especially if it is **BRITTLE** up close and even moreso if the **FRONTLINE** is **MOBILE** (I.E. Ball D.Va which is often the case at the highest levels now)
- Your job on Echo to prevent this win condition is to poke down the enemy team as much as you can so that once they eventually reach your backline, they will have fewer resources to work with
- For example, against Winston, you may force his jump, bubble some shield HP before or once he reaches your backline - With Rein, that'd be shield/actual HP, with D.Va that'd be matrix, boosters and HP, with Moira, that'd be Heal Orb and Fade etc.
- Asking for a Harmony Orb in order for you to maintain your angle at poking the enemy team as much as possible before they reach your backline (Using sticky bombs on rotations for example) will increase your uptime

Echo in Double Shield Against Rush

- The win condition of this Rush/Brawly based comp is often to head for **FRONTLINE** especially if it is **IMMOBILE** (I.E. Orisa Sigma) and even moreso if the **BACKLINE** is **DURABLE** (I.E. Less Poke Heavy, Bap Brig for instance)
- Your job on Echo is to punish the enemy backline once the enemy team rush forward
- This is done by taking an angle away from main, being within 10-15 meters away from the backline, saving Flight and Stickies for once the enemy brawl rush forward
- Be weary that heroes such as Lucio will often act as a Gatekeeper to ensure that you don't take the angle in the first place, so ask for a Brig to keep an eye on you for repair packs

N.B. If your team is playing both an immobile frontline and a brittle backline, your job is more situational depending upon whether they run Winston or Reinhardt (If Winston, they can immediately access your backline, vice versa), and depending upon how enclosed the map is - Comps such as Rein Orisa love to play on enclosed maps such as Lijang Control Center, but is weak to flank control giving you more options to head for backline instead of spamming down main

Defensive Peeling Pivot/Utilising Environment

- Especially in Ball Tracer/Spam Dive/Hybrid, you want to make sure your mercy is able to fly between you and your zenyatta easily (IE You and Zen act as pivots) - Keep in mind that you yourself can contribute to peeling a dive yourself
- A way of doing this subconsciously is to hug the edges of buildings to provide you clear cover for both you and your mercy, as well as a soft flank for the enemy to deal with. A great example would be

Smart Pathing When Hard Flanking

- Two Key Pillars for Smart Pathing when taking Hard Flanks is a **SHORT PATH** that also has **ANTI-LOS** to enemy sightlines
- If enemies can see you flank before you get into position (For Example, 2nd Point Blizzard World Attack, Rotating into Starcraft) the enemy may decide to send a Tracer or an Echo to mark you, or to take a 6v5 fight whilst you are flanking
- Short pathing also minimises the window in which the teamfight is at a 6v5 - Do make sure to communicate a hard flank (Not just on Echo) to your team so you can time and sync pressure

Clearing Angles

Take a look at this example from Route 66: <https://imgflip.com/i/4zoylq>

- Making sure to clear off-angles before heading straight for backline is key to prevent being Counter-Dove by the enemy team (I.E. If you use Flight to reach backline, the enemy echo will not only use Flight second, but come at a different angle to easily land stickies before you even realise)
- So, what's the Solution? There are two primary options:
- First: Play passive, shoot and poke the backline whilst Anti-LOS'ing the enemy Echo until your backline (IE Zenyatta, Brig) clear the enemy Echo, and once completed, you can then go on backline with your Ball, Tracer etc.
- Second: Help to actively clear the angle left side by going with your backline, then you can go on the enemy Brig Zen
- I prefer the first option since it is safer, doesn't consume as many cooldowns, and provides another angle/L.O.S. to the enemy backline instead of coming from the same direction as your backline

Mixed Playstyle

- This playstyle opens up the option to Poke with your team, Peel for your backline, Take flanks on the enemy team, or having the option to duel the enemy Echo

- This often won't be a starting position on Echo, but would be a great place to end up during the midfight to decide on what to do next
- I'll show and explain an example in the next section for Echo specifically...

Dive Fundamentals/Coordinating Hits

- Within the last month, Ball Tracer Hybrid has become a popular choice, helping to re-engage some old Dive Fundamentals
- Fundamental 1: **Angles!** Do not stack on main rushing forward - The enemy team will find this easier to deal with as their focus is not split, they can retreat to the nearest corner very easily, and can more pre-emptively use their cooldowns to what they see
- Fundamental 2: **A Good Killbox.** A Killbox is an area where the enemy team passes through that your team want to engage on. The Killbox should be in **OPEN SPACE**, to where your **BACKLINE HAS L.O.S.**, and where your team is **SETUP** to engage on the Killbox.
- Fundamental 3: **Target Priority on Immobile Heroes.** Don't engage on heroes that can run away easily E.G. A Ball/Tracer as you obviously won't kill them. Instead, Zen/Sigma in Ball Tracer Hybrid Specifically are prime heroes.
- Fundamental 4: **Clearing Angles** (Look at previous section)
- Fundamental 5: **Timing Pressure.** Whilst conceptually simple, even OWL/Contenders teams will mess up their timing. A simple '3,2,1' countdown will minimise times where you use Flight too early, or when your Ball is playing passive and your Tracer is playing aggressive etc. This will also help to extract more value out of your cooldowns E.G. Piledriver + Stickies

Dealing with Sombra

- Less of a fundamental, but if Echo, Tracer and Ball are all coming at different angles, a Sombra can somewhat easily shut down their pathing - Especially if it is a hard flank. To remedy this, whoever is taking the hard flank (Let's say Ball), another hero (Likely Tracer) will have to be sent along with Ball, so that Sombra gets cleared out

Mixed Playstyle Integration

- Now bearing in mind previous information about '**Dive Fundamentals/Coordinating Hits**', here's an example of integrating a mixed playstyle: <https://imgflip.com/i/4zp0m7> (Don't worry, I'll explain the coloured arrows!)

- After you engage on the first hitbox, you should be left in the position with the coloured arrows
- **PURPLE ARROW:** If the enemy team decide to rotate upstairs, across the catwalk, you may decide to play passive and **Poke with your team** (Whilst you and your team regain cooldowns)
- **RED ARROW:** If the enemy dive crew go on your backline, you may decide to **Peel**
- **ORANGE ARROW:** You may decide to **Poke** for either killbox from a slightly more aggressive angle
- **YELLOW ARROW:** If the enemy team rotate to the killbox coast side, you may want to set up a **Soft Flank/Angle** to then engage on
- **GREEN ARROW:** Same as the previous arrow, but a **Hard Flank** instead

GENJI GUIDE

BLADE TIMING

There are **FIVE** Main Levels to understand this concept in and out

Blading = Engagement = Good

- In other words, a good blade is one in which either team engages.
- Why is this important? Tanks are able to absorb and withstand damage and most importantly...

Cooldowns

- When your tanks engage in, they exchange and absorb cooldowns with/from the enemy team. This means that there are less cooldowns to devote to you which can stop your blade.
- Why are cooldowns used? Well...

Attention Drawn Elsewhere

- This means that the enemy team aren't looking at you. And if they aren't looking at you, you have a much greater chance of confirming kills with your blade.
- Note that especially in this (ranked) Meta of Hog Zarya, where there are no physical bodies to absorb incoming damage, attention can STILL be drawn elsewhere from Hog/Zarya/Sigma utilising Flanks, Lines of Sight or Angles instead of just walking in whilst you blade.
- As another example, with Orisa? Blade when he puts down her shield, starts spamming and fires a halt. Even though there are no physical bodies to block damage and to protect you, Orisa's abilities/cooldowns provide enough threat, and draw enough attention away for you to get away with your blade

Fully Committed Rotations

- If cooldowns and attention are expended elsewhere, the enemy team can still escape if...

'The location in which you choose to blade is not a Fully committed rotation.'

- Spilo, July 2020

- A rotation, in simple terms, is when you choose to go from Point A to Point B, with typically the distance between these two points being somewhat noticeable
- If the enemy choose to not commit to travelling the full distance between Point A to Point B (IE An 'Uncommitted Rotation.') then it is very easy for the enemy to retreat and run away from X Threat
- A great example of this is in the Shock Vs Uprising Match in Late July 2020, with Super's Blade on Oasis Gardens which manages to kill the entire Uprising backline. Despite the positive outcome, Super had bladed when the Uprising Backline had not done a 'fully committed rotation,' with Myunbong (Uprising's Zen Player) managing to almost escape. The ONLY reason why Super managed to get these kills were because Halo (Uprising's Brigitte) had misused his flail 4 seconds earlier.

Scouting

- In order to prevent this from happening, you as Genji should be the one scouting rotations (You have a small hitbox, you are mobile and can utilise your passive instead of using your cooldowns unlike Tracer) in order to get your tanks in position to engage, linking all the way back to the start of blading when your tanks engage.
- An example can be scouting on Route 66 2nd Point Attack to see if the enemy team are going bottom or if they're going to push through the small doorway on the highground.
- Another example can be on Hanamura 1st Defense where brawl teams often rotate through the right doorway, but as Boston Uprising did against SFS in the match mentioned prior, they rotated all the way around coast, in which Super didn't scout correctly, gifting Boston the 1st Point for free. (Also note that by not scouting rotations, even if you haven't got blade, you are removing the opportunity to deal mass amounts of damage, as rotations are places where supports are most vulnerable).

So next time, instead of asking your Ana to nanoboost you, allowing you to go on autopilot, tell your Ana to keep nano for next fight, and **TIME** your blade correctly with your Tanks! You'll win 90% of the teamfights you already would have won with nano, but without using it!

Genji YouTube Guide Script

Genji's primary fire, the 'Sharpy boys.' Makes him fire 3 shrikes in just under a second, dealing 29 damage per shuriken (Recently with early August 2021 experimentals going

through!) with 30 in one clip. He can also throw these shurikens at once in a wider spread, with a 0.75 second recovery time between each burst. Also keep in mind that these shurikens are some of the slowest moving projectiles, moving at 60 meters per second.

As usual, I'll be starting off with tech. Keep in mind that some of these will be combos that include other abilities down the line.

Firstly, you can cancel part of your reload animation with any of your abilities, similar to cancelling half a second off Hog's reload animation with his breather.

Secondly, you can cancel the recovery time by wall climbing immediately after you fire a fan of shurikens.

Thirdly, you can cancel the recovery time of either firing mode of your shurikens by using either of your abilities, or even your melee as well.

I'll get into more complex combos as I'll cover the rest of Genji's kit.

In terms of basic usage, you obviously want to use your alternate fire fans in close range as you will hit all three shurikens immediately instead of in succession, which also has the side effect of making them harder to dodge for the enemy, hence they are easier to aim.

Also keep in mind that whenever you double jump, you have to aim slightly downwards to keep your crosshair in the same place. On occasion against large hit boxes, you can abuse this feature to allow your double jump to act as pseudo-recoil to drag your crosshair upwards aiming it at the head by just passively double jumping.

Other than that, shurikens are mainly used to farm blade by having your main target priority being tanks. If you are familiar with Lucio's weapon or Ana's Sleep dart, landing your primary fire will be much easier due to similar projectile speeds and firing style respectively.

Genji's first ability, the 'Speedy Boy.' Makes Genji dash 15 meters, dealing 50 damage to anybody he dashes through, moving at 50 meters per second, alongside an 8 second cool down which will reset upon getting a kill or an assist, which is very important for chaining kills with his ultimate.

With tech, you can perform a ghost dash by immediately dashing after you receive the dash reset. Whilst this is more flashy than practical, with a mouse and keyboard, you can flick immediately to your next target whilst in Blade, or perform an immediate escape from an ultimate such as Flux just after finishing an opponent with dash.

Secondly, you can fire out any firing mode of shurikens after you dash. This combo, after the nerf, deals 248 damage in combination with melee, hence it is most useful against diving supports at a medium distance with decently sized hit boxes, and similar with the ghost dash, you flick these immediate fan of shurikens the frame after you exit your dash animation.

Lastly, you can cancel deflect with dash instead of doing it manually, then dashing after. This is most useful for deflecting whilst you are in blade to prevent utility, such as Ana's sleep dart, from hitting you whilst also immediately dealing damage afterwards.

The most basic use is to dash when you are going to confirm a kill, or it is likely that the enemy you are diving will die soon after you dash, which serves the purpose of getting a free escape after a dive.

Dash can also be used for mobility, to cover the map, to get to enemies closer to land your own damage easier, and to escape tight situations as mentioned prior.

However, digging deeper and looking at the macro perspective, you need to time your dash for when your team is engaging as Spilo criticises Super's mis-timed dash here.

In contrast to this, here's Super doing a well timed dash and dive with his teammates.

This can also lead to low value high risk dashes as Spilo further elaborates here.

You also need to dash to the closest wall to utilise your passive if you aren't going to confirm a kill with it.

Genji's second ability, the 'Uno reverse card.' Makes him reflect any damage, aside from beams, in front of him lasting 2 seconds, alongside with a cooldown of 8 seconds.

Similar to Ana's sleep or Orisa's fortify, deflect is best used defensively to act as a personal shield of yours which also happens to deal damage if the enemy shoot you.

Reflecting fire strikes or Moira orbs shouldn't be your priority due to how little value you could be getting compared to firing shurikens behind tanks on high ground for instance. This also applies to those trying to be too flashy and deflect the opposing Zarya grav.

Instead, deflect should be used as a get out of jail free card if you have dash on cooldown, or if you're in the middle of blade and you need to deflect enemy utility such as Ana's sleep dart in order to stay alive.

Deflect should also be used to win duels more easily especially if you miss your shurikens, or if you need to reload.

Genji's passive, 'Mirror's Edge.' Gives Genji the ability to wall climb and double jump.

In general gameplay, there isn't much to this other than to double jump almost constantly to make your hitbox and movement less predictable, however don't do this out in the open whilst in line of sight of a sniper.

A small but effective tip is to corner peak at the apex of your double jump to avoid projectiles such as Zen's alternate fire, soldier's helix, and potentially even Orissa's new halt.

You can also save your double jump when using dragon blade in the air to make your movement more unpredictable, which drastically increases your chances of dodging Ana's sleep dart.

Genji's ultimate, 'Infinity Blade.' Makes Genji unleash his katana for 6 seconds, dealing 110 damage per slash at a 5 meter maximum range.

Just to get this out the way, too many Genji's ask for nano boost or rely on it too heavily. Keep in mind that even though nano boost is very effective at securing kills, and getting the dash reset off faster to avoid ultimates such as Sigma's flux, it can still win team fights if used correctly.

Firstly, your blade can cleave multiple enemies at once.

Secondly, you can cancel the recovery time from each of your slashes by dashing immediately after.

Thirdly, try not to blade on the ground as Spilo further explains here.

Lastly, here's a workshop code that somebody from ATP's discord sent me. It's used for practicing your blades and you have the option to turn on the transcendence healing and Ana's nano boost.

Moving onto usage, similar with Orissa's shield, you need to time it when your tanks engage.

Again, here's Spilo explaining this concept but at an Overwatch League level using Super as an example.

Additionally, here are a few reasons and an example to show why you want to blade from an off-angle.

Lastly, as a general rule of thumb, blade timing isn't only specific to dive comps, but can also apply to all of the roster, including hog.

Onto the final section of the guide: Positioning and Playstyle.

Firstly, in coordinated scrims, unless you have a Sombra, it is your job as Genji to scout for rotations in order to stage a dive, and not let the enemy team make a rotation to point for free. This is actually how Boston Uprising manages to get their brawl comp to cap first point against the San Francisco Shock.

Secondly, you want to utilise your double jump in order to simultaneously farm blade faster whilst doing more in the mid fight.

Thirdly, building on this concept further, you want to differentiate between high grounds, and be as close to the enemy team as possible to farm blade, but far away enough to still be in safety.

Fourthly, here is a minor example with super positioning himself well on Route 66.

As a final nugget of information, here's Jayne explaining how to escape diamond by coordinating with one teammate.

HANZO GUIDE

SONIC + STORM FLANKS

Sonic Flanks Aggressively

- Many Hanzo's will just randomly shoot their sonic arrow into the opposing Reinhardt shield at random will, however, this can have a strong negative side-effect of deterring you from taking any Flanks, since you can't scout them as you just used sonic on a Rein shield!
- Instead, when using sonic on a flank, there are two outcomes:
 1. You scout someone using that flank, in which case, you charge and line-up a shot for when the enemy peeks
 2. You don't scout someone using that flank, in which case, you are free to take the flank for yourself

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Sonic Flanks Defensively

- This is the less common use of it, where you sonic your flanks when you've already taken an angle/flank - This decreases the likelihood of you getting tunnelled on your flank, and can prepare you for the enemy flanker when they try to sneak up on you - Here's an [Example on Route 66 3rd Point Attack](#)
- You can also Sonic Arrow for your backline, and then proceed to take an angle that you know isn't being contested - Here's an [Example on Volskaya 1st Point Attack](#)

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Storm Arrowing Flanks

'Rapid Fire is Trash.' - Arrge, Peak 4606 Hanzo Main

- A common misconception with Hanzo's Storm Arrows is that you should primarily use them on shields, because on flanks, the Storm Arrows don't break the 200HP breakpoint with one arrow after you hit a fully charged bodyshot ($125 + 70 = 195$) and they make a ton of sound when casted
- However, there are Three Reasons to why this is simply not the case
 1. **No Movement Penalty** - This allows you to more easily dodge shots from whoever contests your angles; It's the same reason why top level widowmakers

will just SMG in Close Quarter Combat rather than fully scope in; It's not that they can't hit the shot, it's that their survivability is drastically decreased due to the movement penalty when scoping in. The same logic applies here

2. **Increased DPS** - Due to the drastically increased fire rate to 1 Storm Arrow/0.25 Seconds, by only using normal arrows, the enemy is more likely to duck into cover and avoid your second arrow without taking any damage; Especially if they have good corner discipline, you're just simply not going to be able to fire a second normal arrow in time
3. **More Forgiving** - By only using normal arrows, if you miss your second shot, you are much more likely to die. However, due to the increased fire rate as mentioned prior, you could miss over half your storm arrows, and still win the duel

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Some Tadbits...

- ❖ 'You have peekers advantage, you have highground advantage, and you have wallhack advantage...' - Ridouan "**ioStux**" Bouzrou, Former Professional T2 Contenders Coach, Currently Runs Largest Private Overwatch Coaching Service
- ❖ 'You will get less damage, fewer damage and die more [without good corner discipline].' - Jacob "**Spilo**" Clifton, Current Mental Coach For T2 Contenders Team Ex Oblivione
- ❖ 'They're going to take advantage of the split that happens [from dragonstrike].' - Chris "**Temporal**" Reilly, Former T2 Contenders Coach, Current Educational Overwatch Content Creator

Hanzo YouTube Guide Script

Hanzo's primary weapon, the 'Bowy Boi' Makes Hanzo fire an arrow dealing up to 125 damage, taking 0.75 seconds to fully charge, and reducing your movement speed by 30%.

Since Hanzo's Bow is quite similar to Widow's Rifle, there will be some overlap.

However, starting off with some hitbox manipulation that Widow can't do, particularly against enemy hitscan who are duelling you, you can look up and to the right to block your head hitbox to potentially bait out a widow shot, or against pinpoint projectiles like

an enemy Hanzo, you can turn to one side and look down to further stray your head hitbox to one side. Note that this is most applicable to PC due to flicks.

Another major bit of micro is to charge your arrow in between your jump and wall climb so that your arrow is already charged to around 30% to gain those extra few milliseconds.

A fundamental with Hanzo is to time your angled pressure on the enemy team for when your team pushes in. For instance, on Junkertown 1st Attack, you could take the highground surrounding your team, or push left side. Make sure that when you do this though that you have good corner discipline, as Spilo explains here. Another key nuance to this is to maintain longer sightlines, as Spilo elaborates on here. A key nuance to this would be playing up against a Widow who is greatly favoured at longer ranges as she's htsican and you have inconsistent projectiles. Referring back to Junkertown, if the enemy team are on Widow, you can take this shorter sightlined flank to the right where you have the dual advantage.

Speaking about taking advantageous duels, here's loStux explaining the plethora of advantages that you can take on Hanzo.

An advantage that Stux mentions is the unscouted advantage where you fire the first shot without the enemy noticing you. Here's Arrge and Spilo providing and elaborating, respectively, on a visual example here.

An issue with Arrge's video is that it doesn't directly tell you how to achieve those unaware positions. Generally speaking, you achieve them by timing your splits for when your tanks are baiting attention, as already mentioned with the first concept. However, as I'll mention later on, Hanzo's Sonic Bow is quite vital in determining your aggression on that flank.

Another advantage that loStux mentions is the use of highground. However, unlike Widow, Hanzo has some nuance to highground as in some situations, you'd actually want to give it up to make your aiming easier as you're a pinpoint projectile hero unlike Widow. Here's loStux explaining that and Spilo evaluating it afterwards.

Hanzo's first ability, the 'Spam Bow.' Makes Hanzo fire several arrows instantly, each dealing 70 damage with a fire rate of 4 arrows per second alongside a 10 second cooldown.

The fundamental use to Hanzo's storm bow is to use it to aid your flank pressure. Whilst some, like Arrge, will say that 'rapid fire is trash' and therefore you should only use it on shields is extremely misleading. Despite storm bow not breaking any key breakpoints, such as having to fire 2 storm arrows after a fully charged bodyslot, storm bow increases your damage per second, leading to less time for the enemy to get into cover.

So, storm arrows should be used to win key flanks and hence help you gain map control through your increased DPS and increased movement speed as well. For example, on Route 66 3rd Point Attack, if you get into a duel against the enemy McCree, it will be significantly easier for him to land shots if you only charge normal arrows due to the movement penalty. Moreover, the reduced fire rate will make him have an easier time dodging and rolling out of your shots compared to the more forgiving set of storm arrows. Hence if you keep your distance, you should win the duel, or at the very least, deter the McCree from peeking, and now you have a free angle on the enemy backline and core.

The only time you should really storm arrow shields is around 8 to 10 seconds before the teamfight begins, as when the teamfight starts, your storm arrows should be off cooldown.

Hanzo's 2nd ability, 'B-Tech Wallhax.' Makes Hanzo fire an arrow carrying a sonar tracking device, allowing you to see enemies within a 9 meter radius of the arrow for 6 seconds, paired with a 12 second cooldown.

Starting off with a bit of micro. Before the team fight, you can often sonic in the air to provide you with early scouting information, and by the time the arrow lands, you sonic should be roughly 5 seconds off cooldown effectively giving you 12 seconds of sonic uptime.

There are two predominant uses to Hanzo's sonic bow. The first is to use it aggressively to clear and scout a flank before taking it. If you sonic arrow a flank and you see a McCree or a flanker about to peak, you should charge and line-up a shot as soon as he peeks. However, if there isn't anyone on that flank, you can therefore take it, as Spilo explains here.

The other use to sonic bow is to use it defensively once you are on your flank. For example, on Gibraltar 1st Point Attack, you could sonic your right side flank to check whether their flex support or flanker rotates to try and pick you off guard.

Another defensive but slightly more niche use of your sonic arrow is to sonic for your backline. For instance, on Volskaya 1st Attack, you may want to sonic the right side flank, and then wall climb top left where you have an angle and a longer sightline. Maybe I'm slightly biased here and jsince I play flex support and I certainly know that the extra info would be useful.

Hanzo's 3rd Ability, the 'B-Tech Double Jump.' Makes Hanzo leap 8 meters forward, paired with a 5 second cooldown. I'll also bundle in his wall-climb here which allows Hanzo climb up to highground that's 4 meters above him.

With Hanzo's wall climb, here's Schpeelo explaining not only how but why wall climb is such a good passive.

With Hanzo's Lunge, it'll most likely be used in a similar defensive manner to McCree's role, which is to help provide Hanzo a stronger fighting chance up against threats that contest his angles. And unlike McCree, you can use your lunge mid air in conjunction with your wall climb, to reach angles he simply can't, such as the infamous Hanamura Gap.

Hanzo's ultimate, the 'B Tech Dragonblade.' Makes Hanzo summon a spirit dragon dealing 150DPS per dragon, travelling at 20 meters per second, with the DPS decreasing at the edges and is combined to 300 DPS at the centre.

There are three major bits of micro with Dragonstrike. The first is to use your lunge during the cast animation. This serves the purpose of making your movement less predictable as you aren't standing still hence you are less prone to taking damage, and to also readjust the trajectory of the dragon right before the arrow fires.

The second bit of micro is to hold down left click, R2 or RT to fully charge any arrow before you ult. This will make you fire an arrow that looks like it's on 0% charge after you release your dragon strike, but should actually be fully charged.

The third bit of micro is to dragonstrike into walls if you're scared that it's going to get eaten.

In terms of usage, you'll mostly be using dragon strike to force the enemy team to split and panic, or to zone and take space.

With the former, here's Temporal going through an example of dragon striking a brawl team when they're rotating. Even though this example is against a Goats team, the concept is still applicable to other compositions.

With the latter use of zoning and taking space, take this example on Dorado 2nd attack. If both teams are fighting over highground, you can dragon strike the corner to force the enemy team to back up allowing your team to turn the corner into open space for free.

Now onto the Positioning, Playstyle and Compositional section of this guide.

In terms of general positioning, there are 4 key guidelines that I constantly hammer on about. Take this example on Hanamura 1st Defense. The first guideline is to have a corner. The second guideline, is to have L.O.S. onto the enemy team. The third guideline is to have good distance from angles so that the enemy Ball or flanker doesn't sneak up on you, and the fourth guideline is to have good rotational options, both aggressive and defensive.

With the Brawl composition, you want to take harder splits from range with longer sightlines. For instance, on Kings Row 1st Point Attack, you can split and wall climb to the highground right side whilst your core pushes in. The reason why you don't want to play hotel is that the sightline is significantly shorter allowing a McCree to easily flash you.

You can also go on very hard and long splits from your core since there isn't much mobility to hunt you down. For instance, on Busan Meka Base retake, you can split right side providing you with an angle to where the enemy team can't hide from your damage. Keep in mind that this is less doable up against a good Lucio or Dva, hence you should be splitting late and quick.

In Dive, alike to McCree, you want to be playing split but not isolated, as Spilo explains here. Keep in mind that this is even more important since, unlike a McCree, you haven't got a stun ability or added HP.

With Poke, the same rules apply, but more specifically up against the enemy Sigma rather than the enemy DPS. For instance, on Oasis University retake, splitting coast side will put you in a position to where the Sigma cannot contest you, whereas if you split left side, the Sigma can easily shut you down. This is mainly due to having highground and a longer sightline coast side.

In Poke, you should also be getting harmony orb as much as possible when taking angles to deter the enemy dive crew, as Spilo explains here.

JUNKRAT GUIDE

DENY SHORT-SIGHTLINED ENCLOSED AREAS

Typically, Junkrat is normally played as a hero who solely spams down chokes, stacked behind his Reinhardt shield, which typically ends badly when the enemy realises to take angles on sed choke to land damage from multiple places that Junkrat can't hide from. However, this key concept is controlling the short-sightlined flanks and areas of the map attempts to combat this; utilising all of his abilities available to allow him to pull this off and to control the angles!

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Short-Sightlined

- This is so that Junkrat's mines have a higher probability of hitting heroes since his range is extremely inconsistent beyond a handful of meters (*Fun Fact: His grenades move at the same speed of Reinhardt's firestrike!*)

Enclosed

- This gives Junkrat surfaces for his grenades to bounce off of in case he doesn't directly hit the enemy, making his damage more forgiving (*Fun Fact: Junkrat's grenades will explode after 2 bounces*)

Areas

- These 'Areas' will and should often be flanks around the main teamfight. This is what makes controlling these on certain maps so powerful; These 'Areas/Flanks' give the enemy another angle to shoot from, and angles are important because you can't as easily hide from multiple angles of damage as you can from one!
- This is also what is referred to as a form of 'Map Control' - In this instance, you deny the enemy team from taking an area of the **map**, giving you **control** of it

MICRO - DENYING SHORT-SIGHTLINED ENCLOSED AREAS

Concussion Mine

- This contributes to map control through the oneshot combo (*Grenade + Concussion Mine*) which Junkrat can (somewhat) reliably perform in enclosed spaces as mentioned prior
- [Here's An Example on Route 66 3rd Point Attack](#) - This is just to show the logistics of how this would work
- If you miss your grenade, you can throw your second mine to make this trick more reliable

Trap

- This contributes to map control through guarding spaces that you already control
- [Here's An Example on Kings Row 3rd Point Attack](#), where you trap the highground closest to spawn, to deter anyone from duelling you who can access the highground, as they should be an easy kill/low HP at the end of your trap duration

RIP Tire

- This contributes to map control through quickly eliminating whoever contests your angle with, what is considered to be in most circumstances, a oneshot ultimate
- Whilst one might argue that this is particularly expensive, if the Concussion Mine combo becomes inconsistent (Due to HP pools, or range/accuracy) or if the enemy you're duelling is pocketed, or if you simply aren't gaining value out of your normal tires, this is definitely a viable option to help gain an additional angle, to then reign down damage from yourself!
- [Here's An Example on Route 66 3rd Point Attack](#) - This is just to show the logistics of how this would work (I.E. You'd be a bit further back than you would be in the concussion mine example, since you're vulnerable yourself during RIP Tire)

VITAL VISUAL EXAMPLES

- [Blizzard World 2nd Point Defense](#) - You can see that you are controlling the right side staircase leading to highground, so any hitscan wanting to gain an additional angle on your core to reign down damage from above will have to
- [Junkertown 1st Point Attack](#) - Here, you are holding enclosed areas with short-medium sightlines onto the core. Not to mention, these are also angles that you're utilising and as I've mentioned prior, their core will find it significantly more

difficult to hold their position whilst trying to hide from multiple angles of damage (Especially on an open map like Junkertown)

- [Rialto 3rd Point Attack](#) - Here, either flank is in an enclosed space with short sightlines, and an angle onto the enemy core
- [Kings Row 1st Point Defense](#) - This is an infamous example which I wanted to leave last in order to explain the concept in depth! Again, Kings Row Hotel has short sightlines, and is an enclosed space; You may even want to utilise this angle aggressively and try to land a oneshot combo on their backline
- [Blizzard World 3rd Point Defense](#) - Here, you are denying any potential flankers (Likely Tracer's!) from taking this hard flank onto your backline. This room has *slightly* shorter sightlines and is *slightly* more open than what's ideal, but by utilising your trap, you can get a heads up on whether your flank is being contested!

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Some Tadbits...

- ❖ "Junkrat can actually put pressure in space without actually having to physically be there.. Now it's inaccurate, messy and goofy - But there you go... Because you standing at choke here, even if you're one up, is incredibly inefficient." - Jacob "**Spilo**" Clifton, Current Assistant Coach For OWL Team London Spitfire
- ❖ "As soon as our team is committing...That's when we wanna pull the tire." - Chris "**Temporal**" Reilly, Former T2 Contenders Strategic Coach For Phase 2
- ❖ "So just a moment before [they get broken free of the trap], if you can throw the trap behind them, they will back into a new trap... So you can double trap people." - Justin "**Jayne**" Conroy, Former Assistant Coach For The Dallas Fuel, Current Coach For Coaching Service PECO Overwatch

Junkrat YouTube Guide Script

Junkrat's primary weapon, 'The RNG.' Makes Junkrat launch grenades that deal up to 120 damage on direct hit, moving at 25 meters per second, and firing 3 shots every 2 seconds.

A fundamental behind Junkrat's Grenade Launcher is the fact that his sightlines are to be kept short, despite the fact that he's a poke hero. For instance, on Hanamura 1st

Attack, using concussion mine through the window will give you two short sightlines onto the adjacent Highgrounds and onto the choke respectively.

Adding an extra layer of nuance to this, Junkrat also likes to hold tight, narrow and typically enclosed spaces, as Temporal explains here.

That concept is probably the most important one in this video, because it's applicable to almost every map, hence I recommend you to pause the video to view some more additional examples. This isn't to say that highground angles are bad for Junkrat, such as on Dorado 2nd, but that these longer, open sightlines make Junkrat more prone to hitscan, hence taking these short sightlined flanks can help you control the map.

Adding onto that, you can and should bounce your grenades off of surface to land damage without putting yourself at risk, as Spilo explains here.

Junkrat's first ability, the 'Zofia's Concussion V2.' Makes Junkrat trigger one of his homemade mines dealing up to 120 damage in a 3 meter radius, with 2 charges, with each one being on an 8 second cool down.

Starting off with this tip, as obvious as it is, make sure to jump after you use your concussion mine to gain a higher altitude.

The most common and important piece of tech is of course the one shot combo, done by shooting a grenade and then using your mine immediately afterwards. Note that this isn't done the other way around in case the knock back of your mine boops the enemy out of your grenade.

An important concept to grasp with concussion mine is that one should be used for mobility and the other should be used for lethality - Here's Spilo explaining how you can utilise the one shot combo by waiting for your second mine, just before you explode through a narrow flank.

Building on that further, you can and should use concussion either aggressively to fight back for important space, or to have a flight response and play in a way where their space doesn't matter, as Spilo gives a visual example of here.

This one shot combo also works best at short ranges, and as I've previously explained, Junkrat's most impactful contribution can be on short sightlined enclosed flanks - This means that you can easily threaten important spaces with your combo, and/or get a one

shot from an angle. For example, on Route 66 3rd point, you can combo an enemy who tries to duel you. If you miss your grenade, you can also throw your second mine to make this more forgiving. Once you've won this flank, you also have a short to medium range sightline to land your combo again.

Speaking more in general terms, concussion mine should fundamentally be used to gain highground angles, in order to lay in damage from places where the enemy team can't as easily hide from. For instance, on Gibraltar 1st Point Defence, concussing up to blue box will not only allow you to control it, but to also lay in damage from above.

Concussion can also be used for knock back to disrupt aggression, which should primarily be used to peel for yourself or your team. Referring back to the Gibraltar example, if a flanker decides to contest you on blue box, you can easily concuss them away - Try your best to not also knock yourself off of highground in the process.

Other forms of directly peeling with Junkrat can be throwing a concussion mine on a flanker in your backline, or to throw a concussion mine or two on the enemy frontline if you see them speeding and inting into you very quickly.

Lastly, there are some concussion rollouts you can perform with 3 mines instead of two, by waiting for a second mine after you place your first one. The most obvious examples of these are as soon as you get out of spawn on attack, but I'll go through an example on Blizzard World in the poke section of my guide.

Junkrat's second ability, the Jason's Trap.' Makes Junkrat toss out a trap dealing 80 damage with 100 HP, locking the entrapped enemy for 3 seconds. I'll also group in his passive which makes Junkrat drop 300 damage worth of grenades.

Fundamentally, the trap is utilised to mark and deter flankers. For instance, on Kings Row 3rd Point Attack, when holding highground, you can toss a trap at the end of highground closest to their spawn, to trap anyone who tries to reach you.

Building off this, I've devised three rules in the acronym CCC to help you decide which flank to mark. The first two rules are to mark flanks which are closest to you and ones which are the most commonly used. For instance, on Rialto 1st Point Defense, you should generally speaking mark the indoor right side flank as this is closer to your team than the flank all the way around coast side, and this flank is more commonly used especially by Roadhog players.

The last rule is to place a trap based on where the enemy core paths. For example, on Numbani 1st Point defense, if the enemy core decides to path highground, then placing a trap somewhere underneath would abide by the former two rules. However, if the enemy core paths underneath, then it may be more appropriate to place a trap somewhere on highground to protect yourself whilst you spam down from above.

With the technicalities associated with trap, you don't want it to be the first thing an enemy sees. For instance, in the Rialto example, you want to trap past the corner as your team should hopefully be baiting some attention away from your trap. If you want to get even more technical, you could place the trap length wise at the edge of the corner to utilise the very end of your trap hitbox. Here's temporal going into this technicalities in more depth

Another tip for trap is that if the enemy is directly onto of you, placing a trap just before you die could lock the enemy into facing your passive.

The penultimate piece of advice is to not do the spawn trap plus concussion mine combo against well-oiled teams in higher ranks. It's too many eggs placed in one basket, which is easily countered by a team with awareness.

One last tad bit of micro to end off with is to try and double trap your enemies by predicting where they might move, as Jayne explains here.

I will also mention an alternative use of trap in the flanking playstyle section of this guide.

Junkrat's ultimate, the 'Free Kill.' Makes Junkrat rev up a motorised tire bomb with 100 HP, dealing up to 600 damage in a 10 meter radius, that lasts for 10 seconds.

Before I begin, if anyone doesn't know already, the rip-tire glitch to where you tire spawns on the low ground has been patched out.

A fundamental concept which is dependent on how much value you receive is to time rip tire when attention is being baited elsewhere, as Temporal explains here.

Building on that further, you can use the 10 second duration to grind up walls and to stay stationery on walls which produces almost no sound, so that the enemy team forget about your tire until the last second, as Temporal explains here.

With more wacky tires, you can also combine concussion rollouts to detonate the tire in the middle of the enemy team. In order to pull this off, you need to time your rollouts just after your tanks engage, as the enemy team will be fully focused on your frontline and not on you, helping you to get away with this wacky play.

Additionally, you can also use tire for map control purposes and winning out key flanks. Again, referring back to Route 66, you could tire this flank by the lorry to win the angle and give your team a numbers advantage.

The penultimate tip with tire is to utilise roofs wherever possible, as the tire becomes very predictable and hard to track. A great example to do this on would be on Oasis City Centre.

Lastly, make sure to use Rip-tire in a position where you yourself aren't going to be vulnerable.

Moving onto the positional, play style and compositional section of this guide.

Likewise to Pharah, Junkrat has two predominant play styles - One of which is to punish chokes either down main or on a tight, enclosed, short-sightlined flank as I've mentioned prior, and the other is to play as a short ranged, explosive dualist flanker.

The latter playstyle is more appropriate against immobile compositions, who can't easily punish you for taking aggressive flanks when you try to land your one shot combo, as Spilo explains here. This is where the alternative use of trap comes in, where you essentially guard your own solo flank in case anyone chases you.

With Junkrat's general positioning, there are four general guidelines. Using Oasis City Centre as an example, the first guideline is to have cover or a corner. The second guideline is to have L.O.S. onto the enemy team. The third guideline is to have good distance from angles so that the enemy flanker doesn't sneak up on you, and the fourth guideline is to have aggressive and defensive rotational options. Due to your vertical mobility on Junkrat, you should almost always be able to access more aggressive angles to play from.

In Brawl, maximising your ability to set up and utilise angles on the enemy team, especially in a brawl mirror, is vital in terms of landing more effective damage that isn't just shooting straight into shields, as Temporal explains here.

In Dive, in terms of playing defensively, likewise to most DPS heroes that I've covered, you want to find a balance between playing split and playing stacked, as Spilo explains [here](#).

In terms of playing aggressively, you again want to be utilising angles so that the enemy Winston is deterred from diving, as Spilo and Phaffer explain [here](#). Building on that further, your angles also want to be in enclosed spaces with short sightlines, so that heroes such as Sombra and Tracer will find it awkward to duel you. In that example, Dojo is a perfect example of this on Lijang Tower.

In Poke, with either playstyle, you want to be looking for surgical, short-sightlined angles. For instance, on Blizzard World 1st Point Attack, you could path right side to gain a short-sightlined angle onto core in order to break the choke Alternatively, you could pick the more dualist playstyle, and triple concussion mine over the haystack in an attempt to one shot the enemy DPS, and to win the angle.

MCCREE GUIDE

HIGH NOON LATE FLANKS

Zoning x Taking Space

- The first and safest use is to high noon behind a Reinhardt Shield to zone space. However, often in Brawl compositions, it's hard to take the space you zone, hence...
- ...Having your more mobile heroes, such as D.Va/Lucio to go take the highground you zone will be vital - Here's an [Example on Kings Row 3rd Point Attack](#) - This, in effect, has your mobile heroes clearing the squishy DPS off the highground since they will be forced to retract from the High Noon
- You can also safely force objective pressure by making the enemy team panic and sending one hero (Preferably a Tank) to go pressure point - Here's an [Example on Hanamura 2nd Point Attack](#) - The enemy team's best option is to send their off-tank to contest whilst their core rushes the McCree, but by sending the off-tank to contest point, the McCree should land plentiful damage on the core

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Flank High Noons

- The second use of high noon is to use it late and on a flank during the midfight, similar to Reaper's Death Blossom.
- This is because the enemy team will have already used some cooldowns that lowers the lethality of your high noon or straight up stun it, such as Dva Matrix, Zarya Bubble, Ana Sleep and others, hence your high noon is more likely to land kills.
- You also do it on a flank since your tanks will be baiting attention on the frontline to allow you to get away with aggressive flanks
- Here's an [Example on Dorado 2nd Point Attack](#), where your team clears and takes high ground, but you split to the opposite side, and catch the enemy team when they retreat

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Some Tadbits...

- ❖ *'People say you ain't no man if you fan the hammer, but that Genji's dead, and I'd rather be a child than a b****.'* - Justin "**Jayne**" Conroy, Former Assistance Coach For Dallas Fuel, Current Coach For PECO Overwatch
- ❖ *'You're playing McCree like you're trying to get up in the face of your enemies...Maintain your sightline.'* - Jacob "**Spilo**" Clifton, Current Mental Coach For T2 Contenders Team Ex Oblivione
- ❖ *'You can use ultimates like square or McCree Ult to force pressure off your Reinhardt and have your kill squad to pressure enemies on the side.'* - Nathan "**Natter**" Pitchaikani, Recently Retired T2 Contenders Coach For Team Drifters

McCree YouTube Guide Script

McCree's primary weapon, 'The Six Shooty Boi.' Makes McCree shoot bullets dealing 70 damage every half a second with falloff starting at 20 meters. McCree can also fan the hammer to unload the remaining bullets every 0.13 seconds, dealing 50 damage per shot.

In terms of when to fan the hammer or normally shoot, here's Spilo explaining why, after flashing an enemy, fanning the hammer is often better. In the wise words of Jayne, 'People say you ain't no man if you fan the hammer, but that Genji's dead, and I'd rather be a child than a very nice person.'

The two exceptions to fanning the hammer after flash is firstly against a small hitbox such as Tracer's, or secondly, at ranges where the spread of your fan the hammer becomes unreliable.

Moving onto the broader Macro concepts, here's Spilo explaining the two fundamental aspects to your target priority as McCree.

However, building off this further, you often don't have to prioritise Pharmacy if they aren't playing in your angle, as Spilo again explains here.

Another fundamental aspect of your Peacekeeper is the sightlines you choose to play. Often, as McCree, you will outrange the enemy composition in most cases, hence you should be maximising your range even at the expense of a little bit of fall-off, as Spilo explains here.

Building off that last note about sniper comps that want to play longer sightlines than you, aim to play for shorter sightlines whilst still maintaining an angle. A great visual example of this would be on Junkertown Attack 1st Point, where you can play shorter sightlines in the room with Mega, whilst also still having an off-angle to split focus. You may even want to two tap the Widowmaker at this short range if you so desire. Also, as obvious as it is, it is really important that you time all of the angles you take with when your core pushes.

I'll mention more about angles and flanking on McCree in the Macro portion of my guide.

McCree's first ability, 'The Rick Roll.' Makes McCree perform a 7.2 meter combat roll in the direction McCree is walking, with a 6 second cool down.

McCree's Roll is best and most commonly used defensively to maintain an angle and to defend yourself from any threats, as Spilo explains here.

Some exceptions of rolling aggressively would be to peek a corner fast to catch the enemy off guard during a duel, and then likely following up with a flashbang.

Another aggressive roll would be to punish an overextended or killable enemy, often a Reinhardt, as fast as you can, and the last main example would be to quickly and unexpectedly set up a flash shatter play without being telegraphed.

Aside from that, make sure you don't waste your roll when pathing on a flank - Ensure that by the time you reach your flank, you have your roll off cooldown to escape danger.

McCree's second ability, the 'Blindy Boi.' Makes McCree throw a flashbang dealing 25 damage with a 7 meter range and a 3 meter radius paired with a 0.8 second stun and a 10 second cooldown. Note that Flashbang can affect enemies up to 10 meters away.

Likewise to Cree's roll, Flashbang is best and most often used defensively when covering your flanks on an off-angle so that you don't get run over. Flashbang isn't something you actively look to get value from, but rather, something to prolong the value you get from your Peacekeeper.

Some aggressive Flashbang uses would go hand in hand with aggressive rolls, such as aggressively peeking an angle, quickly flashing and bursting down a killable target, and

quickly setting up a Flash shatter midfight, although do keep in mind that you can set up some niche flash shatter plays as you'll see the Shock do in the background.

McCree's ultimate, 'The Funny Cowboy Man.' Makes McCree charge up a shot for every enemy in his L.O.S. The damage scales exponentially and are broken into three zones of 100, 275 and 550 DPS gained for when the high noon is locked onto a target.

Starting off with a bit of Micro and after doing a bit of math, McCree will be able to one shot a 200 HP squishy 1.44 Seconds after the high noon is charged. It is vital you go past 1 second since the damage scales exponentially, otherwise you'd be dealing 80 damage at 1 second instead of 200 at 1.44 seconds.

Moving onto the two main uses of high noon. The first and safest use is to high noon behind a Reinhardt Shield to zone space. However, often in Brawl compositions, it's hard to take the space you zone, so here's Natter explaining how your more mobile heroes can take the angles you zone.

Building on this further, you can also safely force objective pressure upon the team, as Natter yet again explains here.

The second use of high noon is to use it late and on a flank during the midfight, similar to Reaper's Death Blossom. This is because the enemy team will have already used some cooldowns that lowers the lethality of your high noon or straight up stun it, such as Dva Matrix, Zarya Bubble, Ana Sleep and others, hence your high noon is more likely to land kills. You also do it on a flank since your tanks will be baiting attention on the frontline to allow you to get away with aggressive flanks.

A visual example of this would be on Dorado 2nd Point Attack, where your team clears and takes high ground, but you split to the opposite side, and catch the enemy team when they retreat.

Another use of high noon linked to this is to proactively high noon early. This would be a hyper aggressive play to catch the enemy team off-guard, but your team need to match your aggression, as Spilo explains here.

Moving onto the Positioning, Playstyle and Composition section of this guide.

In brawl, there are three prominent sub play styles. The first is to soft flank and synchronise aggression when your tanks are trading, as I explain here with Masters Team 1Trickers. If you want to watch the full VOD, click the link in the top right.

The second playstyle is to Hard Flank, as Spilo explains here. A small nuance I would add is that since Brawl teams are running Dva over Zarya who can mark your flank, I would time your hard flanks later during the team fight instead of doing it early, where you are more likely to get forced out.

The third playstyle is to stack main and int in with roll and flashbang. This is done in the overwhelming minority of cases, and is used to punish over aggression as mentioned prior.

Moving onto dive. The key positional aspect to McCree is finding the balance between not stacking on your backline, but not playing isolated, as Spilo explains here. As a summary, by stacking on your backline, you are allowing the enemy dive crew to corral you, but if you're isolated, you will become the dive target.

A great example of this being demonstrated would be on Busan downtown, where you are not stacked on your backline hence you can poke out flankers pathing right side, but you are still within range to get peel from your backline.

Other things to mention is that you and your backline should rotate when your dive crew engages. Since you don't have a shield, you should rotate once your Winston dives in as he will be baiting attention on the frontline to allow you to rotate. A visual example of this, again on Busan Downtown but on retakes, is to push through this choke when your Winston engages.

The last thing to mention is to typically play longer sightlines, as heroes such as Echo and Tracer are not favoured at 20 meters or beyond.

Moving onto poke. The most important aspect here is to not only play shorter sightlines, but to also ensure you have an angle as well. A visual example of this would be on Blizzard World 1st, where even though you have a short sightline, you don't have an angle. In this case, you should soft flank right side to where you have both a short sightline alongside an off-angle. Note that sigma can also come with you in order to increase the duration and lethality of the off-angle.

Hard Flanking is also more viable due to the lack of mobility, but ensure to split late as mentioned prior, if the enemy team are running a Tracer and you still want to Hard Flank.

With the Poke Dive Hybrid comp, here's Natter briefly explaining your role as McCree.

In terms of positioning in Hybrid, there are 4 Key Guidelines that backline, not just McCree but Sigma and Zen In this comp as well, should follow. Do note that this can also apply in dive. Take this example on Havana 2nd Attack. The first principle is to have cover or a corner you can play around so you can back off and close your angle - Simple enough. The second principle is to have line of sight onto the enemy - again simple enough, especially with the sightline concepts mentioned prior. The third principle is to have good distance from angles so that the enemy Ball or Tracer or any Flanker for that matter doesn't sneak up on you, and therefore, by extension, you can land early damage before they engage and close the distance. The fourth principle is to have rotation options - Both aggressive and defensive. This can provide you with another angle for when your dive crew engages and you can push up, or a route of retreat if your team have lost the fight.

Here's another example on Oasis City Centre, where you again, have a corner, great line of sight onto point, decent distance from angles to prevent an engage, and good rotation options.

MEI GUIDE

T.L.V.C.S. ICE WALL PRINCIPLES

1. Timing
2. Lines of Sight
3. Verticality
4. Clearing
5. Space Vs Splitting

Timing

- If you are going to split a hero, likely a Reinhardt, timing comes down to **TWO** main factors: **Positioning** (Of Your team relative to the walled off target) and **Resources** (Of the walled off player to survive until the wall breaks)
- **'Positioning'** - If your team are 15-20 Meters behind the target you wall off, they are likely to do less follow up onto the target that you've walled off
- **'Resources'** - If you wall off the enemy Reinhardt who has full Shield HP, he is much more likely to survive than a Reinhardt who gets walled off at Half his Shield HP - Not to mention, it is much more likely that by this time, your teammates are in position to follow-up

Lines of Sight

- Often, you can wall off tanks that, yes, may be able to walk around your wall within a few seconds, but blocks off line of sight from the enemy supports (*Allowing any damage that lands on this walled off tank to 'Stick'*) and/or the enemy DPS to deal damage to you (*Allowing you to push up and take space without taking damage*)

Verticality

- This can be split into **TWO** main uses: **Rotations** (Wall Up and Above a Choke or across gaps to get from Point A to Point B) and **Repositioning** (Putting Immobile Heroes like Sigma, Ana, McCree in positions where they couldn't reach before via Mei's Wall)
- **'Rotations'** - On [Hanamura 1st Attack](#), Walling Choke for your team to cross right side, on [Eichenwalde 1st Attack](#), walling up and above the choke, [Eichenwalde 2nd Attack](#), Walling Right side up onto castle, [Kings Row 1st Attack](#), Walling the

gap between the two highgrounds (The highground you are walling TO is adjacent to point)

- **'Repositioning'** At the end of [Kings Row 2nd](#), walling your Ana by the stairs BEFORE the teamfight such that she can get aggressive nades, a Wide LOS, and can drop off adjacent to station for cover and a route of retreat

Clearing

- Specifically - Clearing the opposing Mei's angle in a Mei Mirror
- There's **TWO** options for how the enemy Mei plays with her core, which is 'Stacked' with her core, and 'Split' from her core. This'll detail how to clear that Mei in both situations via Ice Wall
- **'Stacked'** - Close the distance (About 10 Meters Away), Wall in front of the Reinhardt (So that the enemy Mei can't *immediately* counter wall), and Speed Boost past and around the enemy Reinhardt, OR past and around the choke that the enemy team is holding
- **'Split'** - On *Some* Maps, such as this [Nepal Shrine Retake Example](#), you can Wall Off the split Mei, and rush to take the 6v5.
- This works because the rotation the now split off Mei has to make to meet back with her team, takes too long
- However, on Maps like [Eichenwalde 1st Point Attack](#), the Mei can easily rotate to a place where she has LOS to land a wall
- So, what's the solution? Well, there's quite a few...
- **Poking** the Mei. Simple but inconsistent...
- **'Mini Dive Crew'***** which will be sent in that of D.Va/Lucio to force Mei's cryo, to allow your team to walk through. However, the enemy Mei may wall off the D.Va/Lucio, clear them up, and take the 6v4
- **Ultimates**.* This will force both the Core and the Split Mei to kite, and in the eichenwalde example, if the Mei kites back to point, she is unable to maintain L.O.S. to her core.
- **Rotational Baits**. I.E. For Example, You can pretend you are pathing in the room adjacent to choke, and quickly speed boost through choke, or double back and go through the room. Not the best example, but can be applied to different maps E.G. Busan Meka Base retake
- **Verticality** Referring to the rotational aspect of Mei's Ice Wall

Space Vs Splitting

- This refers to the respective advantages and disadvantages of **Walling 1st** Vs **Walling 2nd** in a Mei Mirror, which is whether you want Space, or a Split - Let's utilise an example from Lijang Tower Control Centre
- '**Walling 1st**' - [In This Hypothetical](#), your advantage is that you gain more Space, but you are less likely to get a good split
- '**Walling 2nd**' - [In This Hypothetical](#) (*FROM THE POV OF THE RED TEAM*), your advantage is that you are more likely to get a good split, but you are willing to give up some space
- I Coach teams to do the former, since the likelihood of getting a good split is lower due to speed boost, and the angles you gain from walling 1st make it difficult for the enemy to land a meaningful split

Mei YouTube Guide Script

Mei's primary weapon, 'The Devil's Advocate.' Makes Mei fire a stream of frost dealing 55DPS, and freezing an enemy after firing a minimum of 31 rounds for 1.3 seconds. She can also fire icicles every 0.8 seconds dealing 75 damage with no fall-off.

The most basic but important combo is the freeze into icicle headshot plus melee. This will allow you to oneshot heroes between 250 and 300 HP - Since you can only get 1 icicle off due to your 0.8 second fire rate in relation to the 1.3 second freeze effect, I would continue using your freeze stream half a second after you freeze an enemy to get a little bit more damage in.

In terms of general usage, Mei's freeze is greatly overrated due to the higher burst damage of your icicles, hence when finishing off enemies and in midfights, landing right clicks will increase your efficiency and build up more ult charge.

However, with Freeze usage, here's Temporal explaining why freezing Reaper and Reinhardt is particularly annoying.

You should also be freezing when right clicks won't confirm kills in short ranges, such as when the enemy zen ults. This can lead to cooldowns such as Fortify being forced.

Mei's first ability, 'Blocc.' Makes Mei regain 50 HPS for 4 seconds paired with a 12 second cool down. You also restore 15 ammo per second, block all lines of sight, and becomes invincible in Cryo.

The first thing to mention is to know when to cancel your cryo. Often at beyond half HP, you can heal up the remainder via AoE healing to maximise your uptime and poke damage. Exceptions would be if there aren't any enemies peaking, in which case you can still farm ult charge by regaining HP in cryo.

Alike to Orisa's Fortify and Ana's sleep, since this is a defensive cooldown, you should only use it when you need to, hence don't use it if you're not missing a large amount of HP or if you aren't going to be taking incoming damage past your healer's threshold.

The last thing I'll mention is that you can cryo in duels to dodge stuns and CC such as McCree's flash bang or Sombra's Hack, and to cleanse effects such as Ana nade, or more importantly, the enemy Mei's freeze, meaning that you can start freezing, then cryo, then freeze again as your freeze effect will be cleansed, whereas the enemy's freeze effect won't be.

Mei's second ability, 'The \$11 Billion Dollar Wall.' Makes Mei generate an ice wall split into 5 pillars each worth 400 HP, with a duration of up to 5 seconds, alongside a cooldown of 12 seconds.

Mei wall is by far the most complex piece of her kit, and if you haven't seen by the timestamp already, this is going to be a lot more than simply splitting the enemy team.

The first thing to mention is that if you are going to split someone, such as their Reinhardt, timing is vital, as loStux elaborates on here.

Walls can also be used to block lines of sight to prevent incoming enemy damage and to make it harder for the enemy team to peel for whoever is walled, as loStux again explains here.

In terms of specific set plays with wall that you can pull off, here's Temporal explaining a few which will be more applicable in a brawl versus brawl mirror.

Temporal also explains how a defensive wall can buy time when the enemy team uses a power play ultimate such as Lucio's beat, Moira's Coalescence, Brig's Rally or even Zen's transcendence here.

Building off of what Temporal said there especially at the end, the concept of Ebb and Flow, which I got from NatterOW, and otherwise known as Pushing and Pulling, can help you punish overextensions from the enemy team, with cooldowns such as speed boost

and Mei wall to help you kite from aggressive power plays, leaving your team with more resources to punish aggressive enemy overextension.

Another use of wall is for verticality. Verticality can be split into two parts - The first is being to do rotations with your team, and the second is to position immobile heroes in places where they wouldn't normally be able to reach.

With the former, you can wall off common chokes to make it significantly easier to rotate. Common examples are on Hanamura 1st Attack, where you wall to the room right side with a variety of rotational options. Another example would be on Kings row 1st point, where you can path all the way across high grounds to flip the map, or on Eichenwalde first where you can wall up above the choke to rotate past the choke. or on Eichenwalde 2nd, where you can wall up right side to clear high ground and castle, although be weary of boops, especially from an enemy Lucio.

In some of these cases, you're flipping the map, meaning you're basically swapping normal positions on attack and defence, and when this normally happens, the enemy team won't know where to position, and will give up their angles for free and play in a linear fashion, giving you edge in map control.

With the latter point about repositioning immobile heroes, here's Spilo giving a creative example about utilising Mei Wall. I'll also play another example of a Contenders Team pulling this off on Havana in the background. I strongly recommend you go in custom games and practice finding and pulling off these quirky Mei Walls - Note that you can also use the cart itself to wall off of, which is especially important on gaining highground on maps like Kings Row 3rd Point Attack.

Now moving onto how to utilise Mei Wall in the Mei Mirror. Here's a clip of me explaining to the team I coach, Team Dynamo, when to wall off the opposing Mei to rush and take a 6v5.

There are also unique advantages and disadvantages to walling first and second respectively, as I explain here in a clip from the Macro Brawl section of my Tracer guide.

Aside from that, make sure you cancel your wall if it doesn't end up getting any value and ends up hindering the L.O.S. of your teammates, and note that you can also wall Baptiste's Lamp or Orisa's Supercharger to prevent the invincibility and damage boost effects respectively, although this is something to keep in mind moreso during the midfight.

Mei's Ultimate, 'The Seven Deadly Sins.' Makes Mei emit snow in a circular area with a 10 meter radius, dealing 20DPS, lasting 4.25 seconds, and immediately granting 50% progress towards the freeze, increasing at 20% per second until 100% freeze progress has been reached, hence it takes 2.5 seconds to freeze a target.

Note that the freeze progress is greatly increased by using your primary fire, and that Blizzard will pierce through barriers, payloads and Ice Walls.

The most applicable piece of advice is to not always look for these massive 4-6 man blizzards, alike with Reinhardt's Shatter. Catching 1 or 2 enemies should be plenty to win the teamfight - Especially if it's an enemy aggressively taking an off-angle, such as a McCree or a Zarya paired with a Lucio taking another angle.

You can also use your Mei ult defensively if the enemy team is rushing onto you, or if the enemy team are playing to live, as ioStux elaborates on here.

Aside from that, there's not too much to Mei Ult.

Now onto the final section of this video - Positioning and Playstyle.

The biggest aspect of positioning with Mei, especially in Brawl comps, is to know whether to stack on your Reinhardt, or to split away from him. There are unique advantages with splitting especially in the Brawl Mirror, as Natter explains here.

However, there are also some disadvantages, such as the increased risk of kiting from the choke you are holding, hence having a D.Va split instead of a Mei would be more ideal, as Natter yet again explains here.

Keep in mind that the advice I gave prior about walling the split off Mei can also apply to some certain maps. If you can't wall off the split Mei, then you should still try and rotate to flip the map by taking alternative pathing as mentioned prior, and then you can take different angles to split focus from the enemy team.

Now for a Brawl Poke Hybrid Mei strategy on Blizzard World attack, adapted from Seoul Dynasty back in Stage 4 of OWL last season against the Dragons. Essentially, this strategy revolves around three mini, self-sufficient systems that if one goes down, the other two should still be functional.

The first and most unorthodox of these systems is the Mei Sigma duo, that will path coast side to Wall up against the high ground adjacent to point to gain a unique and aggressive angle that'll draw a lot of attention from the enemy team.

This attention baiting nicely leads me onto the second system, which is the Ashe Mercy. Since the majority of the enemy team will be looking at the Mei Sigma, Ashe will have a free shooting range onto the enemy backline.

This third and final system is the Reinhardt Baptiste. Simply put, you two are just here to apply frontal pressure and take space when the enemy frontline starts to back up. Baptiste also has good LOS on the other three systems with his Exo Boots.

On 2nd Point, the same concept still applies with Mei and Sigma splitting from core and contesting highground, with Ashe mercy perhaps rotating into Starcraft early.

On 3rd Point, again Mei Sigma split from the core early in order to try and make this rotation unscouted, providing powerful, hard flank that can split focus easily.

The biggest counter to this strategy is Tracer who can quickly clear and contest an angle easily, particularly before even reaching the angle. In this case, you should split late and fast when taking your angle, and squishy heroes such as Bap, Mercy and Ashe should maintain LOS for as long as possible.

Now for an off-beat, weird composition that if you're really wanting to play Mei, this Mei-be useful to you.

This composition is basically the Ball Tracer Echo Hybrid but instead of an Echo, you run Mei instead. Simply put, you want to wall off rotations that the enemy team makes. For example, this rotation into cave can be split off by a Mei Wall, giving your dive crew I.E. The Ball, Tracer clear targets to focus. As normal, the dive crew should come from different angles, and your backline, I.E. The Sigma, Mei and Zen, should have LOS onto the targets as well.

PHARAH GUIDE

SPAMMING CHOKES VS TAKING DUELS

Stereotypically, Pharah's predominant playstyle has been narrowed to solely spamming chokes from range, especially with a mercy pocket, and especially when she could more easily stay in the air infinitely. However, currently that playstyle, whilst still viable, is becoming less common amongst high level Pharah's, such as YZSNA, who has popularised the aerial assassination/duel taking style of Pharah.

SPAMMING CHOKES

- **Timing:** The time at which you normally spam chokes is in the Prefight (Before the Teamfight occurs) and when the enemy team are trying to squeeze their way through a choke, which you can be easily punishing. [Here's An Example on Hanamura 1st Point Attack](#), where both cores (Typically Rein V Rein) are swinging against each other at the choke. Note that Pharah is spamming from an **ANGLE** and not just down main.
- **Cover:** The reason why cover is vital is that it doesn't prevent you from being shot at, but it does prevent you from being killed (Unless you're up against a oneshot). If you corner peek against a McCree, you always have a fallback option in case he reaches his oneshot breakpoint, whereas if you're out in the open, you always have the threat of being killed. [Here's The 1st Example on Hanamura 1st Point Defense](#), with the PINK line resembling cover provided by the rooftops.
- **Distance From Angles:** This is having distance from an angle nearby you, so that a Flanker doesn't sneak up on you; Having distance from angles allows you time to react and land some damage before they start shooting. [Here's The 2nd Example on Hanamura 1st Point Defense](#), where the Pharah has some distance to react to a Flanker pathing right side.
- **Compositions:** Typically, when playing up against a dive composition (Especially the Talon Dive we've been seeing in OWL) spamming core and tanks is vital (Especially when playing a Harder spam composition with Zen Bap) - This prevents, weakens and deters the enemy dive before it even happens; Perhaps you force Winston Bubble, Dva Matrix, Moira Orb, or just lower HP Pools to make the dive easier to manage.

- **Rotations:** This is having options to move to when the teamfight progresses; Both Aggressive positions (To push an advantage, whether that's via taking a duel hinting at the next section!) or defensive positions to retreat to if your team seems to be losing the teamfight. [Here's The 3rd Example on Hanamura 1st Point](#), where you have an option to retreat to 2nd Point or to aggress.

TAKING DUELS

- Timing: The time at which you take duels is just after the enemy team have gotten through the choke, and squishy heroes (Flex Supports/DPS) are starting to take more advantageous positions, typically on highground. [Here's The 4th Example on Hanamura 1st Point Defense](#), where the enemy DPS (Typically a Hitscan) rotates to highground after her team has started to crack the choke.
- Cover: Cover can also provide a platform for you to use your concussive blast off of in order to initiate the duel, whereas if you're mid-air, you'll find almost no platform to concuss off of. [Here's The 5th Example on Hanamura 1st Point Defense Performed by YZSNA](#), where he concusses off the rooftop to assassinate the Ashe, as commentated over by Coach Hayes.
- Compositions: When playing up against more split compositions, where it's not very intuitive to play Pharah into, you'll have to resort to this playstyle. Instances include Double OT Compositions, the Poke Dive Hybrid Comp (AKA Ball Tracer) seen in OWL and more popularly in Contenders 3-4 Months Ago.

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Some Tadbites...

'When I press shift when my fuel is at red, by the time my momentum burns off, I will have a full fuel guage...The upward velocity that I move at using jump jet has no relation to how fast or in what direction I was moving initially...You want really slow, methodical pulses so you have less time spent during that cooldown phase.' - Justin "**Jayne**" Conroy, Former Assistant Coach For The Dallas Fuel

'Give yourself a fallback option if the enemy draws their attention towards you. By doing this, your movement becomes more unpredictable.' - Elliott "**Hayes**" Hayes, Former Co-Head Coach For The Philadelphia Fusion

'Barrage is great midfight... [a] devolved fight without cooldowns, it's a lot like death blossom it has the opportunity to kill six...it's not an initiation ultimate.'

- Jacob "**Spilo**" Clifton, Current Assistant Coach For The London Spitfire
(Congrats!)

Pharah YouTube Guide Script

Pharah's primary weapon, the 'B-Tech TF2 Solider Rocket Launcher.' Makes Pharah fire rockets that deal 120 damage on direct hit, moving at 35 meters per second, and at a fire rate of 1 round per 0.85 seconds.

Firstly, the sightlines that Pharah plays are dependent upon the map and enemy composition. For instance, on Numbani 1st Point Attack, when playing up against longer ranged hitscans, pathing coast side to where you have a short sightline onto their core will give you an advantage. However, up against a more flanker based composition, playing wider and longer lines of sight where you can't be as easily contested would give you more value.

One of the most important aspects to maximise the value from your rockets is to maintain good corner discipline, as former OWL Coach Hayes explains here. Building off that last bit at the end, corner discipline doesn't prevent you from getting shot, but it does prevent you from being killed unless the enemy hero has a one shot.

Whilst on the topic of cover, doing rotations from cover to cover is vital in toning your aggression and having the ability to fall back, as Spilo explains here. For instance, on Blizzard World 2nd Point attack, there are many rotations that you could make that all have a piece of cover for you to duck behind if need be, and the distance between each piece of cover is not too long that you could get picked off mid rotation. If you want to go an extra level deeper than this, do your rotations whilst your tanks are engaging, as your tanks will be baiting attention away from you.

In terms of target priority, the biggest concept to grasp is to shoot what's easy. Too many Pharah's will be busy wasting time duelling the other Pharah missing rockets with no splash damage, so unless your name is Ynsza, focus on wearing down tanks and ground supports as even if you miss, you should land some splash damage.

Lastly, with the broader usage of Pharah's rockets, since they are tied very closely to her overall playstyle, I'll go into more depth about spamming chokes and taking duels.

Pharah's 1st Ability, The 'Boosty Boi V2.' Makes Pharah propel her thrusters over 11 meters in the air, with a cooldown of 10 seconds. She also has her cover jets, giving her a 20% movement speed buff and can propel her 4 meters in the air every second.

The most fundamental aspect when flying with Pharah is your fuel management - Here's Jayne going over three aspects to help you min max every last ounce of fuel.

With wider uses encompassing tech behind flying with Pharah, here's KarQ showcasing rocket jumping on Pharah and a workshop code that aides additional aspects of Pharah's kit.

However, rocket jumping and using jump jets at the same time should only be relegated to initial rollouts from spawn, as doing this during the midfight reduces your available aggressive and defensive options, as Jayne explains here.

With the broader uses of Pharah's jump and hover jets, there is a general rinse and repeat routine that you perform from highground. Credit to Overwatch coach lucid who regularly goes over OWL and Contenders analysis on twitch.

He cleverly describes this cycle as, quote en quote, treating highground as your helipad, with 4 main steps. The first is to boost or hover to highground prior to when the fight begins. The second step is to regenerate these cooldowns partially. At this time, there should roughly be a couple of seconds before the teamfight actually begins, and you can poke from highground in the meantime. The third step is to drop or roam. Dropping refers to the vertical mobility of Pharah, which is used to quickly 2 shot a squishy hero, or to gain heals if you've taken damage at the second step. Roaming refers to the horizontal mobility of Pharah, which is to travel away from the highground to gain another angle, or to quickly assassinate an enemy via your concussive blast. Do note that you want to have enough resources to return to some piece of highground. This is important because the last step is to simply return to some highground.

He uses the example on Dorado 2nd Point Defense, where you can see all the steps pretty clearly. With the dropping and roaming aspects, an example of dropping would be on an Ana mid rotation in open space, and an example of roaming would be using concussive blast to close the distance and duel a hitscan on the adjacent highground.

Pharah's second ability, 'Zofia's Concussion.' Makes Pharah launch a wrist rocket that knocks back enemies by 8 meters, and is on a 9 second cooldown.

With concussion blast, there are two overarching uses of it which is for displacement, or for self-mobility, as Spilo explains here.

With the displacement aspect of Pharah's concussion blast, there are many sub-uses to list. For instance, you can use concussion to peel for a support. Here's an example on Kings Row 1st Point Defense, where you can concuss any flankers on your backline supports.

You can also boop enemies into your team. Here's an example on Temple of Anubis Point A Defense, where my team's Pharah boops back the enemy brawl in an attempt to kill the enemy backline. Other boops would be environmental kills for obvious reasons.

Lastly, you can prevent enemy cooldowns and ultimates, as well as enabling your own cooldowns and ultimates. This can be denying enemy Rez, or denying follow up from Reinhardt shatter, or enabling your Dva Bomb or Wrecking Ball Mines respectively.

With concussions associated with self-mobility, you can use concussions to escape a duel. This ties into my last section about using concussion after you drop or roam.

However, the main use of concussion is to enable duels in the first place, as Coach Hayes gives a visual example of Yzsna doing so here. Again, since this heavily ties into the broader playstyle of Pharah, more on this will be featured later on.

Pharah's Ultimate, 'World War 3.' Make Pharah release a barrage of mini rockets than can deal up to 3000 damage in 2.5 seconds, with the rockets moving at 45 meters per second.

In terms of tech, here's Jayne going over the audio cues associated with barrage, alongside the rocket cancel and concussion into jump jet move.

An example of that latter tech could be on Kings Row 3rd Point attack, where you clear and eliminate any DPS on the highground before they can even react. Make sure you time this just after your tanks engage so that all attention from the enemy team is onto your tanks, allowing you to surprise the enemy.

With timing your barrages, here's Spilo going over when you should time your barrages. Likewise to high Noon and Death Blossom, Barrage thrives when the enemy team don't have many cooldowns or stuns to stop your ultimate, which is typically in the midfight.

Lastly, a very niche use of barrage is to win duels with it on flanks. For instance, on Route 66 3rd Point Attack, you could concuss into barrage when duelling a hitscan who wants to use the highground. Since heroes like McCree can stun you, I only recommend doing this with a Zarya Bubble and or a Mercy pocket.

Moving onto the positional, playstyle and compositional section of the guide.

In terms of general positioning, there are 4 guidelines, which I'll showcase on Hanamura 1st Point Defence. The first is to have cover, which I've already mentioned. The second guideline is to have L.O.S. onto the enemy team. This just provides you with multiple angles to spam from. The third guideline is to have good distance from angles, so that an enemy flanker can't sneak up on you. The fourth guideline is to have aggressive and defensive rotation options. This can allow you to go in aggressive for an assassination via your concussion blast, or to retreat away.

Also making reference to Lucid's helipad concept, the highground closest to 2nd point as well as the highground that acts as a rim around 1st point, alongside the highground coast side can all be your helipad.

With the overall play style of Pharah, it boils down to either spamming chokes, or taking duels, as Spilo explains here.

Applying this to Brawl, if you are keen in playing Pharah with Lucio Bap or Lucio Moira, your input will have to be very surgical and akin to the flanker or dualist playstyle. For instance, on Lijang Control Centre, you could take a flanker type angle and boost to the high ground after firing a few shots in close range.

Against Brawl, without a Lucio Bap or Lucio Moira, spamming chokes from angles is likely the best play. For instance, on Hanamura 1st Point Attack, spamming from the window onto the core whilst your core pushes in will force the enemy team to back up, allowing your team to more easily get through the choke.

In Poke, playing for duels is likely your move. For instance, on Blizzard World 1st Point Attack, you could concuss yourself over the hay rooftop and assassinate the enemy hitscan.

However, when playing a harder spam composition such as Zen bap up against a dive composition, spamming the enemy team's core with the aid of heal orb to prevent their dive is vital, as Spilo explains here.

In Dive, you want to have an angle and a sightline onto your team's killbox. For instance, on Gibraltar 1st Point Attack, you could path coast side where you have an angle and a sightline onto your dive. Note that you can play more aggressively if your team is looking to land a kill, which is more common with the Lucio Moira dive, or play more passively if your team is looking to build ult charge, most common with more spammy dives.

Lastly, since poke compositions normally feature a mercy, tell your mercy to tell you when they stop pocketing you. If you can't, then try your best to keep track. This is to help tone your aggression as you may want to not do a certain play without a pocket and vice versa.

REAPER GUIDE

FRONTLINE VS FLANKER

In terms of Macro Playstyle, there's two main types that Reaper's often don't know when to distinguish between - **FLANKING** or **FRONTLINING**.

The **Frontlining** Playstyle has been slowly diminishing due to the changes that have been coming to Reaper, but there is a ***misconception*** that Reaper is '*Much Weaker*' against Tanks than squishes and whilst elements of this are true, it really depends upon composition - Hence I've broke down the three predominant compositions (Brawl, Poke, Dive) in relation to Frontlining Vs Flanking.

Frontlining - Brawl

- **Soft Off-Angles** - This will apply across all compositions in the frontline style, with varying levels of significance. This is to draw attention away from the frontline and onto you aiding your Reinhardt.
- **Split From Core** - When holding chokes in a Brawl Vs Brawl Mirror, sometimes you as Reaper (Or Your D.Va) will want to be split from your core, instead of Mei (If you want to know why to split from your core as Mei, feel free to read and watch my [Mei Guide!](#)). This is to play at a slower tempo (Since D.Va/Reaper can run away from the choke unlike Mei when playing split) and planning to give up the choke, which may be to peel from a set of ultimates the enemy team have

Flanking - Brawl

- **Retaking Chokes** - Breaking through chokes - Especially when you don't have a Mei - Can be tough; Most teams will just barrel through the choke, get split, and lose. However, you can split focus with reaper by teleporting behind the enemy team to draw attention (Allowing your team to move through the choke). You can also shoot the Mei once you're behind to force cryo, then your team can move through the choke.

Frontlining - Poke

- **Short > Long Sightlines** - 'Reaper' and 'Poke' is often oxymoronic. However, if playing Double Shield into what's typically considered to be a long sightline map

such as Havana, you can soft off-angle to where the long sightlines don't matter.
[Here's an Example on Havana 1st Point Defense.](#)

- **Forcing Objective** - If playing against a comp that has more poke than you, you can force objective to aid your brawler playstyle - Such as Hanamura 1st Point Attack.

Flanking - Poke

- **Typical Teleport** - This is where the most traditional and typical rhythm of Reaper's playstyle comes into force - Teleporting Behind, Putting Pressure, Wraithing Out, Rinsing and Repeating.
- **Splitting Late** - Stereotypically Poke compositions such as double shield can play alike to brawl (Implied prior with the tight corner holding on Havana) with rReaper splitting late as the core pushes in, to deal with Flank pressure from an Ashe/Widowmaker etc. (Ideally Reaper needs to teleport in a range where he deals meaningful damage with short sightlines - [Here's An Example on Hanamura 1st Point Attack](#)) *P.S. If you're worried about a Widow/Ashe one tapping the Reaper, an OWL team actually did this back when 2-2-2 was first introduced in 2019 Stage 4 of OWL*

Frontlining - Dive

- **Flank Control** - Again, hammering the importance of soft off-angles, but now for map control reasons. Here's a clear example of a 'Fast Dive' composition establishing angles in a mirror on [Lijang Tower Gardens](#).
- **Short Sightlines** - Keep in mind, Reaper is also playing in Dojo, which has short sightlines, and their Core, specifically the Winston, has nowhere to hide from the incoming damage.

Flanking - Dive

- **Avoid Flanking in...** - In Fast Dive compositions (*I.E. Winston D.Va Reaper/Sombra/Tracer Moira Lucio*) in neutral fights, you want to avoid flanking since it often takes too long. However...
- **Kiting + Teleporting** - When Kiting (*Kiting: Pulling away/Retreating from the enemy team*) you can often teleport behind the enemy team to split focus. The reason why this works is that after **YOUR** team has finished **Kiting** (And thus, after the **ENEMY** team has finished **Pushing**) the **ENEMY** team will be split, and they won't be able to kite when **YOUR** team then **Pushes** in

- **Typical Teleport** - In other, slower dive compositions, the typical rhythm can be repeated. Make sure to time your teleports when your Winston is diving/doing something!

Some Tadbits...

- ❖ "Reaper plays very similar to Tracer... in short, a Short Sightline Tracer" - Jacob 'Spilo' Clifton, Retired Professional Coach of Sheer Cold, Current Big Funni Streamer Man
- ❖ "You're missing both your cooldowns when they actually make their play. You staggered yourself, you dragged your team into a team wipe" - Chris 'Temporal' Reilly, Former Strategic Coach for Contenders Team Phase 2
- ❖ "Reaper's ultimate is so easy to counter with cooldowns, but so easy to counter without them" - Jacob 'Spilo' Clifton, Retired Professional Coach of Sheer Cold, Current Big Funni Streamer Man

Reaper YouTube Guide Script

Reaper's weapon, 'Lil Nas X's sidearm.' Makes Reaper duel wield shotguns dealing 120 damage per shot, with fall-off starting at 10 meters, paired with a fire rate of 2 shots per second.

The biggest concept with Reaper's shotguns is target priority. Many pseudo-educational content creators, such as Your Overwatch, will claim that Reaper is quote en quote 'much weaker,' against tanks due to the range and damage change. Whilst elements of his argument are true, specifically to do with Reaper's play style change, Reaper's damage already got halved by tanks with armour prior to the patch, and as Natter explains here, Freed0 misses out a key factor in the Reaper change which is his uptime.

As a general rule of thumb, you should be prioritising targets that you can kill - The possibility of getting a two tap on a backline support can often be more valuable than shooting a Reinhardt, but this can be dependent on composition as I explain in the latter sections of my guide.

Moving onto Reaper's range and when you should start shooting squishy targets. At roughly 5-6 meters away, you can two shot most squishy heroes. At 7 or 8 meters, you can just about 3 tap most squishy heroes. Beyond 8 meters is where Reaper's range

starts becoming inconsistent, but he can still deal meaningful damage, to the extent that it can draw resources and attention away from the frontline. As a summary, if your sightlines are beyond 8-10 meters, start shooting tanks, and the reverse applies with most squishy heroes.

The penultimate piece of advice is trigger discipline. Alike to Hog and Tracer, taking the extra half a second or so to realign your crosshairs will help you land more meaningful damage. Not to mention, landing the first shot is critical especially if you're unscouted, as it's essentially a free shot you're missing if you don't take your time.

The last thing to mention is to corner abuse as reaper, especially when holding short sightlines - Too many reapers tunnel on the target they are shooting, leading to their Wraith being forced, hence holding short sightlines, especially when accounting for the Reaper range buff, is key.

Reaper's first ability, 'The Devil's Advocate V2.' Makes Reaper becoming an invincible shadow for 3 seconds moving 50% faster paired with an 8 second cool down. All status effects are cleansed and your guns are reloaded.

The main concept with wraith is to use it defensively for when you need to escape. A general rhythm of Reaper's gameplay is that you flank behind to their backline, apply pressure, use wraith to escape, and rinse and repeat.

You really don't want to use your wraith loosely for greedy purposes, since that should call for you to play passive when you don't have wraith up, as Temporal explains here.

The penultimate thing to mention is to know when to cancel your wraith. You may want to cancel it slightly earlier in a duel to dodge stuns or to catch the enemy off guard, however, the caveat is again, to not greed your wraith to just win a duel, as it makes you much more vulnerable and passive.

You might also want to think about where you finish your wraith, instead of always wraithing back to your team. For instance, on Kings Row 1st Defense, you might duel a squishy by statue, and then use wraith to escape back to mega and set up another off-angle engage, similar to doom fist punching out. Not to mention the room is enclosed with short sightlines, which should in theory, aid you with most duels.

This is beneficial for 2 main reasons - It avoids the sound and visual cue of your teleport, and increases your uptime.

However, against mobile heroes such as Tracer, with multiple blinks and a small hitbox, or against D.Va with Armour, Matrix and Missiles, they may end up chasing you down and winning the duel, hence I only recommend doing this against immobile compositions on maps with short sightlines.

Reaper's second ability, the 'Spooky Boi.' Makes Reaper disappear and reappear at a location of up to 35 meters in distance, with a cast time of 1.5 seconds and a cooldown of 10 seconds. It can also be used in the air, reducing Reaper's fall speed.

Since Reaper's teleport is very synonymous with flanking, which is a macro playstyle for the end section of the video, I'll introduce the more basic concepts here.

The most key aspect to Reaper's teleport is timing, as if you mistime your teleport, the enemy team can force your angle out for free, effectively making the team fight a 5v6, as Temporal gives an example of here.

You also don't have to get a kill when you teleport, as Spilo explains here.

Additionally, a very obvious tip is to not teleport in front of the enemy team. Even though you are invulnerable while exiting, you will have to pop wraith immediately, making you very telegraphed and vulnerable as soon as you exit wraith.

Reaper's Ultimate, 'B-Tech Bayblade.' Makes reaper empty both of his shotguns at breakneck speed, dealing 170DPS in an 8 meter radius lasting for 3 seconds. Shotguns are also automatically reloaded.

The first bit of important tech is to shotgun animation cancel before you blossom in order to gain an extra bit of burst damage.

With usage, the key aspect to Blossom which will determine how much value you receive from it, is your timing, as Spilo explains here.

Blossom in conjunction with Lucio's beat can also be a great counter to EMP if you are hidden, similar to D.Va bomb, as Natter explains here.

Lastly, alike to Doomfist, Zarya bubble will help you gain much more value out of your engagements due to how much disruption CC can cause, hence coordinate if possible.

A very niche but important enough tip is that you may want to do aerial blossom's against Aerial heroes such as Mercy, Echo or Pharah, as in conjunction with the shotgun animation cancel, you may be able to kill them in around a second, if not, less.

Now onto the playstyle, positioning and composition section.

With Reaper, there are two main play styles - Flanking or Frontlining. Here's Spilo doing a brief overview of these two concepts.

As quickly mentioned in that clip, if you are going to flank, with or without TP, and this applies to all the three main types of compositions that I'll be going more depth on, timing your flanks is vital. If too early, the enemy team will force you out costing them nothing and making the fight a 5v6, but flank too late and the entire team fight will be a 5v6. Keep in mind that since Reaper's mobility is more clunky than a Tracer's, timing is even more important.

There's also a third sub playstyle, which is lurking, as Spilo yet again explains and evaluates here.

Now onto splitting up the frontline and flanking playstyles with respect to the three main compositions, being Brawl, Poke and Dive.

With frontline and brawl, you want to be holding soft off-angles from your core, as you'll end up drawing more attention away from the frontline and onto you. In terms of holding chokes in a Brawl mirror, you can also play split from core, similar to how Natter explains it here.

That nicely leads me onto the flanker and brawl playstyle, where you can flank to retake chokes, especially if you don't have a Mei, as Natter explains here.

Onto the frontline and poke playstyle. Reaper and poke damage is often oxymoronic, however, if playing double shield in what's typically considered to be a long sightline map, such as Havana, you can soft-off angle to where the long sightlines don't matter, as shown in this example on Havana first point. You may also want to force objective to aid your inherently brawlier playstyle, although be careful of long sightlines.

With the flanker and poke playstyle, which is typically your best call to action, you can do the traditional teleport behind flank, as Spilo explains here. However, stereotypically

poke compositions such as double shield can play alike to brawl as implied prior, with reaper splitting late as the core pushes in, as Mineral explains here.

Onto the frontline and dive playstyle. Again, soft-off angles are important but even more vital, as Phaffer and Spilo explain here.

Keep in mind that Ivy on the Reaper was also playing in Dojo because of the shorter sightlines.

Finally, onto Flanking in dive. Generally speaking, you want to avoid flanking in neutral fights in fast dive due to it taking too long. However, when kiting as six in dive, you may want to look for an opportunity to teleport behind the enemy team, as Natter explains here. When playing with or against slow dive, the more general flanking tips and heading for backline still apply. Make sure you time your dives with your Winston!

Now I don't really finish off my DPS guides with hero specific match-ups, but since Reaper often has hard counters due to his range, I'd thought I'd round off with three key concepts to minimise how much flankers and ranged aerial heroes counter you - Specifically Tracer and Pharmacy.

The first concept, specifically against Tracer, is to hold narrow and short sightlines. A Tracer is not going to want to duel you at a range of about 8 meters or less, and especially if she's forced to engage from the front.

The second concept, specifically against Pharah but also interlinks with Tracer, is to position in as many enclosed areas as possible. This is simply because Pharah does not have L.O.S. onto you.

These first two concepts can also be applied to Kings Row 1st point Attack, where you can take hotel which is enclosed, and has short sightlines. Keep in mind that there are some areas of the map, such as this catwalk on the outskirts of point, which are technically enclosed, but don't have short enough sightlines.

What if you don't have an enclosed area of the map to play around, such as Busan Sanctuary? Well, this leads me onto the third concept, which is to split late and fast. For instance, as soon as your team contests a corner, you teleport anywhere behind the enemy team to help split focus.

SOLDIER: 76 GUIDE

TRACER: 76 VS IMMOBILITY

Soldier: 76 is often played likewise to a McCree or an Ashe in terms of the static angles that those two are confined to, due to the lack of their mobility options. This, however, is a ***misconception*** especially when playing against immobile compositions, as playing like this renders a key part of Soldier's kit useless; His sprint.

Tracer: 76

- Simply put, Soldier is a hybrid between a hero like Tracer/Sombra, and a traditional hitscan hero like McCree or Ashe (Which is why he's often underpicked - 'Jack of all trades, but master of none')
- Unlike McCree/Ashe, you want to be utilising your sprint to quickly rotate into aggressive hard flanks behind the enemy team (I'll explain why this is better Vs Immobile Comps than Mobile ones!)
- Unlike Tracer, you want to be utilising longer sightlines where you're at a greater safety in case someone does decide to contest you
- Here's An Example on [Lijang Gardens Retake](#) - If you were to do this against a brawl comp (Bap Lucio D.Va Rein McCree/Sym/Mei/Reaper/Doom), you have a long sightline onto the enemy team's core (A Balance between doing meaningful damage and being safe to run away if a D.Va/Lucio decide to go onto you) and also a hard off-angle which would be more dangerous to perform if you were a solo McCree and a D.Va did decide to mark you, as you can't just run away unlike Soldier!
- Soldier's Biotic Field furthers this playstyle and allows Soldier to sustain himself on this angles for prolonged periods of time, instead of the slightest bit of poke damage whittling him down

Vs Immobility

- This works better against immobile comps, as who's going to chase you down if the enemy team are running immobile heroes? You can practically permanently stay in the backline of a Bap Zen Ashe Widow comp sprinting around to different angles **(Make sure that when you DO take these hard angles that they're TIMED with your team's pressure!)**

- Knowing this, this playstyle is best suited up against *MOST* Poke/Brawl compositions - The reason I say 'Most' is if their composition has a Tracer (Who's Fundamental Purpose is to 'Shepherd' those who stray to far from the 'Herd!') you will almost always lose the 1v1 against a good tracer if you do decide to Hard Flank; Sprint isn't getting you out of this one

Vs Mobility

- Building off that last point, Dive compositions who thrive against diving an isolated target, will almost completely nullify this playstyle
- Instead, you should aim to take soft off-angles (A Balance between playing Isolated and playing Stacked onto core) and spam out their frontline as much as you can, so that when they DO dive, they have less HP, maybe you forced out their Winston Barrier before they dove, a bit of Matrix, Piledriver, Micro Missiles, etc.
- However, if going for the above playstyle, you might as well play McCree who's got added HP, CC, and instantaneous mobility in terms of his roll

Soldier: 76 YouTube Guide Script

Soldier's weapon, the 'Worst Hitscan Primary In The Game.' Makes Soldier fire his rifle at 540 RPM, dealing 19 damage per shot with 30 ammo, and a bit of recoil.

The most fundamental concept with Soldier is to typically maintain longer sightlines against most heroes, as Spilo explains here with the example of a McCree on Iijang tower. This rings even more true with a hero such as Soldier, as you haven't got any CC for close quarter combat, and your entire kit is built on long term sustain rather than consistent burst damage, evident in Soldier's more forgiving gun and his biotic field.

However, up against snipers, you want to maintain shorter sightlines typically paired along with surgical angles, as I myself explain here. Another example of this would be on Havana 3rd Point defence, where instead of playing long sightlines on high ground or stacking down main, you hold a short sightline in the right side room. You can also hard flank left side in an attempt to assassinate the sniper from a short sightline. I did mention at the end of the clip to play like 'Tracer: 76' and I'll build on this more flanky play style in the latter sections of the guide.

Building off this, you also want to maintain corner discipline, as corners don't prevent you from getting shot, but they do prevent you from dying, as Spilo explains here. I'll build more on corner discipline when it comes to Soldier's Biotic Field.

On a mechanical level, trigger discipline, especially from longer ranges with the recoil change, is vital in terms of landing your shots and killing a squishy target in one clip, as Jayne explains here. In order to help your tracking, trigger discipline and recoil management, I recommend the workshop code 'KAVE5' which is PMAJellies' 5th Installment of his Aim Trainer.

Soldier's First Ability, 'A Basic Human Function.' Makes Soldier move 50% faster. Thank you Overwatch Devs, very creative.

Starting off with a basic animation cancel - After firing a clip and needing to reload, soldier can cancel the latter end of his reload animation by sprinting as soon as the ammo gets loaded into his gun.

With sprint usage on a broader level, you should predominantly utilise sprint to rotate into more aggressive positions quickly, as Jayne details here. Note that you should time these sprints just after your team engages. This is because the enemy team will be fully focused on your team's core, allowing you to get away with these surgical flanks as Jayne showed on Eichenwalde. If you do this too early, your angle will get cleared and you will likely die considering you haven't got any burst mobility or CC or increased HP that a McCree has.

With more obvious uses, Sprint should also be used to quickly kite from danger if you've lost the teamfight. However, one area of discussion is whether you should sprint away or stand your ground when you're getting dove. In order to prioritise your survival, against hard divers such as Doomfist, it is typically better to sprint away as early as possible. However, if you're duelling heroes who are a hybrid of poke and dive, such as Echo Genji, and you're getting solo dove, it is typically better to stand your ground as these are more skill-based match-ups. Against Tracer, it's actually quite hard to one clip Solider with Biotic Field, however, if you're being dove by more than one hero, sprinting away is your best bet.

Soldier's second ability, the 'Worst Rockets in The Game.' Makes soldier fire tiny rockets that deal 120 damage on direct hit, and up to 80 splash damage. They have an explosion radius of 3 meters, move at 50 meters per second, and is on a 6 second cool down.

Starting off with some tech, likewise to sprint, you can cancel the latter half of your reload animation by firing a helix afterwards. Since helix has some travel time, you can

effectively oneshot a target from medium range if you directly hit the Helix. Speaking about one shots, you can also oneshot a Tracer at close range by landing a direct helix rocket followed up by a melee straight after.

Moreover, against heroes with armour, you want to open up with Helix initially. This is to minimise the amount of damage that soldier loses with his rifle against armour.

Typically, when you're unscouted and on an angle, it is better to save helix to finish off a target rather than to open with it. The two main reasons for this is because firstly, it's unlikely that you're going to hit a direct helix on a moving target from range, and secondly, the sound cue from helix could give the enemy enough time to react to it. However, here's former OWL player IDDQD going over some exceptions where you would start off with a helix.

Lastly, you can perform some helix rocket jumps by using helix at your feet and sprinting forward - You can see a practical example of this on Anubis 1st Point Defense.

Soldier's 3rd ability, the 'Stationery Heal Orb.' Makes Soldier plant a biotic field dealing 40 healing per second over 5 seconds, in a 4.5 meter radius, paired with a 15 second cooldown.

The general rule of thumb with biotic field is to use it after you finish your first peak and head back into cover, as you can see here. The two main reasons for doing this is that the sound cue of planting down your heal station can give your position away, which is especially important on a greedy flank, and that you lose some sustain over time by stacking your heal station with your first peek.

You also want to plant your heal station by a corner rather than out in the open. There are three main reasons for this: Firstly, by placing it on the corner, you encourage good corner discipline. Secondly, you save time peeking the angle as your cast animation starts in cover. Thirdly, the biotic field radius is more forgiving on retreats I.E. The radius of the biotic field is slightly extended when you retreat from the angle, giving you a bit more healing.

With broader uses, biotic field can also give you a slight edge in winning a flank duel over time, helping your team win map control. For example, on Route 66 2nd Point Attack, when fighting over the highground coast side, with good corner discipline and management of sightlines, alongside your biotic field, you do have the tools to put this duel in your favour.

Lastly, you want to use your biotic field to gain ult charge from your teammates in between fights. Aside from that, there isn't much else to Soldier's Healing station.

Soldier's Ultimate, 'Aimbot.' Makes soldier gain aimbot for 6 seconds. Thank you again Overwatch devs, very creative.

Starting off with some tech: Here's Jayne going over 3 main animation cancels that you can weave all into one Tac Visor.

The fundamental use behind Tac Visor is to increase the lethality of your off-angle pressure, whilst maintaining safety with long sightlines. For instance, on Dorado 2nd Point Attack, if your team decides to clear and fight for highground, you can pop visor to catch anyone on the adjacent highground off-guard.

You can also use Tac Visor for map control purposes to zone space; Almost like a Walmart High-Noon. For instance, on Kings Row 3rd Point Attack, you can zone the high grounds with your Tac Visor, making any enemy DPS play passive. This can allow for your other more mobile teammates to access and control the highground.

Lastly, don't use Visor in Grav, but do feel free to use Visor when the enemy mercy walks or when the enemy Pharah uses her boosters.

Moving onto the positional, playstyle and compositional section of the guide.

In terms of positioning, there are 4 Key Guidelines which I'll show on Havana 2nd Point Attack. Firstly, have cover, as mentioned prior. Secondly, have line of sight - Note that this ties in with the sightline concepts mentioned prior. Thirdly, have good distance from angles so that the enemy flankers don't sneak up on you, allowing you to land early damage in before they engage. Fourthly, have rotation options - Both aggressive and defensive. This can provide you with another angle for when your team engages allowing you to push up, or a route of retreat if your team have lost the fight.

In Brawl, syncing your soft flank aggression when your Reinhardt engages is vital as I explain here.

In terms of hard flanks, since Brawl doesn't have much mobility, you may want to take longer sightlined hard flanks. For instance, on Lijang Tower Gardens Retake, you may want to split into white room whilst your team fights on bridge. This long sightline

makes it particularly taxing for heroes such as D.Va and Lucio to mark you, giving you some safety.

In Dive, likewise to almost every other DPS, you want to find a balance between playing split and playing stacked, as Spilo explains here.

You also want a sightline and an angle onto a kill box. For instance, on Numbani 1st Point Attack, you have both a sightline and an angle onto the enemy Ana, who your Core dives.

In Poke, hard flanking and playing like a Tracer is your move, as I explain here.

However, some poke compositions can feature a Tracer to deter this flank, hence your splits should be softer, lately timed, and on highground, as I give an example of here.

SOMBRA GUIDE

POSITIONING VS SHORT/LONG RANGE COMPS

Players often don't realise how much damage Sombra does from 20 meters away, especially compared to her counterpart that many people compare her to; Tracer. This USP (Unique Selling Point) of a flanker having range comps makes how Sombra positions herself different across Short and Long Range compositions

Short Range Comps

- This range should be utilised against shorter range compositions by pressuring their frontline from a decent range from soft off-angles
- These comps are often brawl comps, or short-range dives (Double Bubble, Talon Dive, being the main two)
- [Here's An Example On Numbani 1st Point Defense](#), where instead of pressuring their backline (Which Tracer is better at anyways due to her higher damage threat and mobility), you can sit on highground, and farm the enemy Winston attempting to dive your backline. Not to mention, you can more easily land hacks onto heroes like Zarya, D.Va, Brig, Ana, and potentially focus them when they come into your space
- Exceptions to playing this soft off-angle type Sombra from range, would be when trying to land an EMP onto their core, or for when your team find an opening; Especially against brawl, who's resources are finite (E.G. Rein Shield is going to deteriorate from 1600HP to 0HP overtime), if you're playing with another dive hero (E.G. Ball, Tracer etc.) you may want to go for backline instead

Long Range Comps

- Against comps that out-range you, your USP of having additional range becomes practically meaningless
- Therefore, you should aim to be pressuring the enemy team's backline TIMED for when your team are baiting attention, so that attention and resources are split
- Exceptions to conforming to this playstyle would be in a Poke Vs Poke Composition match-up, where controlling the flanks and angles around the core are vital in gaining map control, in which you can aid in by hacking healthpacks on flanks, and aiding a teammate in a duel during the flank war.

Sombra YouTube Guide Script

N.B. This script is much shorter than the other ones, as more time is devoted to showing concepts from people with much bigger brains than myself! Hence I recommend watching the visual guide moreso than usual.

Sombra's weapon 'Lil Uzi Vert.' Makes Sombra shoot her SMG at 1200 rounds per minute dealing 8 damage per shot with an ammo capacity of 60 rounds.

Aside from mechanical reload animation cancels, the main usage will be farming tanks in ranked from your maximum fall off range to farm ult charge as fast and as safely as possible. You can even be standing as far as 20 meters away poking down an off tank with the majority of your shots landing.

Aside from that, you'll be using your SMG to follow up on fast dives, which I will go through thoroughly in the macro section of this guide.

Sombra's first ability, 'B-Tech Engineer Teleporter.' Makes Sombra toss out a beacon in which she can return to it at any time. It has a projectile speed of 25 meters per second, and a 6 second cooldown.

Starting off with a small bit of tech, you can throw your translocater directly vertically in the air, to gain a higher angle for a hack.

The biggest and most obvious problem with Sombra's translocated is that players often don't know how or where to place it. Here's Jayne giving and explaining an example of translocater placement on Nepal Shrine. Building on this idea further, here's Spy low adding a bit more nuance to this concept.

Moving onto broader usage, you'll be wanting to use translocater for added vertical mobility for rollouts and to access highgrounds especially against brawl comps, which I will get onto in the second to last section of this guide.

Sombra's second ability, 'B-Tech Spy Cloak.' Makes Sombra turn invisible with a movement speed buff of 50% alongside a potentially infinite duration, and a cool down of 6 seconds.

In terms of tech, here's Fitzy explaining the invis cancel prior to ulting.

In terms of usage, there are two main uses. The first is mobility, and the second is scouting.

Dealing with the former, use the added speed buff from invis to perform rollouts as quick as possible, alongside making rotations to high ground and getting in position for farming, or to getting a kill, faster.

With the latter, you typically want to scout heroes and positions. I will get onto communication later on, but as soon as you see the enemy team, you should call out every hero, which may influence on how your tanks path.

With the former, an example of scouting a rotation would be on Hanamura 1st defence, seeing whether the enemy team would rotate to highground, through the mini health pack room on the right side, or all the way across coast.

Sombra's third ability, 'Hacker man.' Makes Sombra temporarily disable all active and passive abilities from one enemy for 5 seconds, with a range of 15 meters, a cast time of 0.65 seconds, alongside a standard cooldown of 8 seconds.

In terms of tech, similar to Mercy's Beam, there is a small grace period where your hack can extend beyond 15 meters. In order to do this consistently, pull away from your 15 meter range as soon as you see your fourth purple string extend from your fingertips to pull off a hack at a slightly longer and safer range.

In terms of usage, a lot of Sombra's struggle with pushing advantage onto landing a hack onto a target, but as Mineral elaborates on here, every Hack you get may not always be an instant kill or receive much, if any value at all.

In broader terms, there are two main uses of Sombra's Hack.

The first is to hack to farm ult charge. An example would be hacking a Hog or D.Va and farming them from range during your farm cycles, and a comp that would benefit this play style is a brawl or double shield comp. They either have limited range or a lack of mobility which doesn't fit the latter type of hack which is to hack to kill. This suits a fast dive comp with hacking squishy targets, or rushing down tanks with a reaper.

Sombra's passive ability, 'B Tech Widow Walls.' Makes Sombra see enemies through walls who have under 50% HP.

The main way you'll utilise this passive is by calling out enemies who are half HP or under, which becomes more important the more coordinated your team environment is.

Sombra's Ultimate, 'Hacker man 2000.' Makes Sombra discharge electromagnetic energy in a 15 meter radius, taking 0.35 seconds to activate, lasting 5 seconds, and disables all shield health.

There is a little bit of tech with E M P in that you gain a small vertical boost from activating E M P, which should primarily be used to strafe onto highground in case you throw your translocator in the air prior to you using E M P.

In terms of who to prioritise in E M P if you can't get all 6 members, here's Jayne explaining the nuances between hacking Tanks and Supports. Keep in mind that Lucio's and Zen's will commonly hide from EMP to counter it afterwards. In order to prevent this, simply scout or hack the enemy Zen or Lucio to make sure that they can't use their ult in response to yours.

In a bunker or a stationery comp, you can also use E M P defensively to cancel ultimates such as an aggressive Lucio beat, a Barrage, a Sigma Flux, a Whole Hog, a High Noon or a Coalescence. Although keep in mind that E M P is not a direct counter to nano blade, hence you want to be playing proactive instead of reactive against a win condition like that.

Here's Spy low explaining the sheer importance of timing an E M P correctly. This may look simple, but if both Sombra's have E M P, then you have to E M P first in order to win the team fight.

Moving onto the final section of this guide: Positioning, Composition and Communication

In terms of communication which goes hand in hand with scouting, here are the three precise steps to nail this down in a fast dive scrim.

Firstly - What are you hacking? This may seem insignificant but saying 'I'm hacking Hog' will ensure that your team doesn't focus down the wrong target.

Secondly - Where are you hacking? This isn't the most vital callout but if your tanks are hiding from poke damage and awaiting your call, the extra half a second of delay on where to dive could cause unnecessary poke damage.

Thirdly - When are you hacking? A simple countdown is optimal, although a callout such as 'Hacking now,' is also decent, but can leave your Main Tank in the dark about when to engage.

In terms of Sombra's positioning, here's Mineral explaining Mayhem's rotations to power positions in order to utilise farming checkpoints.

Here's Spy low explaining how to position as Sombra in accordance to a brawl comp.

The general rule of thumb for Sombra Positioning is as follows:

Firstly, take off-angles and highground at engagement, Secondly, This is because cooldowns are used, and thirdly, This means that attention is being drawn elsewhere for you to get away with your off-angle

A quick thing to mention is that a lot of Sombra's take off-angles too early or too late, and end up leaving their team in a 5v6 in the actual engagement.

In terms of composition, Sombra is an extremely versatile character, and can fit into almost any team comp. The first example is a Hackfist Dive, which is a form of the general fast dive comp as provided by Jayne.

The second comp is the general fast dive, as Spy low briefly covers in terms of win condition. I recently made a document about fast dive for my team Dystopia which I've linked down below if you're curious about how to run fast dive.

The third comp is a type of counter dive, which is diving second in response to the enemy dive. Jayne walks through step-by-step a possible solo Strat from the POV of Sombra, with previous concepts such as translocater placement tied into it as well.

The last type of comp that I'll cover is slow dive. This primarily revolves around farming EMP and playing slow. This slow pace is also not too dissimilar to a fast dive mirror as neither team have the ability to dive each other. If playing a Sombra mirror in either of these comps, whoever farms and uses EMP first wins.

SYMMETRA GUIDE

VERSATILE TELEPORTS

TP Bombs - 3 Types

- A 'TP Bomb' is a general term used to describe teleporting your turrets to 'bomb' behind the enemy team, whilst also charging your secondary fire so you have a charged orb for some burst damage as soon as you exit the TP. There are 3 Types of TP Bombs which have their positives and negatives
- **3 Turret TP Bomb** - Place 3 Turrets Then Teleport - This is best used before the midfight due to how expensive this TP bomb is, and due to how greedy it is, you should **Time it Half a Second** after your tanks engage so they take the brunt of the damage and attention, helping you get away with this greedy play. You can also be more sneaky and place your turrets on a wall so that the enemy has less time to react to your TP bomb
- **2 Turret TP Bomb** - Place 2 Turrets Then Teleport Then Another Turret - This is essentially a quicker version of the first type of TP bomb, but the downside is that you don't get to fully charge an energy ball.
- **1 Turret TP Bomb** - Place Teleport Then 1 Turret - This is to quickly deal with squishy, long range threats during the midfight, on the fly. [Here's an Example on Kings Row 1st Point Defense](#)
- **Cancelling TP** - After you turret bomb, you should cancel the TP since you're unlikely to use it afterwards again (Since the power of a TP bomb comes from it's unpredictability, which is gained through it's first time use) and the TP is likely going to be destroyed regardless hence cancelling it can shave a few seconds off cooldown

TP To Rotate/Break Through A Choke

- You and your team can also take the TP past a choke for map control purposes - Specifically making the enemy team play stacked ontop of each other with no angles. [Here's an Example on Eichenwalde 1st Point Attack](#), where you clear the angle coast side, the enemy team will likely panic and play clumped up when you make a rotation like this, giving them no angles, whilst the rest of your team has multiple flank routes.

- If you want to see actual and video proof of a rotation making the enemy give up their angles, here's a [Timestamped Link On Lijang Gardens of a Rotation Causing a Loss in Map Control](#)

TP To Rotate/Hold A Choke

- You can also use TP defensively when you're holding space to rotate quickly - [Here's an Example on Busan Meka Base Hold](#) where you set up a TP between the two chokes, or on [Lijang Control Centre](#), you'll see some teams set up a TP between the choke near spawn and the corner near point.
- This is so that they don't get caught off guard by a rotation bait or if they catch someone wanting to get away with a greedy flank, hence they need to rotate quickly

TP For Faster Spawns

- The General Rule of Thumb for Spawn TP's is to use them when they almost completely cut the run back time from Spawn to Point - [Here's an Example on Dorado 1st Point Defense](#)
- If your composition also has heroes who are specialised in getting picks/oneshots (Such as a Roadhog, Zen, Widow, Hanzo or Doomfist) this can be even more useful as they can trade whilst having a TP spawn advantage

TP For Highground

- Putting Teleporters to Highground that surrounds the frontline teamfight can be extremely beneficial as it allows your less mobile heroes (Such as Hog/Zarya/Sigma, or Ana for Nades) to gain another angle on the enemy team, so they can't hide from damage
- It's important to **TIME** this TP with when your frontline starts engaging/baiting attention
- [Here's An Example on Volskaya 1st Point Defense](#), where a Sigma (Or Ana Or Another Hero) TP's to the middle highground and can lay some pressure on backline
- [Here's Another Example on Rialto 1st Point Defense](#) with similar reasoning

TP As A Kiting Tool

- When playing against an enemy team who may want to engage first with a Nanoblade, High Noon, Graviton Surge, Amplification Matrix (To a lesser extent), or D.Va Bomb (Quite Unlikely but still) you can often plan to use TP's to

immediately kite 30 Meters away from the threat, and then re-engage with your own ultimates

- [Here's an Example on Kings Row Defense 2nd Point](#), you can place a TP by the library in response to a nanoblade or against a high noon with speed boost.

Set Teleport Plays

- Whilst it is quite well-known, you can teleport D.Va bombs in positions where they are in the LOS and range of the enemy team to catch the enemy team off-guard.
- You can also do flank shatters by TP'ing your Reinhardt directly behind the enemy team.

Some Tadbbits...

- ❖ "Your core is pushing main... Your [Symmetra] Teleports behind here and surprises them from behind... [maybe] shoots the Mei, forces Cryo, and then your team pushes through." - Nathan "**Natter**" Pitchaikani, Former T2 Contenders Coach For Drifters
- ❖ "If you land a right click on a Genji or a Sombra or a Tracer; That's gonna be a lot more valuable than beaming down a Ball who you're not gonna kill anyway" - Jacob "**Spilo**" Clifton, Mental Coach For T2 Contenders Team Ex Oblivione
- ❖ "Give me something that's an early warning system if they push through highground" - Chris "**Temporal**" Reilly, Former T2 Contenders Strategic Coach For Phase 2

Symmetra YouTube Guide Script

Symmetra's Primary Weapon, the 'Beamy Boi.' Makes Symmetra emit a ranged beam dealing from 60 DPS to 180, levelling up every 1.33 seconds. The beam decays from level 3 to level 2 in 4 seconds and from level 2 to level 1 in 2 seconds, also generating ammo by shooting shields. Her alternate fire releases an explosive energy ball that deals up to 120 direct damage with a 2 meter splash radius, taking 1 second to fully charge.

Starting off with a bit of tech. The only notable and somewhat advanced piece of tech is to cancel the sound q made from firing your alternate fire with your abilities, as top 500 symmetra main Harmony explains here. This is mostly used to make it easier to land

your first shot from an off-angle and to catch the enemy off guard since they don't have to rely on a sound q to dodge it.

A fundamental concept with Symmetra is to keep short sightlines and to soft-off angle to where you can still hit the enemy shield. For instance, on Havana 1st Point attack, by pathing left side, you have a short sightline onto their core, paired with a soft-off angle so they can't hide from your damage, and when you first peek, you can use the tip mentioned prior. However, this short sightline may be unfriendly to enemy heroes such as Doomfist, hence you could reposition on a wider angle with your core to prevent him from punching you into a wall.

In terms of when to use your primary or secondary fire, you should mostly be using secondary fire in between fights to gain some ult charge, or at the start of a duel to land some instant burst damage. If you're standing on an off-angle and shooting right clicks all game long, you might as well be playing McCree.

You also want to be varying the charge of your secondary fire in order to make it more unpredictable when enemies corner peek from mid to long ranges.

Symmetra's first ability, the AirPods Pro. Makes symmetra launch up to 3 small turrets, each dealing 40 DPS with a 20% movement reduction, 30 HP, and a 10 second cool down per turret. Also note that on console, the DPS is reduced from 40 to 30.

In terms of usage, having as many turrets up as possible when you're not beaming down a target can help relieve pressure off your Reinhardt, as Temporal explains here.

You should also spend a turret or two marking flanks that the enemy team are likely to use, as Temporal again explains here.

Building off that last bit about what flanks are important, there are two main factors to help you decide which flanks to mark, which is the range of the enemy composition, as well as their mobility.

To help explain this, I'm going to use the May Melee Finals between Dallas and Shanghai as an example. So right here, we see Sparkle put all his eggs in one basket and mark this soft flank here. Not only is this inefficient, but Shanghai's Comp, specifically the McCree, will out range the entirety of Dallas' comp, therefore Lip is going to be looking for greedy off-angles. Instead, Sparkle should have placed at least one turret right side and one by coast to act as a warning system, buying some time for

Dallas to deal with the off-angle. And, as you'll see here, Lip ends up taking a greedy off-angle, and almost ends up one shotting Sparkle. With the mobility factor, if Shanghai had a more mobile comp with an Echo or Doomfist, the highground angle above point could be marked as it's easily accessible by mobile DPS, unlike a McCree.

If however you are going to be using turrets on a hard choke, you ideally want to reposition them in between fights to make your turrets less predictable.

The penultimate use of turrets is to help win the flank wars. For instance, on Lijang Gardens, if there's a Tracer duel in Dojo, you can throw in a turret to act almost like Zen's harmony orb to add 30 or 40 more guaranteed DPS to give your Tracer the edge in a duel.

Lastly, a fairly niche use of turrets is to utilise the hitbox to block headshots. This is most useful when up close and personal with snipers who try and quick scope you.

Symmetra's second ability, 'Portal 3.' Makes Symmetra place a teleporter up to a 30 meter distance, with 300 HP, a cast time of 2 seconds paired with a 10 second cooldown.

With a broad overview of Sym's teleport usage, he's Spilo briefly explaining why and how Sym TP should be used more selfishly.

Building on that point about TP Bombs, there are three primary types of TP bombs, which are differentiated by how many turrets you place. The most commonly known one is the 3 Turret TP bomb. This is best used before the midfight due to how expensive this TP bomb is, and due to how greedy it is, you should time it half a second after your tanks engage so they take the brunt of the damage and attention, helping you get away with this greedy play. You can also be more sneaky and place your turrets on a wall so that the enemy has less time to react to your TP bomb.

The second TP bomb is the least powerful of these three and is done during the midfight on the fly, where you TP first, then place a single turret through it. This is to quickly deal with squishy, long range threats. For instance, on Kings Row defence, you could quickly pull this off against an enemy Sniper.

The third TP bomb is a mixture of the two, where you place two turrets before hand, then the TP, then another turret. This is essentially a quicker version of the first type of TP bomb, but the downside is that you don't get to fully charge an energy ball.

Also, after you turret bomb, you should cancel your TP to save a few seconds off cooldown since after you first TP bomb, you're not gonna use the TP anyway and it's going to be destroyed regardless.

With broader uses of TP, you can do a 180 TP past a choke to apply some pressure to break through a choke, as Natter explains here.

You and your team can also take the TP past a choke for map control purposes - Specifically making the enemy team play stacked ontop of each other with no angles. For instance, on Eichenwalde 1st Point Attack, if you clear the angle coast side, the enemy team will likely panic and play clumped up when you make a rotation like this, giving them no angles, whilst the rest of your team has multiple flank routes. If you want to see actual proof of a rotation making the enemy give up their angles, here's myself explaining how a rotation can gift your team map control. The full VOD of me reviewing a masters brawl team is linked in the top right.

Speaking about rotations, you can use TP defensively when you're holding space to rotate quickly - For instance, you'll see OWL teams on Busan Meka Base set up a TP between the two chokes, or on Lijang Control Centre, you'll see some teams set up a TP between the choke near spawn and the corner near point. This is so that they don't get caught off guard by a rotation bait or if they catch someone wanting to get away with a greedy flank.

Another use for TP's is to quickly get back from spawn, but it can often be hard to tell when you should solely use TP for spawn advantage, so here's Top 500 Symmetra Player 'Abandoned' explaining a general rule of thumb for spawn TP's as well as some encouraging factors in terms of team composition that may influence you wanting to do spawn TP's.

Building off why you wouldn't want to use Sym TP for faster spawns, here's Temporal and Abandoned showing some visual examples of using TP to control highground. This is particularly useful if you have heroes such as Ana or Sigma who can't reach highground as easily, to allow them to gain a lot more value.

Lastly, you can use TP as a kiting tool before the fight begins. For instance, on Kings Row Defense 2nd Point, you can place a TP by the library in response to a nanoblade or against a high noon with speed boost.

Lastly, whilst it is quite well-known, you can teleport Dva bombs in positions where they are in the LOS and range of the enemy team to catch the enemy team off-guard. You can also do flank shatters by TP'ing your Reinhardt directly behind the enemy team.

Symmetra's Ultimate, 'Big Funni Shield.' Makes Symmetra deploy a 4000 HP barrier across the map lasting 12 seconds.

The fundamental use to Sym's Wall is to split the map, as Spilo explains and gives a visual example of here.

You can also use Symmetra Wall to take space against the enemy zoning ults, acting like a wider Reinhardt barrier. For example, on Havana 1st Point Defense, when trying to touch cart, if the enemy McCree high noons, you can simply block it with your shield to allow your team to safely rotate and contest cart.

Lastly, you can actually use sym wall reactively against Sombra's EMP, as Harmony explains here.

Moving onto the positioning, play style and compositional part of this guide.

The key goal with Symmetra is to close distance to charge up and maximise your beam uptime. Aside from short sightlines, you can achieve this with good corner discipline and movement. For instance, on Havana 2nd Point Attack, there is plenty of cover on highground for you to rotate to, whilst there aren't many options on cart. Also note that you can beam their core from highground but I would be cautious of longer ranged hitscan clearing you, hence sticking to corners whilst you beam from highground is going to be important.

With Symmetra in Brawl, due to your limited range and mobility, you should use TP to close distance and clear angles. For instance, on Havana 1st point Attack, you could TP underneath highground with your team to clear it. In a Brawl mirror, having a higher uptime on beam is key. For instance, on Lijang Control Centre, this position has cover and another angle to apply more pressure safely.

In poke, controlling angles and highground is going to be your win condition, with slightly shorter sightlines as well. For instance, on Junkertown 2nd Point Attack, you could TP top left with your Sigma to which gives you a mid to short range sightline, and another angle where the enemy team can't hide from damage.

In dive, target priority on squishies can be quite valuable as Spilo explains here.

You can also TP squishies away from a dive, as Spilo yet again explains here. A visual example of this could be on Lijang Gardens, where you set up a TP from coast side to spawn. Note that the closer the TP is to your spawn, the harder it is to destroy.

Lastly, here's Spilo explaining some specific turret usage against dive. Note that using turrets to help win flank wars also ties into that as well.

TORBJÖRN GUIDE

AGGRESSIVE X DEFENSIVE OVERLOADS

Aggressive Overload

- *Pushing Advantage*: The most obvious use of an aggressive overload is to push your advantage when the enemy team have made a serious blunder (E.G. Reinhardt Over-extending in a ranked environment, or a Cooldown/Positional/Numbers advantage in a slightly more organised environment - E.G. Bubble Advantage/Highground or Angle Control/6v5 Respectively)
- *Punishing Rotations*: An additional use of Overload is to punish rotations that the enemy team makes, since squishy backline supports should be moving in open space hence they can get punished (Note: This becomes even more effective when this aggression is synced with your team)
- [Here's An Example on Temple of Anubis 1st Point Defense](#), where if the enemy team decides to rotate right side, you activate overload to output additional damage to punish vulnerable targets that may rotate in the open. The enemy composition will normally be a brawl variation, and you should have overload by the time the enemy team engages to the right side choke.
- *Syncing Off-Angle Pressure*: Simply put, when your Reinhardt pushes in, you should be taking an angle onto the enemy team at this time. This is good for 2 Reasons - It ***Splits Attention*** from the enemy team, relieving pressure off your Reinhardt, and it makes it so that the ***Enemy Team Cannot Hide From Damage***
- [Here's A Timestamped Example on Lijang Nightmarket Retake](#) - In this example, the McCree (Who'd be replaced by Torbjörn in this example) cannot sync his aggression with his Reinhardt; When his Reinhardt is chilling, he's playing aggressive, but when his Reinhardt engages, he backs off and plays passive
- *Forcing Advantageous Duels*: The advantages that Overload provides when duelling over a certain flank are numerous:
 1. 100 Added HP = More Shots To Kill
 2. Faster Reload Speed
 3. Faster Fire Rate
 4. Faster Movement Speed

Defensive Overload

- The main defensive use of overload would be to peel off a dive. The enemy composition will normally be a dive variation (E.G. Talon Dive in OWL recently, or Spam Dive) and this allows you to punish the enemy Winston or dive tanks, whilst simultaneously giving you more survivability.
- [Here's An Example on Temple of Anubis 1st Point Defense](#)

Some Extra Bits...

- ❖ 'Turret] will discourage or be annoying on enemy that tries to take an angle on you... Not only will it shoot and hurt that angle a little bit, but you will know' - **Spilo**, Current Contenders Mental Coach For Ex Oblivione
- ❖ '[Turrets] are positioned on really off-angles...When the enemy pushes in, you don't want the first they focus to be your turret - You want them to focus on your team [whilst] your turret is helping with supressing fire... Another reason is that it draws the enemy team's focus fire' - **Cxmgoblin**, Renowned Top 500 Torbjörn Veteran
- ❖ 'Very nice video! I love the visuals on the map buildings inside.' - **Fuey500**, Renowned Top 500 Torbjörn Veteran

Torbjörn YouTube Guide Script

Torbjorn's primary weapon, the 'Flamin' Hot Cheetos.' Makes Torbjorn fire rivets every 0.6 seconds, dealing 70 damage per shot and travelling at 70 meters per second, alongside a 2 second reload time. Torbjorn can also eject molten metal in short range shotgun bursts dealing up to 125 damage per blast every 0.8 seconds, taking up 3 ammo per shot.

In terms of knowing when to use either your primary or alternate fire, here's top 500 Torb player 'Fuey500' explaining why torb's shotgun should be used as a last resort.

Due to the inconsistency of your primary fire, you'll also be spending most of your time spamming down chokes likewise to symmetra. This doesn't mean that you can't or shouldn't contest angles, but you might as well play McCree if you are going to do that.

With that out the way, the range and sightlines you want be playing on Torb can vary wildly depending upon the enemy composition, as Spilo explains here.

Building on that, if you're playing against a long ranged sniper composition on a map such as Junkertown 1st point attack, taking the right side flank to utilise shorter sight lines to assassinate snipers instead of playing in their favoured longer sightlines down main.

However, up against a more flanker based composition who have more lethality at shorter ranges, playing longer sightlines is key. For instance, on Havana 1st point attack, swinging wide and not playing in the enclosed room with short sightlines will increase your survivability and decrease their lethality.

Aside from that, practising your accuracy with Torb's primary fire is going to drastically increase the amount of value you receive with him especially compared to his hitscan counterpart, being McCree.

Torb's 1st ability, 'B-Tech Aimbot.' Makes Torb deploy a self-building turret with 250 HP, dealing 56 DPS, in a 40 meter attack range, with a 3 second cast time paired alongside a 10 second cool down if the turret is destroyed in combat. He also has his infamous hammer that deals 55 damage per hit and heals his turret for 50 HP.

There are two main uses to Torb's turret. The first is to use it as a burglar alarm and a warning system, similar to Symmetra's Turrets, as Spilo explains here.

Building off that bit at the end about choosing which flank to mark, which is more difficult to do with torb than with sym considering you only have one turret, there are three general guidelines - The flank depends upon which flank is most commonly used, where the enemy core paths, and the mobility of the enemy composition.

For instance, on Blizzard World 1st Point Attack, flanks on the side of 2nd point are most commonly used, hence turret should be placed there to hedge your bets.

However, if the enemy team decides to path on that side of the map, the flanks you are vulnerable to switches from right side to left side, hence if the enemy team does some unorthodox pathing, and you are worried about your flanks, you should replace your turret to guard the left side.

With the last guideline, take this example on Anubis 1st Point Defense. If the enemy composition has a lot of vertical mobility, in that of Genji, Echo, and Ball to some extent, it might be worth placing a turret that guards the right side flank. However, if the enemy composition doesn't have much vertical mobility, such as Doomfist Tracer, it might be

worth placing a turret that guards the left side flank, as they cannot access the right side flank.

The second type of turret is to use it as an extra angle of damage, as Spilo explains here.

However, in terms of understanding why you should place your turret on these unorthodox off-angles and why angles are just good in general, here's Top 500 Torb Main 'CXMgoblin,' explaining and applying the thought process behind turret angles, with two examples of Volskaya Industries.

Adding some nuance to this, you want to try and make sure that turret isn't the first thing that the enemies see, as they can more easily break the turret as a result of the turret not having cover or being the first thing that the enemy sees. For instance, on Numbani 2nd Point Defense, by placing your turret ontop of the green bus, you technically have an additional angle but as soon as the enemy team turn the corner, your turret is going to be the first thing the enemy team sees.

A good example of turret off-angle placement would be on Blizzard World 3rd Point Defense, where you toss your turret to the right side flank. This will not be the first thing the enemy team sees when they engage in the team fight, and also has cover from the corner that your team is holding. Note that this also covers the commonly used flank, which is a nice cherry ontop.

Now, in terms of choosing which one of the two turret play styles to use, it's pretty simple. If the enemy team are running heroes that predominantly target backline, such as Tracer, Sombra, or Wrecking Ball, you should favour the burglar alarm type turret. However, if the enemy team are running a more poke based composition or one that doesn't target backline as heavily, such as Widow, Pharah or Hanzo, you should favour the off-angle type of turret. Note that hybrid flankers such as Genji and Echo also predominantly fall into this category, as they are unlikely to hard flank on backline by themselves.

One additional thing to add is that your turret should almost never be front lining, unless you have to place it midfight if your turret gets destroyed, and even then, you should probably be looking for another angle for your turret to hold.

You should also be adjusting the position of your turret as Spilo explains here.

Before I end off this section, there is an unorthodox use to turret which is to throw and use it aggressively when taking a duel to help win important areas of the map. For instance, if you're duelling a McCree on Route 66 3rd point attack, throwing a turret before you peek will provide you with two advantages - The first being that it acts as a distraction and splits attention away from you onto the turret, and the second being that it can provide some temporary form of cover to weave in and out of, whereas the McCree is out in the open. Not to get too much into the micro, but this can also block McCree's flashbang. I'll elaborate more on map control in the following section.

Torb's second ability, 'Angry Dwarf.' Makes Torb gain 100 additional armour, and 30-40 % buffs all around to his movement speed, fire rates and reload times - All of which last 5 seconds, on a 10 second cool down.

There are two, primary uses to Torb's Overload - One of which is to use it defensively when getting dove, and the second is to use it aggressively when punishing rotations, as Spilo explains here.

A visual example of both of these uses being put into play would be on Temple of Anubis 1st Point Defense, where if the enemy team decides to rotate right side, you activate overload to output additional damage to punish vulnerable targets that may rotate in the open. The enemy composition will normally be a brawl variation, and you should have overload by the time the enemy team engages to the right side choke.

However, a defensive use of overload would be to peel off a dive. The enemy composition will normally be a dive variation, and this allows you to punish the enemy Winston or dive tanks, whilst simultaneously giving you more survivability.

Another use of Overload, linking onto the unorthodox use of torb's turret, is to use it to gain an advantage in duels For instance, referring back to the Route 66 example, you could pop overload against this McCree who needs six shots to kill you, whilst you have a slightly increased fire rate, movement speed, ammo capacity and reload speed over McCree. Do note that you do need to be able to aim your primary fire which can still be difficult, whereas McCree can easily aim at your circular hitbox and large head hitbox.

Torb's Ultimate, 'Funny Demonetised Innuendo.' Makes Torb create pools of molten slag that deal 160 DPS to normal enemies, or 250 DPS against enemies with armour. You have 5.5 seconds to deploy your molten core, and the pools last for 10 seconds a piece.

In terms of usage, there is one primary use to molten core which is to zone and take space. This can commonly take the form in shooting your molten core behind the enemy team, so when your team pushes in, the enemy team are forced to back up into your molten core. For instance, on Rialto 1st Point Attack, you could push past this corner by shooting your molten core behind the enemy core, so they have to quickly back up before they take too much damage from your molten core.

Alternatively, and what I think is an incredibly potent use of Torb's ultimate, is to not just deny the zone space that happens with the frontline fight, but to zone the very important areas of the map around the frontline fight. This can commonly take the form of highgrounds and/or flanks. For instance, on Kings Row 3rd Point Attack, you could zone both sets of high ground as well as the right side flank infamous for Roadhogs taking when going for a hook off the map. On Volskaya 2nd Point Attack, you could zone the majority of the highground with your molten core, forcing backline squishies to play a more conservative angle. You could even do this in the Route 66 example mentioned throughout.

Lastly, you ideally want to time molten core in midfights as Spilo explains here.

Moving onto the positional, play style and compositional section of the guide.

In Brawl, you're essentially playing a spam hero and due to your anti-dive capabilities, I wouldn't shy away from taking hard flanks as long as you can aim your shots. For instance, on Lijang Control Centre Retake, going coast side and utilising your turret as another angle of damage will put a lot of pressure on the enemy team. And because you have stronger anti-dive capabilities over someone like a McCree, you should be able to withstand a solo D.Va marking you.

However, if you can't aim on Torb, I'd stick to playing a conservative spam hero that takes well-timed soft flanks for when your core pushes in. Here's a visual example on Lijang Night Market Retake, where my McCree fails to time his pressure with his Reinhardt, and the same applies with Torb. If you want to see the full VOD, check the top right.

In Poke, utilising angles over the enemy team is what is going to be the difference maker in outdoing enemy DPS. For instance, on Blizzard World 2nd Point Attack, taking the highground will allow you to duel the Ashe or to focus on their core. Note that doing this with your Sigma will make this twice as effective.

In Dive, when playing defensively, you need to find the balance between playing split and playing stacked, as Spilo explains here.

In Dive, when playing aggressively, you want to find an angle and a sightline onto your killbox. For instance, on Route 66 1st Point Attack, you have an angle and a sightline onto where your team is diving on.

Another small thing to add on is if the enemy team decides to rally in response to your dive, you could use molten core to punish them as long as you're within range. An example of this could be Volskaya 2nd Point Defense, where your dive crew forces the enemy squishies to rally and jump off highground, and then you follow up with molten core.

TRACER GUIDE

SHEPHERD SQUISHIES

As you've seen by the Title, what does 'Shepherd Squishies' mean? Well, it encompasses these three main, interlinked ideas:

Shepherding Squishies

1. Flank/Map Control
2. Enabling Spam/Dives
3. Duelling DPS

Flank/Map Control

- This is the broad, overarching reason to why you shoot enemy DPS attempting to split from core
- Tracer, as we'll get onto into the last of these three subsections, is one of, if not, the best and most mobile duellist in the game, hence she is easily able to blink and force a duel onto an Ashe after she's used coach gun to gain an angle, or onto a Doomfist trying to split for a big slam etc.
- This will force the enemy (I.E. Ashe/Doomfist) to either retreat, or attempt to take the duel which they will likely not win
- This means that you win the angle and gain space, whereas the enemy team will then play in a linear fashion (I.E. Like a '**Herd!**')

Enabling Spam/Dives

- Simply put, this newly found space/angle that you have now gained, can either be used to set up a dive, or to increase the effective spam damage that your team deals
- For instance, in Ball Tracer Spam Dive Hybrid, you as Tracer (on your new off-angle) and your Ball can set-up a dive from different angles onto a squishy target
- In Double Shield (I.E. Ashe Tracer Sig Orisa Mirror) your friendly Ashe now doesn't have to worry about a flank as you've just cleared it on Tracer. This can allow your Ashe to play more aggressively to help land larger dynamites etc.

- Moreover, since double shield is relatively static, you as Tracer also decrease the effective spam damage from the enemy team, as if they're all playing in a linear fashion (I.E. Like a '**Herd**') they'll likely be looking and shooting at **YOU**, and not your **TEAM**, relaying pressure off your tanks

Duelling DPS

- So, what about *actually* winning the duel? Well, there's **THREE** main things:
- **Trigger Discipline** - Take an extra 100-500Ms to readjust your crosshairs back onto your target. Don't just blow all your clip at once into thin air by holding down M1/RT/R2
- **Blink Management** - Don't blow *all* your blinks actually getting to the off-angle, and don't panic blink the immediate moment an enemy starts shooting - Try and weave them in and out of your reloads and to duke/dodge CC and Stun abilities
- **Backline L.O.S.** - Make sure you are in L.O.S. of your Zen/Brig to gain Orbs/Repair Packs respectively to help win the duel. If you're in a Tracer duel, and their Tracer has Orbs and you don't, you're very likely to lose, vice versa

Some Tadbites...

- ❖ '[Tracer's] a **Shepherd** - Nobody gets **Split** from the **Herd**' - Jacob 'Spilo' Clifton, Former Professional Contenders Coach For Sheer Cold
- ❖ 'Start [Scouting], Start Getting into a new location, Start getting information - Stop playing Hide N' Go Seek and Start playing Overwatch' - Justin 'Jayne' Conroy, Former Assistant Coach For Dallas Fuel, Coach for 'PECO' Overwatch
- ❖ 'So the only option [Tracer] has is to draw out the 1v1 and hope that his [Ball Sigma Zen Brig] get more value.' - Nathan 'Natter' Pitchaikani, Current Contenders Coach, Former Contenders Strategic Coach for Team 'Drifters'

Tracer YouTube Guide Script

Tracer is armed with pulse pistol dealing 6 damage per shot at 1200 RPM with 40 Ammo (240 Damage all to the body, 480 all to the head).

The biggest, most impactful micro tip with Tracer's weapon is good trigger discipline; Most Tracers in the majority of SR's will suffer from mashing down M1 without taking the time to readjust their own aim.

Moreover, when you're unspotted attempting to one clip a squishy from an off-angle, don't start shooting the instant you see them. Take time to walk to a nearby piece of cover, or blink to close the distance and start shooting.

The spread of Tracer's weapon is too large at a distance of 12 meters (Before Falloff occurs) against most hitboxes, and you don't want the damage you deal after one clip to be nullified by enemy AoE healing, as well the advantage of being unspotted (IE The enemy don't see you before you fire your first bullet) to be given up as well.

Tracer's first ability, 'The Blinky Boi.' Makes Tracer move forward 7.5 meters immediately, with 3 charges each having a 3 second cooldown.

In terms of tech, Blink is primarily used to dodge and duke shots from the enemy which is most useful in 1v1's against hitscans. This means you should avoid blinking when the enemy is reloading, and instead blinking sometime during your reload animation to realign your crosshair, whilst also making you more evasive. There are some exceptions however, such as playing against a Hog who will most likely Hook after you blink due to how predictable your movement becomes.

In lower ranks, you can blink immediately after you turn a corner to avoid stuns since lower level players will toss everything your way the instant you appear. Generally speaking you want to blink between short distances of cover to LOS the majority of stuns whilst providing you natural safety. A great example would be Ilios Lighthouse on the right side of pillar where you have multiple health packs and short geometry to work around.

The penultimate piece of tech solely dedicated for blinks is the blink melee cancel, where you melee first and then blink afterwards to quickly and unexpectedly finish off a low target.

The final piece of tech is that you can blink to places slightly above your hitbox. Examples where this is most useful is on Temple of Anubis, or maps where you need to blink between high grounds.

With usage, most of the time you don't want to use blinks to reach your target, but rather to use it when engaging an enemy, as Spilo elaborates on here. I will cover an instance where you may want to actually use all your blinks in one go in the last section of this guide.

You also want to ideally finish off a target with a blink remaining to have an almost guaranteed route of retreat to stage your next dive or your next engagement more easily. Here's Spilo going into more detail considering pathing with blink.

Tracer's second ability, 'Ite, I'm boutta head out' Makes Tracer rewind the last 3 Seconds of what happened, which takes 1.25 seconds to complete, granting Tracer all of her ammo back paired with a 12 second cooldown.

In terms of tech, the main one is to Melee just before you recall cancelling the animation. Aside from that, recalling to utilise the 1.25 seconds of invulnerability can be used to avoid bursts of damage such as D.V.A bomb, although blinking away to cover would be better. You can also use this same time frame to charge up another blink to immediately retreat to cover, however this should be a last ditch effort and not something you are actively trying to do.

Another major thing I want to mention is to not recall after you use pulse bomb, and to simply blink away instead. This shortens the window of when you can next re-engage by preserving recall.

Aside from that, similar to other defensive cool downs, you primarily want to use recall to escape dives and duels whilst gaining back HP. One thing to note is that on maps with high ground such as Numbani, or Blizzard World 2nd, you want to avoid jumping off highground since you will be forced to recall back to highground or waste time staging back to it, so make sure your engagements count.

Tracer's Ultimate, 'Le Bomb V2' Makes Tracer throw a pulse bomb dealing up to 355 damage, taking up to 1 second to detonate.

The main piece of tech is to use pulse bomb a frame before you blink. This can allow for unexpected pulse bombs and quick 180's. I highly recommend this workshop code (BGBXD) where you have a set timer to land a pulse bomb, meaning every frame counts.

The other piece of tech is to stick floors and walls, as Top 500 Tracer player Aviv details here.

One massively underrated tip with pulse bomb is to use it on Orissa's Supercharger. If Double Shield or Orisa ever makes a comeback or pop up in your ranked games, it is 100% worth it to pulse the bongo every single time.

In terms of usage, pulse bombing tanks is the most reliable way to use pulse bomb. Sticking a monkey to force Primal, a Reinhardt to peel back, or a Bastion to force lamp, take angles and to destroy the Bastion are always reliable methods. With sticking squishies however, here's Aviv going over a decent comparison.

Pulse bomb should be something to aid your engagement, and not something to fully rely on winning team fights especially when sticking squishies. If you're looking to get multiple kills with pulse bomb without a combo, pulsing rotations from the enemy backline can catch them off guard or cause them to split away from each other slightly and delay their rotation.

Aside from that, there's not much to pulse bomb. Now onto the most important section of the guide; Positioning, Playstyle and Compositions.

Tracer is one of the most versatile heroes in the game and can fit into pretty much any team comp, hence I've dedicated 6 subsections of the most common comps to adapt your playstyle to.

But before that, here's Spilo going over one of the most important concepts which is Positioning and Timing on Tracer with 3 easy questions to ask yourself every team fight.

Moving into the broader, more compositional part of the guide, here's Jayne explaining the importance of scouting on Tracer especially in any dive comp but particularly on slow dive with maps on highground.

In Sombra Tracer Fast Dive, here's Temporal explaining the 2 man surgical dive combining and advancing on a lot of the macro and micro concepts mentioned so far.

Keep in mind that if you don't get kill, you're not losing out on too much. Even on defence, the worst that can happen is that the enemy team gain some space, and that you'll have to re-engage faster. You can also send your entire team to follow up after or during the two man Sombra Tracer dive, but make sure that Tracer and Sombra are coming at different angles to the core dive.

Moving onto Ball Tracer, the two main choices you'll have to make is whether to engage on the enemy backline, or to mirror the opposing enemy Ball Tracer, as Spilo elaborates on here.

In a complete or close to Ball Tracer mirror, you'll be playing a much slower tempo, in which case a poking playstyle may be the most suitable as Natter explains here.

Now onto Double Shield. Those who've watched my double shield guide will already know the Tracer variation which is to mark off-angles and force the team to play in a linear fashion, as Spilo draws comparisons to in an OWL match.

Moving onto the penultimate comp, which is Hard Spam with Zen Bap or Zen Mercy, you want to be acting as a puppy guard for your Zen Bap by mirroring any threats to your backline, and especially against a dive comp, you want to be poking and chasing dive tanks such as a Winston or a Ball to force a messy dive as Spilo explains here.

Finally onto the last composition that Tracer can be played in which is a hard brawl comp. I'll be going over a Strat which normally, you'd run a mixture of either a Mei, Symmetra, Reaper, Junkrat or Doomfist but this Strat can still work well in a ranked or scrim environment, or if you're just a Tracer one-trick.

The first thing to note is your positioning and pathing on Tracer in relation to your team. Pathing coast allows you to deal with ranged angled threat from coast such as a pocketed Ashe if you do come across one, although you'll most likely have a clear path, and you can drop off to the outskirts of the brawl. You can also path on the opposite end of the map which takes less time, and gives you the option to either soft or hard flank, but you are more likely to be scouted.

The second thing to note is your timing. In order to explain this, I'll have to explain the play styles that your brawl comp can take with Mei up against a full brawl comp.

Firstly, especially if you're in a scrim environment, you want to decide whether your Mei walls first or walls second, as they both offer different advantages. If you wall first, you are less likely to get a good split but your team will be able to take space and spread out on the point. If your Mei walls second, you will most likely get a better split but would have traded some map control. I personally prefer walling first, since you have a Lucio who can eliminate the advantage of walling second. Against Junkrat or Reaper, Junkrat should also have a harder time landing reliable spam damage if you do spread out to point, and Reaper will also have to make up some distance to be in his effective range.

In ranked however, you don't need to be this specific with timing as Tracer. You ideally want to engage as soon as your team lands the wall, or, if your team gets walled first, wait a little so the enemy team don't all just turn around and force your recall before your team can even act on the pressure that you're drawing away from the frontline.

So, as a where when what summary, your target will be the enemy backline, with specific target priority changing on the status of cooldowns, your timing will be when both teams engage, and your best off-angle and pathing will certainly not be stacking on your tanks, and should ideally be some sort of hard flank.

WIDOWMAKER GUIDE

FORCE ADVANTAGEOUS DUELS - P.I.V.U.T.

Widowmaker is often simplified down to 'Hit Shots 4Head!' especially when it comes down to the duels - However, you can often win duels (even if you're not mechanically the better Widow) due to a variety of factors abbreviated as 'P.I.V.U.T.'

P.I.V.U.T.

Positional

- *Highground*: Significantly harder to swing your crosshair to an exact place when aiming up, compared to aiming downwards. An example could be on Numbani 1st Defense when enemies path down main
- *Repositioning*: After peeking with your first shot, specifically around a corner, your position is revealed, and often times the enemy Widow will only have one place to aim her crosshair at (I.E. Where You Just Peeked) whereas you will have to aim at multiple possible places - Here's a visual example on [Junkertown 1st Point](#))

Infrasight

- *Perfect Crosshair Placement*: Building off that last point, you can peek the same angle twice if you pop infrasight after your first peek, since you know exactly where the enemy Widow is, giving YOU the advantage in the duel

Venom Mine

- *Hitbox*: In some niche circumstances (Famously on Hanamura 1st Point Defense) you can venom mine small gaps to where you peek making the enemy Widowmaker having to shoot your venom mine, effectively giving you an extra life

Unscouted

- *First Shot*: When peeking an angle, your first shot is the most vital as nobody is looking at you and your position is unknown (I.E. You are 'Unscouted') - Note to NOT Venom Mine before you do your first peek as the audio queue might give your position away!

- *Peekers Advantage:* This is where the person who peeks first can see the enemy before they can see them due to latency (This also applies to other FPS shooters)

Timing

- *Pocket:* Simply put, any damage boost additions (Typically Via Damage Boost or Discord) will lower the TTK (Time To Kill) upon the enemy sniper - This is most important in cases against Ashe where damage boost will also change your breakpoint and will oneshot you; Same applies to a well-timed discord. *Note that Good Mercy's won't just stick onto a single pocket target but will time their damage boost during moments of aggression.*
- *Tanks Baiting Attention:* If a Dive Hero gets onto the enemy Widow, she will no longer be peeking you and will be occupied, setting up an opportunity for an easy bodyslot.

Some Tidbits...

- ❖ 'And now the enemy Widowmaker is ahead of you in ult charge even though you charged your first ultimate faster but you just held onto it forever' - Ridouan '**ioStux**' Bouzrou, Retired Professional Coach, Currently Runs The Largest Private Overwatch Coaching Service
- ❖ 'Widowmaker requires a surprising amount of comms...Having a team that can follow up on directs very quickly is a very powerful tool.' - Justin '**Jayne**' Conroy, Former Assistant Coach for the Dallas Fuel, Current Coach for PECO Overwatch
- ❖ 'I've always been a proponent of venom mine...but there are very specific circumstances when you do not want to [use venom mine]' - Jacob '**Spilo**' Clifton, Former Coach For Sheer Cold, Current Mental Coach For Ex Oblivione

Widowmaker YouTube Guide Script

Widow's primary weapon, 'Chipsa's Demon.' Makes Widowmaker fire scoped distanced shots dealing 120 or 300 damage with a fully charged shot to the body or to the head respectively, taking a slither under a second to fully charge. Widow can also switch to an SMG dealing up to 130 DPS. For reference, Sombra's DPS is 160, and Solider 76's DPS is 171.

Starting off with a tad bit of micro, these are the percentage breakpoints to one shot a variety of squishy heroes. Due to factors such as trigger discipline and tracking, it's unlikely that you will min max your percentage charged but it's definitely worth mentioning to save a few milliseconds in sniper duels.

Moving onto Widow's SMG, it's essentially what fan the hammer is too McCree, and only primarily used in close quarter combat, as Jayne explains here.

A fundamental concept to Widow's rifle is to maintain longer sightlines. A visual example of this would be on Junkertown 1st Point defence where you keep at a range where flanker damage is not meaningful or easily avoided, or where hitscan damage starts to enter in heavy fall-off ranges.

To add a bit more nuance to this, you also ideally don't want to be playing in enclosed areas specifically against flanking heroes that want to play significantly shorter sightlines. For instance, on Havana 1st defense, even if you go left side with a long sightline, it's very easy for Reaper or McCree to force a duel as the area is relatively tight and confined. Instead, playing the opposite side might make it harder for Reaper to path and for McCree to find a shorter sightline.

Building off of this further, you always want to be constantly repositioning yourself and almost never peeking the same angle twice in the same period of time in sniper duels, as Spilo explains here. Some key exceptions to mention that would allow you to re-peak would be any advantages gained after your first peak. This could be as simple as infra sight, or a coordinated dive which will occupy their widow.

Speaking about timing your peeks as widow maker, here's, coincidentally, loStux explaining why you don't want to peak too early. To build off of that further, the same applies if you peak too late, and this is often why you'll see widow makers catch one or two teammates after the team fight has happened, which would have been much more useful during the teamfight when tanks can follow up.

Building off of what loStux briefly mentioned in that clip of wanting to take unfair duels, here he is again presenting and explaining a visual example of a widow duel with more variables to account for.

Since Widow's weapon is heavily intertwined with positional matchups, I'll include more visual examples in the latter sections of my guide.

Ending off with a bit of mechanical micro, here's Spilo showcasing some fundamental crosshair placement. This is even more important on console where you can't flick as easily, hence setting up your crosshair before taking the shot can lift a heavy load off your aiming.

In terms of improving your aim, I recommend Tryhard FFA since it has good generalisability to actual in-game experiences, and on console, aim trainers just aren't a thing.

Widow's first ability, 'Batman's Stolen Grappling Hook.' Makes widow launch a grappling hook towards the location she's aiming from a maximum range of 20 meters away, with a cool down of 12 seconds.

A bit of micro to start off with is to ensure your grapple sensitivity is low to prevent you accidentally grappling things that are miles off to where you place your crosshair. If you're uncomfortable on widow though, I recommend gradually decreasing it overtime.

There are two primary uses of Widow's Grapple, the first being likewise to McCree roll and to use it defensively to escape danger.

To build on the further, you ideally want to grapple across parallel high grounds especially against solo divers. For instance, on Dorado 2nd, you can grapple across to the highground coast side, and on Anubis 1st, you can replicate the same sort of effect. Keep in mind that this is significantly less effective against a coordinated dive since a hero like Echo can pursue your escape, but by prolonging your survival, you can draw out more resources.

However, Widow's grapple should also obviously be used to take high ground angles where possible, but the timing of this needs to be when your tanks are baiting attention, as if you grapple to a location too early, not only will your angle be contested, but you may potentially lose your life as well.

A visual example of using grapple too early could be on Havana 1st Attack, where you grapple in relation to your tanks that are practically AFK. This will mean your angle could potentially be forced out, and due to your reduced HP, you might die before your tanks even do anything.

The last niche use of grapple is for the grapple hockshots. This isn't very practical but as long as you know where their widowmaker is, you can often bypass infra sight as it's significantly harder hitting a widow maker mid-air, giving you the slight advantage.

Widow's 2nd ability, 'Completely Useless.' Makes widow shoot a venom mine onto nearly any surface, dealing 15DPS for a total of 75 damage, paired with a 15 second cooldown and a visual indicator of it being triggered or destroyed. Widow can also see through walls for the 5 second duration the venom mine has.

The primary use of venom mine is to use it defensively, almost like an alarm bell, to alert yourself of potential flankers.

Building off that fundamental concept, you may also want to tailor your venom mine based on their flankers. For instance, on Anubis defense 1st, you might want to venom mine top right if they're running Genji, Echo, or heroes with vertical mobility. However, if they're running Tracer Doomfist, or heroes with limited vertical mobility, you might want to venom mine to the adjacent highground. If it's a mixture of both, for instance, Tracer Echo, then you should venom mine the flank that you are closest too, which would be the right flank in this case, as you have less time to land damage and prevent their engage.

You also might not want to use your venom mine as it can give away your unscouted position, as Spilo explains here.

The last and admittedly niche use of venom mine is to utilise it's hit box to cover your head in widow duels. The famous spot for doing this is on Hanamura 1st Point defense, where you venom mine in a gap and proceed to peak, again referring to the concept of taking advantageous duels.

Widow's ultimate, the 'Wallhacks.' Makes Widowmaker gain wall hacks for 15 seconds.

The predominant use of infra sight is to gain additional scouting information to allow yourself to force more aggressive duels. In order to pull this off successfully, timing your infra sight for when you're about to peak is key to gaining more effective use of infra sight as I explain here.

A lot of widow makers also like using infra sight to match the opposing widow makers, but, hot take, saving infra sight all game to use it in response to their widow's infra sight can be wasted value, as loStux explains here.

A common response to not matching sights would be what to do when they have sights and you don't. Well there is one primary option, which is to play angles that avoid the widow maker completely. A visual example of this could be on Havana 1st Defense, where you simply play in a position where their widow maker does not have LOS onto you. If possible, you should constantly be asking your teammates to where their widow maker is so she doesn't get the jump on you. Note that you also have a long sightline, cover, and a route of retreat as well.

Onto the Compositional, Communicational and Positional part of the guide.

In terms of general positioning, there are 4 key principles which I'll showcase on Hanamura 2nd Attack. The first is to have cover, pretty obvious. The second is to have line of sight, which is again, pretty obvious. The 3rd is to have good distance from angles so that the enemy team flankers don't sneak up on you. The fourth and final guideline is to have aggressive and defensive rotations to exert more pressure on the enemy team or to just escape.

With positioning in Brawl, where there often isn't much mobility or range, taking slightly more aggressive splits timed well during the teamfight is key. For instance, on Lijang Control Centre, a very brawl based map, you could path coast-side and set up a great angle whilst your tanks bait attention. Note that the 4 Guidelines also apply here.

In Dive, likewise to McCree, you don't want to stack on your backline, but you also don't want to play split, as Spilo explains here.

In terms of setting up your own dives, you want to make sure you have longer sightlines on where your team is diving (I.E. The Killbox), an angle on sed killbox, and LOS to your backline. For instance, on Anubis 2nd Point defense, you have a sightline, angle, and line of sight respectively on the killbox.

You can also be calling out potential dive targets if you soften them up with a bodyslot as Jayne explains here.

In poke, longer sightlines and harder, more aggressive angles are the two keys to beating a double shield composition.

With the former, on Blizzard World 1st Attack, you could grapple to the right side highground whilst the frontline is baiting attention, providing you with an angle and a decently ranged sightline onto their Ashe.

Since double shield doesn't have much mobility, you can also be looking for harder flanks. Referring back to the Hanamura 2nd Point example, you can a long sightline and a 90 Degree off-angle hence you aren't just shooting shields. However, in double shield variations that play a Tracer who can mark your flank, you should be timing your splits late if you are keen on going for these aggressive plays.

ANA GUIDE

ANA BIOTIC RIFLE

Ana shoots out darts dealing 70 damage or healing over 0.6 seconds respectively. If Ana zooms in, the shots will be hitscan, and if unscoped/hipfire, the shots will be a projectile with a speed of 125 m/s. The rifle has a magazine size of 12, alongside a reload time of 1.5 seconds. When scoping in, you also experience a movement speed decrease of 65%, which I'll get into why this is important later on.

ANA BIOTIC RIFLE TECH

- 1) Scoped shots leave a tracer behind revealing where you last shot from, revealing your position. This may make you vulnerable to flankers scouting you for a duel, or if you try and remain unscouted
- 2) Shots will pass through full Health allies, applying no effect
- 3) The projectile size ana shoots when unscoped is treated as 0.3 meters for allies, making it easier to heal teammates. However, this projectile size is much smaller for enemies
- 4) (CONSOLE ONLY) A few years ago, Blizzard added a feature for aim assist onto allies when attempting to heal them. It is NOT on by default, hence I recommend you turn it on, and adjust to your liking
- 5) You can cancel the reload animation by using melee after the magazine is loaded into the rifle
- 6) Quickscope - When holding the ADS (Aim Down Sights) Key, the white outline of Ana's scope appears before you actually zoom in. Be ready for this indication so that you can shoot a few frames later when you just scope in for a split second.

ANA BIOTIC RIFLE USAGE

Why Quickscope?

- 1) As the shot fired is hitscan, you don't need to predict the movement of your teammate. This is especially useful when you are at range duelling the opposing DPS, as you can quickly zoom in, click, zoom out, onto a small teammate such as a Genji in mid-air

- 2) Quickscooping minimises how long you are spent with the movement penalty, and the decreased field of view

Healing Vs Damage:

- Obviously, as a support, your job is to prioritise healing over damaging
- The principle of healing and dealing damage is very similar to Moira and Baptiste, but at range, and since Ana has a scope (that decreases FOV) finding gaps to deal damage can often be more difficult with problems such as tunnel vision arising
- Dealing damage depends upon which other support you are paired with. For example, when paired with a Moira, you can make the assumption that she will keep the majority of your team alive, which will give you an opening to land 3 shots (or 2 + 1 nade) on an enemy squishy. Vice versa w/ Zen
- A good mixture of both playstyles would be Ana Bap, where bap may want to go aggressive himself to utilise his amp. matrix, where both supports in this case need a semi-coordinated ebb and flow

Scoping Vs Hipfire:

PROS:

- No movement prediction at all (As Mentioned prior with quickscoping)
- Hitscan shots are faster than projectile shots

CONS:

- Easier to be 1 Shot
- Reduced FOV May Lead to Tunnel Vision

Considering both of these points, you should avoid staying scoped in for more than 4-5 Shots unless...

- You, as Jayne would call it, are playing the 'Narnia' Ana, where you are very far back, and you are positioned in such a way where you are unlikely to be flanked by one diver

- Great examples of this would be on Route 66 3rd Point Defense, where you play by the Lorry, Hanamura 1st Point Defense where you play by the mini, and King's Row 3rd Point Defense, where you play by the healthpack closest to your spawn
- At the start of the game (Specifically for Hanamura 1st) where you don't know the enemy team comp, you want to listen out for specific audio queues, such as a Widowmaker shot, Hanzo Leap, Ashe Coach Gun, or Hanzo activating his storm arrows. Using this information, you need to play in a position where you are out of their L.O.S. which in this situation of Hanamura 1st, would be towards the room with the mini healthpack in front of you, as you are out of L.O.S. from a sniper using their mobility to peak top right window, or for them to peak on top of gate

ANA SLEEP DART

This makes Ana fire a dart rendering an enemy unconscious for up to 5 seconds. The sleep dart deals 5 damage w/ a lengthy cooldown of 12 seconds.

ANA SLEEP DART TECH + USAGE

200HP Oneshot Combo:

- Sleep (5 Damage) => Shoot (70 Damage) => Nade (60 Damage) => Shoot (70 Damage) => Melee (30 Damage)
- Total: 235 Damage. You can leave out the melee, although it increases the TTK, which may prevent the opponent you slept to use their escape
- This may be anecdotal, but you may not pull off the combo against mobile flankers who already get their movement cooldowns quickly

Sleeping Flankers:

- Sleep dart isn't a conceptually complex ability to wrap your head around on how to use it, but rather the execution of it is much harder, especially with the reduced movement speed
- Sleeping Flankers is probably the most consistent value you will receive from using sleep dart, and I believe there is a workshop mode I saw from Noobhunter where ML7 went on a continuous streak sleep darting Genji's who popped their blade out. Code: 6AX0X
- Building on this idea of saving/using your sleep dart for flankers...
- Also don't panic sleep doomfists - Sleep him when he uppercuts you

Pointless Sleep Darts:

- When playing against dive teams, try to not use your sleep dart at distances that are extremely far away as, not only is the chance of you missing your sleep dart much higher, but also if you miss the sleep dart, this opens up an opportunity for the enemy dive to punish you immediately after used. Therefore, use the cooldown once the enemy team has actually threatened you

Sleeping Ultimates/Cooldowns

- This is the remaining use of your sleep dart; To save it for any ultimates (Preferably ones that make the enemy move slower). Examples can be with Barrage, Blossom, High noon, Whole Hog, and if you're good enough, Coalescence (As movement speed is increased in this scenario)
- You can also sleep cooldowns such as Hog's breather although this is of less value

ANA BIOTIC NADE

This makes Ana toss a grenade dealing 60 damage and 100 healing to enemies and allies respectively, with a projectile speed of 30 meters per second, an area of effect of 4 meters, a duration of 4 seconds, and a length cooldown of 10 seconds. The affected allies receive 50% more healing than normal, including from health packs, whereas affected enemies cannot receive any healing at all.

ANA BIOTIC NADE USAGE

Nading 1 Person:

- Due to how much potential value you can receive from using your nade, nading one person has to be of the utmost value, which are in two main situations
- Those two being to keep yourself or another teammate alive, or to 100% guarantee a kill an enemy. Any other use than that would not be worth using your nade on 1 specific target

Aggressive Nades:

- These are the nades that will single handedly change your game, by flanking around, and landing a nade in a grav to counter a zen transcendence, or to force the opposing Reinhardt to kite
- I really want to elaborate on this concept here, but skip to the 'Positioning' section of the guide where you can set yourself up subconsciously to land large nades by flanking at the correct time based upon your other support
- You can also get used to the arc of the nade by splashing it up against walls, specifically on maps like Horizon Lunar Colony or Numbani (Despite HLC isn't in Comp)
- Other aggressive nades would be against two Reinhardt's swinging against each other, or their Reinhardt barreling his hammer to your Reinhardt, in which he'll be too tunnel visioned to block your nade

Set Nades:

- There are certain spots where you can throw your nade in the air, and have it reliably hit a certain spot every time by positioning your crosshair correctly against the geometry of the map
- I recommend checking out KarQ's set nade video. I made a set nade video as well about a year ago but the quality is absolutely abysmal...

Winning the Genji Duel Via Nade:

- If Genji dash's you, nade the floor. Ideally, position yourself at the end of his 10 meter dash range so you don't take the 50 damage, but you still hit the nade

Nading Yourself:

- This in general is a bad idea since the nade could be used 5 seconds later to enable your tanks, to the save them, to splash it up against a wall etc. Unless you want to prevent a damage threshold E.G. A Widow Bodyshot
- The damage you take can be healed up by AoE Healing From Moira's Lingering Heal effect, Brig Inspire, Bap Regen Burst, Lucio Aura. In Ana Zen I could potentially see why, although a healthpack is more worth it, or requesting the orb
- If you need the extra few points of ult charge, you could also nade yourself then

ANA NANOBOOST

This provides a 50% Damage buff and damage reduction to any singular teammate that Ana chooses, lasting 8 seconds, alongside the capability to heal up to 250 Health. There is also a short cast time of 0.15 seconds, and the maximum range you can apply nano on a teammate is 40 meters

ANA NANOBOOST USAGE

Aggressive:

Covering Aggressive Nano Usage as a Whole, ML7 did a fantastic video as well as a concise [Google Spreadsheet](#) (A google sheet within a google sheet!) which covers when to nano aggressively on each hero in the game, depending upon whether they have their ultimate or not, and depending on whether you're above or below 3.3K in SR. Whilst I won't be going over each hero case by case, I'll cover some general rules of thought to keep in mind (Moving onto defensive usage the more you read throughout)

A 'Validation' Nano:

- This mainly applies in lower ranks, and to main tanks that are too scared to push past choke, hence using a nanoboost implicitly says that it's go time to walk forward.
- This isn't the most optimal usage however, since the first few seconds of nanoboost will be wasted as your main tank wouldn't be close enough to make the use of the 50% damage increase or reduction
- An ultimate such as Coalescence would be of higher value as the piercing effect can be used at a decent range regardless of where your tank plays. You can also simultaneously heal and damage with coalescence as well.

Initiating The Teamfight:

- When using Nano to combo with ultimates such as Blade, your tanks will normally push in, and the enemy team will reactively use their cooldowns in attempt to counter the combo
- Knowing this information, you want to make the call to save utility such as a speed boost to allow your tanks to push in from the great distraction that the Genji would cause slashing the enemy backline

Applying/Reverting Pressure:

- This concept is more intangible, and requires shaped gamesense overtime to know when to use nanoboost in a scrappy fight to either apply pressure on the frontline, or to revert it, and force the enemy to back pedal
- An example would be in a 4v4 or 3v4 fight, and your Zarya is high charge. Knowing when to Nano would depend upon whether you yourself have your cooldowns (Specifically biotic nade), whether the enemy team have enough sustain to last themselves throughout the teamfight (Specifically in healers), whether you have spawn advantage, whether the enemy team are pouring in ultimates themselves, whether they have any powerful cooldowns such as Immortality Field, who your other player on your team is and whether they have enough resources themself to impact the fight (IE A Reinhardt can sustain long enough to gain shatter, and buy time for your Zarya to make an impact), whether you're mechanically confident enough, whether you have a retreat, whether it's final fight, whether you have line of sight or not etc.

Snowballing/Building Ultimates:

- If your zen is 25% away from transcendence, and you know their Zarya has Grav, it wouldn't be a bad idea to nanoboost your zen in order to gain transcendence faster (If he can aim obviously). I would go against this if you're win condition is Nanoblade, or you'd rather save it to allow your Reinhardt to take some agro purposely, then you nanoboost him so he can still be aggressive and the 250 Health will heal him
- You can also do the same with Winston, by nanoboosting him to gain an extra 10-15% he otherwise wouldn't have gotten, then 'snowball' that into Primal, then he escapes with low HP, feeding 25% upwards to your next nano.

Saving a Life:

- This mainly goes hand-in-hand with the previous point, and is not purely mutually exclusive. If your Reinhardt (Or any teammate) starts to take a lot of damage, a nano boost can revert that almost instantaneously, which can then go to 'Reverting' the pressure applied to you from the enemy team
- You can also nano a zen who is getting dove, making him much more lethal, whilst also allowing him to build transcendence faster. Keep in mind, zen does a shade less damage than McCree when shooting at a discorded target; Amplifying that is certainly something the enemy team wouldn't expect

ANA POSITIONING

H.R.C. - Healthpack, Route of Retreat, Cover

Healthpack: Imagine on the experimental cards Jeff had released a patch giving Ana 75 Extra HP. It would be overpowered in theory, wouldn't it? Well, you can actually replicate this change by simply positioning yourself next to a healthpack. An extra 75 or 200 HP to take duels will certainly aid yourself in increasing the probability of winning these duels. In conjunction with your nade as well, you can regain over half your HP by taking a mini when you are under the effect of your nade

Route of Retreat: This can be substituted for 'Rotations,' although I find this to be a more complex concept. Essentially a 'route of retreat,' is an escape route if your team loses the fight. EG Hollywood 1st Point Defense Café

Cover: No in-depth explanation to why this is useful. This refers more to natural cover instead of artificial in case your main tank has no shield management. Highground also counts as cover as you can back off from the edge, and use that as cover.

Caveats: Highground

- I really want to emphasise utilising the highground moreso on Ana than Zen, even if it's the only checkbox you tick. The sheer value you can get from landing a 3-5 man nade is so high that it's worth jeopardising your safety for in some scenarios (If their Zarya has crazy bubble management or if their DV.a has very high awareness, it's probably not be worth it)
- The 'Healthpack' part of the acronym can also be substituted with 'Highground' as you already have a mini healthpack of your own, in that of your biotic nade.

O.R.L. - Off-Angles, Rotation, Line of Sight

Off-Angles: This is looking for soft flanks that are away from the main fight to try and get a pick on the enemy team. A great example would be on Rialto 1st Point Attack, left side facing the first corner, or Watchpoint Gibraltar 1st Point Defence on the highground, waiting for the cart to go under to then catch out the enemy backline in a rotation, where you can land your nade, then two shot combo.

Rotation: This is changing position in relation to defend point in a more advantageous position. An example of this would be rotating from the Highground on Blizzard World Defense (The Highground closest to the attackers with the moving ride) to the backside of point.

- Jayne had once said in his VOD Reviews that the **PATHING** of the rotation wasn't the problem, but the **TIMING** of it was
- This concept holds true especially if the enemy team have a Lucio as the time frame for when you can rotate is even lessened. You and your entire want to rotate at the same time, not one by one (Similar with the 'Golden' Rule of Reinhardt: "First one in, last one out")
- You can see this by Dallas Fuel vs Houston Outlaws Match Up in Goats, where on Lijang Night Market, Rawkus had taken significant poke damage when trying to get to point giving OGE free reign to swing
- However, you can rotate in between fights to gain an aggressive position in order to land a big anti nade. For Example, after capping first point Blizzard World attack, you could rotate to highground, allowing for everything mentioned prior and angles to land aggressive nades

Line of Sight: This is ensuring that you have line of sight between you and your Reinhardt primarily, with potential line of sight to the enemy team to get aggressive picks. The main caveat between Ana and Zen here is that it is much more important on Ana than Zen, as you will be the primary source of healing in your team, and if you Reinhardt can't see you for healing, he is likely to die. Simple Ccillouts such as 'Peak Main For Heals' would give Reinhardt (or any main tank that you have) info that they need to back up. Long sightlines are also more useful to Ana as she can more easily land her shots when scoped in.

CASE STUDY: WATCHPOINT GIBRALTAR 3RD POINT DEFENSE

So, right [here](#) is a top down view of WP Gibraltar, with 6 Letters, A-F, dotted around the map. Each letter represents a potential POSITION that you can play. Which, in your opinion, would be the most optimal position to play, or duo of positions to play, and why? I'd like to hear your thoughts, and I'll be commenting my personal list of positions (From **Worst** To **Best**, and my reasoning behind why) 24 hours from this post being, well, posted.

ANA BACKLINE SYNERGIES

Ana Moira: This duo provides a high amount of healing and utility, however, you want to play extremely aggressive on high grounds, letting your Moira heal the majority of your team. You want to be asking yourself whether you can output the same amount of healing playing an off-support such as Lucio or Zen, who bring even more diverse utility than you. If so, you should consider swapping off of Ana.

Ana Lucio: This pair is optimised for brawl, as your nade provides high value in the Reinhardt vs Reinhardt brawl. To add on this, your Lucio's area of effect healing will heal up any poke damage, and he has the ability to peel. However, your D.P.S. may suffer from a lack of healing if you have low awareness.

Ana Mercy: Even though mercy is a main support, she will mainly be healing the D.P.S. whilst you take care of the tanks. The only problem may be a lack of peeling if your mercy is unaware, and no defensive ultimate to take care of Shatter or Grav.

Ana Zen: This duo is a glass cannon. If both of you can stay alive, you are practically guaranteed a free win, however, there is no area of effect healing, and the healing provided is often extremely inconsistent due to dive, meaning that your tanks may be left defenceless. Play close to each other to peel, but not on top of each other as to be blocked off by one shield against dive.

Ana Bap: This duo is potentially the most versatile with Ana. Your D.P.S. may struggle to get any healing, hence running self-sufficient characters such as Reaper may be optimal. Tell your bap to be conservative with lamp due to the lack of any defensive ultimate and a lack of escape.

Ana Brig: This is most likely Brig's strongest pair. All players on your team should receive consistent healing, alongside a great level of peel when playing Brig, and two aggressive ultimates, however, there is less opportunity for aggressive nades as you'll be primarily healing your tanks.

BAPTISTE GUIDE

BAPTISTE BIOTIC LAUNCHER

This shoots a 3 round burst dealing 24 damage per round, with a rate of fire of 1 burst per 0.58 seconds. Bap can also fire healing nades, travelling at 60 meters per second, with a splash radius of 3 meters, dealing 60 healing, with a fire rate of 0.9 seconds, and an ammo capacity of 12. Reload time is 1.5 seconds.

BAPTISTE BIOTIC LAUNCHER TECH

- 1) Fire Your Heal Nades Into the Air Before a Teamfight to increase Healing output by double, or to simultaneously heal and damage; Of which you should do the latter - The reason being is that any poke you get at the start of the game will be healed up passively by the nades you shot in the air, whilst you can gain more ult charge by dealing damage. The nades will take about 7 seconds to land on the ground as a small FYI. Good examples of this are on Temple of Anubis Point A Defense, or Paris Point A Defense (Although it's not in ranked).
- 2) You can perform a Heal Nade animation cancel by shooting your nades, then immediately using melee. This is quite niche, but is useful for landing damage on an enemy nearby (Similar to Moira using melee at the end of Coalescence as an animation cancel)
- 3) You can simultaneously heal and damage by shooting your nades first, then immediately using your triple burst after. There are a few downsides to this. To start off with: The fire rate of you shooting your triple burst out normally is increased from 0.65 seconds to 0.8 seconds. This is because you will fire at the same rate that your heal nades are fired out at, which happens to be 0.8 seconds. Secondly, your accuracy of both the heal nades and the triple burst are decreased greatly.
- 4) Thirdly, building on the last point, it's very hard to do on console consistently or if you have low sens. With this being said, you should only really do this if you are confident with your mechanics, and your teammates aren't full HP, as if they are, you might as well be dealing damage normally with a higher **fire rate** and **accuracy**.

Don't bother with recoil control and short ranges (<5 Meters, Occasionally <10 Meters). This is because the hitboxes are so large at close range, the small bit of recoil will hardly do anything. At long ranges, the opposite is true. This tip is more

specific to console players because controlling recoil at a specific timing (IE At the second bullet) is difficult on a thumbstick.

BAPTISTE BIOTIC LAUNCHER USAGE

Shoot Shoot Heal

- The biggest stepping stone with using this weapon is doing the Shoot Shoot Heal rhythm, which is a key fundamental of Baptiste. You should be doing this under low pressure to min max your kit (Which is when your tanks are engaging as they are baiting attention), as you are less likely to die; Your damage acts as a peeling mechanism deterring the enemy from pushing further, ontop of gaining more ult charge; I highly recommend you spectate OWL/Contenders/Any High Level Baptiste players and they all have this in-built shoot shoot heal rhythm

I'd just like to also mention how difficult landing your Healing Nades are on flat planes. Because of the nature of a projectile with an arc, aiming just a few degrees up or down, will make your heal nades travel a 5-10 meters further away or too close to your teammates. Not to even mention that you have to predict where your teammates will go (Hence not only is there vertical movement but also horizontal movement of your crosshair). In order to fix this the best you can, you can use your exo boots with a little bit of charge to be able to more accurately look down on your teammates to land your nades, or to try and bank them off of some geometry

N.B. This punishing effect is worsened by you being on low ground, and your team being on high[er] ground, or even on a staircase.

BAPTISTE REGENERATIVE BURST

Bap activates an area of effect (AoE) healing in a 10 meter radius, dealing 15 HPS for 5 seconds, and 30 HPS for the same duration to self. The cooldown is a lengthy 13 seconds.

BAPTISTE REGENERATIVE BURST TECH + USAGE

As this is basically Bap's second passive ability (Brig's Inspire on a listed cooldown) I'll group up Usage and Tech together, as honestly, the Tech is more important than the usage.

- 1) Once you activate regenerative burst (R.B.) and allies receive it within the press of the button, they can go out of Line of Sight (L.O.S.), range, through enemy barriers and will still receive healing. (You'll see a trend that it works the exact same as Brig's Inspire) This means that R.B. is not a second-to-second ping, hence you should try and aim to use your R.B. before you're hacked, or before Sombra EMP's as the healing will still go through no matter what.
- 2) As insinuated prior, R.B. will not go through/have the effect applied from the button press if an Ally is on the opposite side of an enemy barrier, or if the ally is out of L.O.S. no matter how close they are
- 3) You can weave in R.B. with the fire rate of your heal nades by using R.B. straight after a heal nade is fired
- 4) R.B. will interrupt your triple shot burst. If an enemy is at 25 HP or below (Or if you have a damage amplifier that will kill the enemy with one round) this is just for optimisation as you immediately heal a few hundred milliseconds earlier. However other than that, this is just jeopardising your fire rate.
- 5) You can activate your amplification matrix (I'll call it A.B. or matrix) and R.B. at the same time
- 6) Lastly, and perhaps most importantly, if you activate R.B. but a teammate is either out of Line of Sight or Out of range (Even if it's 10.1 meters), then they move into Line of Sight or Into Range, they will not receive any healing. This is even more punishing than Brig's Inspire, as the cooldown is 13 times longer, and the range is much shorter. Predicting the range of 10 meters will only come with time playing the game.

In terms of usage, the fundamental use to R.B. is to provide additional healing for when your tanks/teammates need it most and are under heavy pressure, or to use it early. For the latter, I'll explain why it's better to use it before engagement/early

- 1) You are allowed/should do damage whilst you passively heal up any poke damage at the start of a teamfight, instead of trying to hit your heal nades as mentioned prior
- 2) Your teammates do not need L.O.S. throughout the duration of your R.B. hence you should take advantage of this, and only need L.O.S. at the start of a teamfight, where everyone is grouped up together in a (Hopefully) 10 meter

radius. This is most useful for when running Bap with dive comps (Which you shouldn't be doing anyway, but regardless)

- 3) R.B. will come back earlier into a teamfight, which means added healing in the mist of a prolonged teamfight/more likely you it will come off cooldown when tanks are critical
- 4) Also, do not stack R.B. ontop of lamp; Think of this like using Lamp and Transcendence at the same time, or Winston Barrier + D.Va Matrix at the same time as well, it's an inefficient use of cooldowns.

BAPTISTE IMMORTALITY FIELD

Bap throws out a disk-like device that emits a field granting immortality, with the device itself lasting 5 seconds, and the field having a radius of 6.5 meters. The device itself has 150 HP, has a projectile speed of 60m/s, and a cooldown of 25 seconds. Lamp also immediately heals allies that are under 20% Health, to 20% Health.

BAPTISTE IMMORTALITY FIELD TECH

- 1) The field will linger an extra 0.5 seconds if the device expires for it's full 5 second duration. If the device is destroyed during the 5 second duration, the field will still linger, but not for 0.5 seconds. This means that you can essentially crouch in Lamp whilst waiting for it to expire, then as soon as the audio queue of it 'going away' plays, you jump up to high ground/out of danger, whilst still having the immortal effect applied to you
- 2) Lamp requires L.O.S. BUT both the device itself and the field ignore enemy barriers
- 3) Even if you are stunned during the 0.8 second cast animation, the device will still spawn
- 4) The arc to which the Lamp is thrown at is identical to your heal nades, AND the Heal Nade animation can be cancelled by using lamp afterwards. This means you can fire a few test shots to see where the Lamp will land, whilst potentially applying healing, and the Lamp will land to where your nades land. Keep in mind however, that your heal nades are NOT effected by the sky hitbox, whereas your lamp is.
- 5) Lamp has a vertical hitbox that goes above and below allies. Essentially a cylinder with a diameter of 13 meters, and a height triple the length between the Device itself, and the ground. Examples where this can be useful are on Hollywood First Point Defense Opposite Café, where you can throw the Lamp, let

it rebound off of the structure, hug the wall, and you will still receive the immortal effect. Keep in mind, if the vertical distance between you and the device itself is LONGER than the distance between the device and the ground, the immortality effect will not be granted

- 6) Lamp in Corners, or behind the enemy's FOV. In the latter, an example would be tossing out lamp behind a Genji who just dashed into your Ana, where you ideally want the circumference of your Lamp to hit the teammate that's being dove whilst simultaneously having the device itself out of the enemy player's FOV (Field Of View)

BAPTISTE IMMORTALITY FIELD USAGE

Using it Aggressively/Liberally:

- This is most applicable to scenarios where the teamfight has devolved into a 5v6, where you will simply not win the battle of attrition (IE You want to play as fast as you can, and the enemy team want to play as slow
- An easy way to do this is to throw your Lamp in a Corner, then go full DPS mode. You could also matrix if you feel mechanically confident enough. The reason why this wouldn't be considered a waste of lamp is that it is unlikely that in a 5v6 scenario you using lamp defensively would be unlikely to make your teammates win the teamfight, and you ideally want them to invest ultimates such as Grav or Shatter without delaying your (most likely inevitable) deaths by placing your Lamp to survive.
- Back when Bap's Lamp was on a much shorter cooldown of 20 seconds, and lasted 8 seconds instead of 5 ML7 would suggest to hug a corner, throw your lamp in that corner, then apply pressure. This is most useful in vanilla teamfights as it is most likely that your teammates will die from ultimates generated, in which this won't be a problem if both teams are nowhere near their ultimates. Despite this, this may give the enemy team the green light to play aggressively, and dive your other support, or even you; Hence why this strategy only really works <3250 SR where the enemy team won't have enough awareness to cooldown track your Lamp (Especially in the Vanilla Fight)

Using it Defensively/Conservatively:

- This is probably the most common way to use Baptiste's lamp due to the extremely long cooldown. In any case actually, you shouldn't be using your Lamp

liberally (Hence why I didn't title the Aggressive section with 'Liberally') since unlike R.B. Lamp can easily be the difference between your team surviving or dying

- Apart from a few niche scenarios where you can maximise Lamp's usage, you ideally want to be (Or your other support) should be ult tracking what the enemy team has; What their win condition is (Grav Drag for example); Then which bit of natural cover you can say to your team to utilise, and throw your Lamp out of L.O.S.
- If the enemy team haven't got a clear cut win condition (Which is often) most players wouldn't know what to do. In scenarios like this, it is best to identify what ultimates (or even dangerous, harmful cooldowns) the enemy team has, who's most vulnerable in your team, and playing around them. A simple example can be playing around a Bastion comp, in which he is most vulnerable every single teamfight because of his static nature.
- Moving on to niche/specific scenarios: Throw your Lamp in the air when you believe Sombra is about to uncloak and EMP. When she EMPs, your Lamp will be travelling midair, in which Sombra's hack doesn't go through, therefore your Lamp lands on the ground despite your entire team being hacked. If you have a low sensitivity, or play on console, you can either hide out of range from her EMP, or toss it off a wall for it to rebound on the ground.

Using Lamp To Save A Feeding/Overextending Teammate

- L

Healing Teammates Vs Damaging Enemies

I'll do a simple Pros and Cons list from the perspective of healing teammates (IE The Pros and Cons of Healing Teammates over Damaging Enemies)

Pros:

- 1) You are more likely to gain your ultimate faster due to the AoE Healing that you do. This is most useful if you are coordinated enough to pull off a combo such as Halt + Firestrike + Matrix
- 2) If your lamp is likely to be destroyed, healing your teammates decreases the probability that they will be run over by the enemy team as soon as the lamp expires

- 3) Healing allows your teammates (Moreso tanks) to re-engage into the fight earlier, instead of waiting at the choke to be healed. If the enemy team are smart/coordinated enough to callout that your teammates are low, and you didn't heal them, they'd die pretty quickly.
- 4) After healing your teammates, you could play more aggressively in the future, and take an off-angle to dish out some damage.

Cons:

- 1) You ideally want to make the most of the time you have by being immortal for a few seconds, meaning that dealing as much damage as possible (Ultra Aggressive) without having the chance of dying will deter the enemy from pushing, and perhaps get a pick or two.
- 2) You're not punishing any bad positioning from the enemy team; Especially evident in lower ranks, and even moreso when the enemy team want to push as far as they can when they see low HP enemies without taking into consideration their own safety
- 3) You can give your other support more ult charge, which may be your win condition E.G. Nanoblade. Although this is more suited for teammates sitting at around 60% HP as they are at no threat of dying, whilst you still indirectly provide ult charge to your Ana/Other Support

BAPTISTE EXO BOOTS

When Bap crouches, he will charge his boots to provide enough force for him to jump in the air, at a maximum height of 9.1 meters if the boots are fully charged, in which it takes 1 second for the boots to be fully charged.

N.B. When Bap Crouches, then stands, the charge in the boots will remain for one second. If Bap Crouches, then stands, then crouches again, the charge in the boots will reset.

There's no super big brain usage to these, hence I'll bullet point them down below:

- Attain Highground (I'll explain later why Highground is so vital)
- Hit your heal nades easier (As mentioned prior)
- Avoid ultimates such as Shatter
- Avoid CC/Stuns such as Brigitte Bash

- Do not jump in the L.O.S. of snipers. It becomes a bad habit, very quickly

BAPTISTE AMPLIFICATION MATRIX

Bap deploys a rectangle which amplifies healing and damage by 100%, and lasts 10 seconds. The maximum range that this can be deployed away from Baptiste is 35 meters, and the orientation can be changed by pressing the ultimate button again.

BAPTISTE AMPLIFICATION MATRIX TECH

- 1) Matrix doesn't actually double your damage; It just adds a damage modifier. This is only useful when identifying damage breakpoints with more than one damage modifier ontop of Matrix, for instance, Matrix + Supercharger = 150% Added Damage Modifier
- 2) If you hold down your primary fire/the keybind to deploying your matrix, you will immediately fire out one burst of shots. This can be useful to flick to enemies, although if you have low sens or play on console, this is difficult to utilise.
- 3) You can deploy Lamp + Matrix at the same time or R.B. + Matrix as mentioned prior

BAPTISTE AMPLIFICATION MATRIX USAGE

There's no definitive way of using Bap's Matrix; It's one of the most versatile ultimates in the game. It's true strength lies within how fast you manage to charge it, similar to why Coalescence is also extremely powerful

Choke Points/Selfless Matrixes:

- This is a common usage of Matrix; With the Primary Purpose of breaking shield as fast as possible before the enemy team can get into cover
- This is less viable against comps that have a Lucio, as the time period that you have to deal damage is greatly lessened
- You want to place the matrix not in the choke point, but not too close to yourself so that only you benefit from it; Try and place it slightly in front of your shield (Although if you're in the middle of a rotation; don't do this)
- You should also try and aim to put your matrix in front of stationery targets in order for your entire team to benefit from the matrix. An example would be using matrix IN FRONT of the Grav itself, instead of placing the matrix in front of

yourself so only you can deal damage to it. Another example would be whenever the opposing Orisa uses her second shield by placing matrix in front of this shield. As she won't have cooldown for it, you can easily break it, and kill anyone out of position

- Some slight nuances to this would be using matrix in front of yourself when the grav duration is about to end, or when your teammates aren't behind you to take advantage of the matrix; Although you may rotate it to solve this problem

OTF (On The Flank)/Selfish Matrixes:

- I'd only recommend OTF Matrixes if you are confident enough in your mechanical ability to get 2 kills on their backline. Don't do this beyond 3500, or in coordinated 6v6 Skrimps or PUGs; The awareness is too high as well as the mechanical ability, to be able to pull this off successfully. That being said, if you are losing heavily, you may need to go full carry mode...
- Speaking about the latter; This is probably the most common use of the matrix. You can use it in a 5v6 as mentioned prior, you can use it for added healing for both supports to act as a walmart transcendence if needed, or you can jump up to highground, then matrix as you have a greater FOV of the teamfight, and can assess who needs healing, who's out of position etc. A good example of this would be on Route 66 2nd Point Defense

Matrixing For One Teammate:

- If you aren't confident in your mechanical ability, you may want to matrix another teammate who is, for either added damage (to be able to oneshot someone, for instance, a widowmaker), for added healing (For example an Ana or Moira Orb) or to directly give them more ult charge for a win condition - Most evident with Nanoboost, but not exclusive to it.

N.B. Don't be afraid to Matrix a Pharmercy; You actually kill the Pharah surprisingly quickly. Test out PMAJellies' Workshop Practice Range Aim Trainer for this: AJERA

BAPTISTE POSITIONING

'Positioning Has Context' - Justin 'Jayne' Conroy

Positioning is of course important to every character, with Bap, Ana, and Zen having no direct mobility. However, positioning is not as important to Bap, as it is for Zen, who has no defensive capabilities apart from 'aim well lol'. In spite of this, nailing down rotations is key.

- A defining characteristic between low master and high master/low GM is the capability of pulling off a rotation well - Some of this will sound familiar if you have read my Zen Guide (Which goes even more into this concept there than here)
- Essentially; When you are rotating, you are vulnerable to enemy fire. An example of this can be rotating from Blizzard World 1st Point Defense Highground (Towards the left side; The Blue Piece of Highground) towards the back end of the first point. In the path taken to rotate between these two locations is when you are most vulnerable to death
- It is often not WHAT your path to rotation is, but WHEN you rotate
- Asking your Sombra, Wrecking Ball, Brigitte (Or Any Other character than can abuse 3rd person, or goes invisible) to scout out what composition they have, can give you information on WHEN to rotate. For example, if they have a Lucio, you may want to rotate earlier. If they have a Widow, you may want to rotate ASAP to stay out of L.O.S.

Other than that, here's some concepts that every Bap Player should try and stick to. As the quote listed by Jayne at the top states; In some situations, you may want highground, in others, you may not. A factor that may influence this may be whether the enemy team have any DPS (Alive!) that can contest you.

- In Dive, you ideally want to be taking highground as much as possible, as any DPS that can contest you such as Ashe, Widow or McCree, will be busy posturing. As mentioned before, hitting heal nades is easier on highground, which becomes even more prominent in Dive where characters have a high level of mobility. Highground also offers free cover, and a simple route of retreat (IE Dropping Off, and Heading Out). Combined with Bap's Amp Matrix, you can pile on serious damage from multiple directions, in which the majority of solo queue teams won't know how to deal with
- Moreover, you ideally want to be in close range of Highground, to be able to drop off of it, use your R.B. THEN Jump Back on that piece of Highground. A GREAT Example is on Kings Row 3rd Point Attack, where high level Bap Players will try and obtain the highground above the Mega at the first corner, then drop down to activate R.B. THEN jump back on to apply pressure from a different angle, whilst being safe.

- Another nice thing to note about this example is that you will hardly be in falloff range, which you should consider more of a bonus than something to strive for
- Hugging Corners, Natural Cover etc. Should be normal at this point to land Lamps, and avoid damage

BAPTISTE BACKLINE SYNERGIES

Bap Brig: This is built for double shield poke comps that are susceptible to dive. Brig's inspire and Bap's regenerative burst can provide a mercy beam to all teammates affected by it for 5 seconds which is also very powerful. Keep in mind, against Bap zen, you want to close the distance as you have less poke damage.

Bap Zen: This is the most alike to a glass cannon, with a high amount of poke hence you should be playing this with double shield, but lowest amount of healing, and no ability to kite danger. One tip is to not use lamp whilst your zen uses transcendence, so try and use lamp after the 6 seconds if you need it.

Bap Lucio: Unless you're running brawl, please just don't run this duo. (Legitimately no ranged healing; Echo, Genji, Pharah, Widow, Tracer, or any DPS who wants Highground - IE The majority of DPS Players, will practically get 0 Healing, with an occasional R.B. If they're lucky. Not to mention that there is hardly any poke damage, potentially the worst support duo in this game. Even in Brawl Lucio Moira/Ana is most likely better)

Bap Mercy: This is most suited to double shield bunker comps, although dive can be a viable option. If you run dive, you can play more aggressive whilst letting your Mercy heal up the majority of the damage, however perhaps a Brig or a Zen is more suited for added sustain or poke respectively.

Bap Moira: This duo has the most raw, area of effect healing in the entire game. This suffers from the same problem as Bap Lucio, but to a lesser extent. In this duo, attempt to play more aggressive, and allow your Moira to do the majority of the healing.

Bap Ana: This duo is potentially the most versatile, with the worst pairing being with dive. Your D.P.S. may struggle to get any healing (Which is why it's not optimal for flank control) hence running self-sufficient characters such as Reaper may be optimal. You also want to be more conservative with your lamp due to the lack of any defensive ultimate or lack of escape from both support.

BRIGITTE GUIDE

BRIGITTE ROCKET FLAIL

This is Brigitte's primary weapon dealing 35 damage in a 6 meter radius. It takes 0.2 seconds to cast the initial swing, with the rate of fire being one swing every 0.6 seconds.

BRIGITTE ROCKET FLAIL USAGE + TECH

- Regarding the tech, it is very similar to Reinhardt's rocket hammer (Consider it a smaller version of it if you will)
- You can cleave multiple enemies by turning your camera in the direction that your flail is being swung at to hit both (or more) targets (although this is practically hard to do)
- You can perform a 'double hit' by allowing the very end of Brig's first swing animation hit the target, THEN allow the start of Brig's second swing animation to hit.
- The purpose of this is to double the damage in half the time when attacking a fast moving target. However, this does NOT increase the DPS you deal as there is a bigger gap between the start of the second swing, and the end of the first swing compared to just swinging normally. Pulling this off in-game is very much easier said than done, and applies moreso with Reinhardt than Brigitte due to longer cast time.
- Generally speaking, you want to be swinging by default as you may accidentally prock inspire from a genji dashing away from you for example. HOWEVER, unless you are in line of sight against a oneshot hitscan, DO NOT do this.
- Brig's Rocket Flail is the easiest way to activate her inspire. To do this, walk up to their Reinhardt (preferably close to a corner E.G. Kings Row 1st Point Defense, the corner adjacent to the statue) then swing at their Reinhardt/Main Tank, then immediately perform a 180, then shield bash away.
- The reason why you want to play around a corner (like the one mentioned prior) is so that you are out of line of sight from the opposing sniper (If they have one).
- It may be very tempting to shield bash their Reinhardt and whipshot him away in order to get ult charge and to buy some space for your Reinhardt, but if there is a character armed with a stun, such as the opposing Brig or McCree, they may stun you whilst you are down without your shield, hence you will then die.

- You can also animation cancel your smack (Similar to Reinhardt's hammer) with any of your abilities. This can be useful to draw attention/bait a Widowmaker shot by immediately cancelling your rocket flail with your shield. Note that you CANNOT do this when using your whipshot, which is actually when Brig is her most vulnerable.

BRIGITTE WHIPSHOT

This makes Brig throw her flail a distance of 20 meters, dealing 70 damage, and with a cast time of 0.2 seconds. When Brig does this, her movement speed is at half of her normal speed, and has a cooldown of 4 seconds

BRIGITTE WHIPSHOT USAGE

There are three main uses to Brig's Whipshot - A useful acronym to remember is '**I.D.K.**' Which stands for: INSPIRE, DAMAGE, KNOCKBACK (tbh idk...)

- 1) INSPIRE
- 2) DAMAGE
- 3) KNOCKBACK

- Inspire - Simply put, flail D.Va's who off-angle, flail when Sigma drops his shield, flail when the opposing Reinhardt uses fire strike, flail after Zarya bubbles herself, and flail as soon as the enemy wrecking ball reaches his apex when using his piledriver.
- Damage - This can be done when performing your combo for enemies at half health, which I will mention later, or to finish off a low health enemy who are in an exposed position.
- Knockback - This can be for environmental kills, or to peel for your backline. Most commonly, in double bubble, you'll be whip shotting the enemy Winston after the Zarya bubble has expired, or if they're not running a Zarya, you can try and whipshot their Winston away mid jump to force bubble early. A small but important tip to increase knock-back is to shield bash but to then immediately whipshot; This can be useful against Genji's in blade

BRIGITTE REPAIR PACK

This makes Brigitte throw a ranged healing pack that heals an ally for 100 healing over 2 seconds, with up to 50 armour over maximum health. You have 3 charges of this ability, with a 6 second cool down per charge. The maximum range is also 30 meters.

BRIGITTE REPAIR PACK TECH

- 1) You can animation cancel the short 0.25 second recovery period after repair pack by immediately using rally, which could save a Reinhardt under severe pressure
- 2) If multiple repair packs are used on the same target, the healing duration is increased by two seconds per repair pack; They do not stack on top of each other

BRIGITTE REPAIR PACK USAGE

The Fundamental use of repair pack is to time it on your DPS for when they are aggressing; Particularly when they are taking duels.

You don't want to be wasting your repair packs just because you have three - Especially in Rally. This is especially true when you can't easily activate inspire (Since you may be on a long range map such as Junkertown) or you're running Brig Zen with limited healing.

Likewise to abilities such as Ana's sleep or Orisa's fortify, the biggest and best piece of advice is to not waste it - Especially on a target who has taken bits of chip damage in which your inspire will heal this up.

One thing to mention before moving on: **DO NOT** use repair pack on targets that you know are blatantly feeding. This isn't even for the ult charge since repair pack is no longer instantaneous; AND the projectile speed is too slow before repair pack can get any value.

BRIGITTE BARRIER SHIELD

This is a 250 Healthpoint barrier that decreases movement speed by 30%, regenerates at 85 shield per second after being down for 2 seconds, and is left on a cooldown of 5 seconds after being broken.

BRIGITTE BARRIER SHIELD USAGE

- 1) Learn How to Shield Dance
- 2) Place your shield square on against explosive projectiles
- 3) Just because you CAN take more-than-the-average-amount-of-poke doesn't mean you SHOULD
- 4) Minimise Shield movement penalty

N.B. If you jump whilst Reinhardt's shatter is travelling across the ground, you will be stunned. This is actually somewhat counter-intuitive to many, however, shatter has a vertical height of two meters, hence what I assume happens is that shatter travels underneath your shield (Whilst you are jumping), to then hit your feet via this small vertical height. Shatter's hitbox is also weird with Brigitte's shield hitbox to where I can't give you any definitive tips since I haven't done enough testing on enough maps. A nice change from Blizzard's POV would be to slightly increase Brig's shield's hitbox so that these things don't happen accidentally.

BRIGITTE SHIELD BASH

This is where Brigitte charges forward with her shield up, dealing 5 damage to anyone hit by it, and stunning the opposing character with a 0.75 second stun. Area of effect is also a 60 Degree Angle front cone radius, and after using her bash, the cooldown will be on 7 seconds.

BRIGITTE SHIELD BASH USAGE

- 1) Mobility
- 2) Damage
- 3) Stun

BRIGITTE INSPIRE

This is an area of effect heal that deals 21.6 healing to allies for 6 seconds in a 20 meter radius. The self heal from inspire is also halved to yourself, dealing a shade under 11HPS. There is also a one second cooldown before it can be triggered again.

BRIGITTE INSPIRE TECH

I won't be going over 'Usage' as it's a passive ability, similar to how I did so with Reinhardt's passive.

- 1) Brigitte's Inspire does not heal behind enemy barriers, or surfaces that block Line of Sight
- 2) It only applies one effect only to allies, meaning that once the inspire is applied, they will receive the healing even if they are beyond the 20 meter range.
- 3) The Inspire will not stack with itself if procked twice in it's 6 second duration. The duration will instead reset
- 4) Lastly (Most important for last) if you activate inspire, but a teammate is EITHER out of Line of Sight OR Out of range (Even if it's 20.1 meters), THEN they move into Line of Sight OR Into Range, they will NOT receive any healing. This can be especially frustrating after hitting a solid flail, but if none of your team have LoS to you, or they're too far away, the healing will not go through no matter what.

N.B. Inspire is key to building rally - Especially when rotating across large gaps as it's your only source of self heal; Try not to miss your whipshot ;)

BRIGITTE RALLY

This makes Brig provide 15 armour every 0.5 seconds to teammates in a 8.5 meter radius, and up to 100 armour on yourself and allies. You gain a 30% speed buff, with the duration of rally being 10 seconds, alongside the armour lasting 20 seconds after rally has been used.

BRIG RALLY USAGE

- 1) Rally is a 'Tempo' Ultimate
- 2) Rally in the mid-fight
- 3) Timing Rally in Dive, Poke, and Brawl

Knowing specifically the most optimal time to use rally depends on your team composition...

In Dive: Try and use rally 3 seconds before the teamfight occurs

- This essentially means to try and use rally 3 seconds before you all split up, and your DPS go on off angles, or your Tanks use their movement abilities
- This is because of the short 8.5 meter radius, in which it is highly likely that your DPS and Tanks will not be in this range whilst the teamfight occurs.

- You ideally don't want to rally as soon at the start of the engagement because by that point, your team will have already been split up, and it may be unlikely that your DPS receive 0 value from rally. Dive is also about quick, burst-damage engagements, hence the 3 extra seconds at the END of rally (that you wouldn't have otherwise by using it 3 seconds before the teamfight occurs) would be of little value

In Brawl: Try and use rally as late as possible in the midfight

- Let's say hypothetically you're on Volskaya 2nd Point Attack; You're running Brawl, the enemy team are running Poke/Double Shield
- If you rally as soon as you get to the first choke, then you try and make up the distance so you try and get in the face of double shield, the added armour will be chipped away, feed the enemy team ult charge, give your other support NO ult charge (As the armour given is ADDED)
- Therefore, you ideally want to rally either as soon as your tanks reach the stage of getting in front of the enemy team's face, OR midway throughout the brawl process (To give you added armour for a prolonged fight, especially on 2CP Maps where we all know how ridiculous spawns are...)
- Any poke damage you or your tanks take whilst trying to get in close range can be healed from your inspire, or give your other support ult charge

In Poke: Use Rally When You're getting Jumped/When the teamfight begins, or slightly early if you're running a Doomfist/Genji DPS duo, in which they need they need the added sustain

- This essentially has the same tips from the 'Brawl Rally Usage' although I see many Brigs use rally a bit pre-emptively, which means that the last few seconds of rally; You're receiving close to no value

BRIGITTE POSITIONING

There are 4 key general guidelines which I'll showcase on Havana 2nd Point Attack.

1. Firstly, have cover or a corner - <https://imgflip.com/i/5ivjd3>
2. Secondly, have line of sight - <https://imgflip.com/i/5ivjen>
3. Thirdly, have good distance from angles in order to whipshot any flankers early on, before they get ontop of you - <https://imgflip.com/i/5ivjgd>

4. And lastly, have defensive and aggressive rotation options in order to kite back when you dive and to aggress with your team - <https://imgflip.com/i/5ivjho>

You can also threaten off-angles and control highground with Brig (Often Angles that are short-sightlined) especially with another teammate - This is a KEY FUNDAMENTAL (Alongside Packing DPS) that is greatly under-utilised by Brigitte players. [Here's An Example on Blizzard World 2nd Point Attack](#), where you push, clear, and control highground with your Sigma, and if anybody contests you and/or your Sigma in CQC, you have the brawl potential to bully them off.

This can also apply to controlling the highground on Watchpoint: Gibraltar 2nd Point Attack, or on Oasis University, where you control the enclosed, short-sightlined angle opposite to coast side.

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Now onto Brig's Backline Synergy

Brig Kiriko: A lowkey underrated duo. You both self-sufficient, with Kiriko being able to help and utilise off-angles in a similar vein to how you can do so on Brig, but Kiriko can also heal your only tank too. Your ability to control off-angles should be high, and coupled with Kiriko's top tier utility in her kistune rush, teleport, and suzu, and you shouldn't really be complaining about this duo too much.

Brig Moira: This is, on paper, the best backline to go against dive comps as both Brig and Moira are the most self-sufficient supports in the game, and offer high sustain. As usual you'd still be looking to pack squishies and looking to get into close range to brawl in the midfight.

Brig Bap: A high sustain combo that doesn't try to compromise on utility, damage, or range too much. You may need to worry about nades or your DPS getting out-damaged by a mercy pocket, hence being within brawl range is important, and your Bap has to be utilising the damage aspect of his kit.

Brig Mercy: This is what happens when you get two main supports or two mercy OTPs on your team. Whilst you may be able to control off-angles and aid your DPS well thanks to damage boost and repair packs, you're missing out on the utility and damage a Brig Bap or a Brig Zen could bring.

Brig Ana: A versatile duo for brig that gives you a lot of freedom on the hero. Your ana can take care of healing your tank but you may also want or need to support her if she gets dove, or if she looks to flank and get a cheeky nade. Play as you would looking to control those off-angles around the fight, supporting your DPS whilst doing so.

Brig Lucio: The classic combo that caused 2 months of PTSD in the Overwatch league with the dreaded JOATS meta. Obviously this works best with short range brawl comps and whether you pack your DPS or your tank will not only depend on what they're running, but also how aggressive they're being. Look to utilise corners and hard cover to regenerate your packs as well as giving you some breathing space.

Brig Zen: The most volatile duo with great potential if your entire team knows what they're doing. This'll certainly test your awareness on Brig looking out for flankers, as well as pack management - Saving enough packs to burst heal Zen, but also balancing that out with healing your tank.

Reminders:

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LUCIO GUIDE

LUCIO SONIC AMPLIFIER

Lúcio is armed with a sonic amplifier that shoots green projectiles that travel at 50m/s, deal 20 damage, and are shot in a 4 round burst (Hence dealing 80 Damage if all rounds hit the desired target). Lúcio receives 5 of these bursts in one clip (Hence 20 shots in total) taking just under a second to fire a burst.

LUCIO SONIC AMPLIFIER USAGE

- In combination with your boop ability, you have the ability to oneshot any 200HP Character in the game by landing 4 Headshots, then a boop followed by a melee
- If you learn to master your sonic amplifier, you have the ability to freely contest highground, and confidently take duels against DPS Players. I will get onto this concept more in-depth, and the benefits to why you should aim to take highground, specifically/especially on defense
- Other than that, the Primary Fire acts as decent spam; However if you are constantly spamming the enemy shield without gaining any value from your speed boost, you might as well be playing zen due to the sheer amount of shield break he brings to the team

LUCIO CROSSFADE

Lúcio's 1st ability is Crossfade, in which he plays one of two songs which either heals your teammates for 16 HPS, or provides a speed buff on 25% in a radius of 12 meters. I will also group 'Amp it Up,' in this section, which accentuates either songs to do 52 HPS to teammates, or a speed buff of 60% lasting 3 seconds.

N.B. The heal song is 12.3 HPS To Lucio Himself, and 40 HPS When he Amps it Up.

- This is the most important thing for a Lucio to master before he moves onto to other areas of his kit

- BIGGEST MISCONCEPTION: Crossfade is a SPHERE, not a CIRCLE. This means that you can stay on highgrounds that aren't beyond the 12 meter radius EG The Highground Opposite Café on Hollywood Defense First Point whilst healing.
- You can create quite the unpredictable movements by switching songs constantly, alongside some AD strafing and crouching. Note that just spamming AD on your keyboard will actually make you MORE predictable, so instead of 'AD AD AD AD' do 'AD DD AA AD' (IE Lean/Press either key for a longer period of time than the other, then immediately swap key when you think the enemy have a shot lined up to jebait them)
- You can also get hacked out of crossfade, and the speed increase from crossfade stacks with Wall ride

Building Upon These Ideas: When To Speed?

- In The Middle of Rotating
- If your team is Full HP
- If/When Your team gets a pick making the fight a 6v5 (Use AMP if available)
- If your Reinhardt requests speed w/bubble to push in (Use AMP if available)
- Creating unpredictable movement in a 1v1
- Peeling for you support to escape danger ASAP/Reach a Health Pack (Depending on your win condition IE If You need Nanoboost to win the teamfight, DEFINITELY Use AMP if available)

OTHERWISE: Stay on Heal Aura. There's so much missed Ult Charge that builds up overtime, as Lucio's stay stationery whilst being on speed.

Building Upon These Ideas: When To Heal?

- In the middle of a graviton surge (Use AMP if available)
- When in mid-air, USE THE HEAL SONG. You don't lose momentum and you inject healing every now and then. It doesn't sound like much (but it's honest work)
- If teammates are already brawling ontop of the enemy team, and they're aren't kiting from danger, feel inclined to AMP up healing. This is especially enforced if the enemy team can't retreat.
- Your team is waiting at choke for whoever to comeback from spawn to engage as a 6v6 (Try not to use AMP as you ideally want to speed past choke)
- AoE Damage EG Ashe Dynamite; Although if you're moving through choke, stay on speed.

N.B. DO NOT AMP SPEED OUT OF SPAWN. This mostly goes for players <2500, but in essence, don't do this. Main reason being it's effectively racing to reach a traffic light at red. Save AMP at choke so your team can be most efficient saving shield resource.

N.B. 2 DO NOT swap between Speed and Heal when AMP-ing through choke to heal poke damage. This is to allow your Ana/Moira to build their ultimates, and can confuse your Reinhardt/Main Tank in whether you're engaging or not.

LUCO BOOP

Lucio's 3rd ability is a soundwave which boops enemies in an 8 meter range dealing 25 damage on a 4 second cooldown consuming 0 ammo.

LUCIO BOOP USAGE

Simple: Boop Enemies Off the Map (Easier said than done, but conceptually, this is what most people try to do) or finish off Low HP enemies when you have 0 Ammo remaining.

Advanced: Boop Enemies Off of the Highground when taking duels that simply aren't in your favour. For instance, when dueling a pocketed hitscan, splitting up the DPS from the Mercy wastes time and resources, effectively taking out the enemy for a few seconds. Also bare in mind the 200 HP Combo which you can do.

'Super' Advanced: Boop enemies away from your support when they are being dove. I have 'Super,' in air quotes as it's not that difficult to pull off, although mastering and booping in grace periods are quite difficult to pull off. EG Up against a Dragonblade; When the Genji SLASHES, then BOOP as the RoF of the slash won't be quick enough to slash you in time.

MEGA Advanced: Learn rollouts with your wallride to boop enemies off of highground (EG Dorado First Point Attack, wallride from the top door spawn on the left side of the wall, to ontop of the roof to boop down tanks to the low ground) or to thread the needle and push the tanks beyond their shields to chain stun them with a McCree Flash, Brig Bash, Orisa Halt, or Hog Hook.

N.B. Note that characters like D.V.A. or Orisa have movement penalties when shooting, hence when the boop does LESS KNOCKBACK against these enemies at these points.

To overcome this, wait Orisa to reload/when you think she's about to reload, then drop from the skies, or perform some wall riding to get an angle to boop them off the map or into your team. EG On Nepal Sanctum, you can wall ride very high above the point and beyond POV of the enemy team, hence do the above to maximise knockback effect.

LUCIO WALLRIDE

Lucio's passive is a wall ride granting him 30% added speed, and receives a small burst of speed boost when detaching from the wall

For this I'm simply not going to waste your time or my time. This is easily the most complex piece of Lucio's kit which is easy to get into, but hard to master. Check out [r/LucioRollouts](#) or [r/LucioMains](#) (Specifically [THIS](#) Pinned Post showing you the CONCISE yet IN DEPTH Intricacies of Wall riding!)

If you don't have time for that, the two key basics are:

- The higher you look up whilst wall riding, the further you will travel in a vertical direction
- You can stack the speed burst you receive at the end of a wallride by 'wall skimming' (Immediately wallriding then jumping off immediately afterwards)

LUCIO SOUNDBARRIER

This gives all allies around him a temporary 750 shields which decay automatically at a rate of 125 Shields per Second. The radius for this to be applied is 30 Meters (In comparison, Zen Discord and Harmony are 40 meter ranges).

N.B. There is a 'GRACE PERIOD' to this soundbarrier, in where 0.5 seconds after you beat, you can still apply it to an ally IF THEY ARE IN L.O.S. (Line of Sight). There is also a cast time of 0.72 seconds in which you can get stunned

N.B.2 The enemy team still gains ult charge from shooting Lucio Temporary shields, whereas Hammond temporary shields DO NOT give ult charge. Just something to bare in mind; Where you don't have to take unnecessary damage because you have added HP

Simple: Beat against graviton surges, dragonblades, dragon strikes etc.

Advanced: Use beat AGGRESSIVELY to allow your tanks to, well, tank damage through choke. This is especially important in 2CP Maps where your tanks are too afraid to push

forward. This is also especially powerful if the enemy team aren't running Zarya, Sigma or Reinhardt.

Super Advanced: Time your beat against burst damage such as RIP Tire or Nanoblade. Easier said than done. Ontop of this, constantly Wall Ride if the enemy team's win condition is Earthshatter and your Reinhardt can't doesn't block it. This is exactly what the Vancouver Titans did back in the Goats Meta where Bumper would constantly get bailed out by the great peel from Slime or Twilight. Also, hide in cover to beat against SOMBRA EMP. More reliable than Zen due to the increased range and Lucio is much less of a glass cannon.

MEGA Advanced: Just because you BEAT doesn't mean you automatically SURVIVE. For example, back in the goats era, some Lucio's in OWL wouldn't beat into a graviton surge since the temporary shields would get bursted through in a short period of time. Building on this concept to know WHEN to beat into a Grav instead of blindly beating for no reason:

- What is the enemy team win condition? If it's barrage grav, or some crazy High damage combo, Don't Bother Using Beat
- If you're in a 5v6 or 4v6 and you have lost your win condition (EG Your win condition is Grav Surge but your Zarya dies) don't bother beating into the enemy grav because even if you survive, your team would have already lost the fight anyway
- Conversely, don't be afraid to beat a single target if it preserves your win condition EG Solo Beating a Mercy using resurrect to bring a Zarya or Rein Back to life to use their ultimates.

(Not so) Quick Tid Bit on Positioning: So I've mentioned prior that controlling highgrounds are key to winning a teamfight (EG The Hollywood Opposite Cafe example, or highgrounds on Kings Row 3rd Point Attack, or Highgrounds on Hollywood 2nd Point Attack, or the Highgrounds on Kings Row 2nd Point Defense, or the Highgrounds on both Volskaya 1st+2nd etc.) but WHY are they so vital to control? Well, here's a short list of reasons:

- 1) Scouting Information
- 2) Applies Backline Pressure
- 3) Lowers Chance That Enemy DPS Make Big Play - You DISABLE their opportunity to do so
- 4) You simultaneously heal/apply your song effect

5) You ENABLE your own DPS/Off-Tank to utilise the highground

LUCIO BACKLINE SYNERGIES

Lucio Moira: Great Brawl Potential. A bit of communication from both of you to stay on speed boost in order to charge and use coalescence as your win condition is extremely powerful in ranked. Try and find a flex support player in ranked and do this in enclosed maps (EG Kings Row, Busan Mekabase)

Lucio Zen: It's not really reliable nowadays unless you're running Goats In Competitive Open Queue. Main reason being that there's a lot of added burst damage in forms of Doomfist and Wrecking Ball that a Lucio Speed Boost or Boop won't do much unless the Doom exhausts all cooldowns to even reach the Zen. Not to mention the low amount of healing in which your tanks need to play perfectly in which we know in ranked, they're not going to do

Lucio Brig: A surprisingly good alternative for Lucio Moira. Main difference being a slightly reduced level of healing in trade for CC. As Brig won't need much peeling, you can also be allowed to go more aggressive to contest further away highgrounds

Lucio Mercy: Same concept in the sense that you don't need to peel. But if your main tanks are crying because they're not getting any healing, don't be surprised... (This is because the Mercy will be pocketing/enabling her DPS rather than healing tanks otherwise Moira is more suited for that job)

Lucio Bap: An updated version of Lucio Moira/Ana. Ensure to not stack lamp on top of sound barrier (Lamp is often used defensively, and beat aggressively).

Lucio Ana: Perhaps the most optimised support duo made for the highest levels. Not a low skill floor but certainly the highest technical skill cap amongst all the other duos. You need to balance peeling as Lucio effectively (Similar with Lucio bap as well) in order to allow your Ana to survive. If the enemy team are running a full out Dive, run Anti Dive with Brig Ana or Brig Moira.

MERCY GUIDE

MERCY CADUCEUS STAFF + USAGE

This makes Mercy apply 55HPS to a single target or apply a 30% damage increase to a single target up to 15 meters. Important interactions that wouldn't be considered tech would be that mercy gains ultimate charge equal to the damage she amplifies, and in order to amplify projectile damage, mercy must be boosting the hero when the projectile was fired. This means that if mercy stops boosting even after the projectile was fired, the added 30% boost will still take effect, hence why Ash dynamite is so powerful as early ult charge.

Line of Sight

Since the beam acts on line of sight, you cannot attach it onto a target from behind a wall. However, there is a 1.3 second grace period where if the beam is attached prior to breaking line of sight, the beam will still apply the desired effect. This means in a sniper duel, you should be corner peeking to minimise the exposure of the hit box whilst still applying the damage or healing effect. Note that this also applies if mercy is out of her 15 meter range.

Heal Vs Damage Boost

The logic behind when to heal and damage boost is roughly the same with Ana and with Moira: If the target you are healing doesn't need it, you should be almost exclusively using damage boost. Notice I said 'target' and not 'team,' as that will be the job of your other support, specifically if you are running another primary healer. Moreover, keep in mind that since your beam isn't burst healing, if you think that a burst of damage will be incoming soon, such as a shield about to break, switch beams pre-emptively.

Specific Instances

A nuance of damage boost would be to boost a target who's close to a game changing ultimate for the next fight. A great example would be an Ana who's 20% away from nano boost, or a zen to build up transcendence.

Also, damage boost instances of damage. This requires the most awareness of what cool downs your team uses alongside where your teammates are, but an example

would be after a McCree lands a flash bang, after a Reinhardt fire strikes, or after your Hog hooks. Note that as mentioned prior, you only need to damage boost projectiles after they've been fired, then you can swap off to a different target to help min max your output.

MERCY GUARDIAN ANGEL

This makes mercy fly towards a targeted ally at 17 meters per second, up to a 30 meter range, with a cool down of 1.5 seconds. Her angelic descent also allows her to slowly glide downwards at 2 meters per second.

MERCY GUARDIAN ANGEL TECH

- 1) Firstly, the lateral slingshot. This is simply jumping at the end of your guardian angel to gain some extra distance.
- 2) Secondly, the vertical slingshot. This is the same as before, but the target you are flying towards is above you
- 3) The classic super jump. This is crouching and using guardian angel at the same time, and jumping at the very end after you perform a small hop to launch yourself in the air. This is particularly used to escape flankers (Especially Tracer who has no vertical mobility) and to reach highground in which you don't have L.O.S. to GA towards (E.G. Highground ontop of Mega on Kings Row Attack 2nd)
- 4) The backwards super jump. This is when you are above a teammate, and you guardian angel when you are about to touch the ground, followed up by a jump afterwards. The distance from you and your teammate needs to be roughly one to two meters apart otherwise you will just guardian angel forwards like normal.
- 5) The backwards guardian angel. This is the same as the backwards super jump, but you can do this on level ground, requiring you to jump prior to using your guardian angel.
- 6) The diagonal guardian angel. I've only seen this once as done by Tensa in a Contenders game. If you've seen the clip (Located in the mercy guide video itself) I assume the Genji counts as terrain, allowing the mercy to fly above his blade.

Whilst this is incredibly niche, I've never seen this in a mercy guide, hence I thought I might as well be the first to it.

GUARDIAN ANGEL USAGE

In terms of usage, there are three main pillars or questions to ask yourself, otherwise known as 'RSW.' Firstly, is the guardian angel risky? Secondly, how short should my guardian angel be? And lastly, is it a waste to use GA?

Risk

Simply put, value your life above others. Do not GA to save a target who is likely to die; You do not want 1 dead teammate becoming 2.

Shortness

When playing against Snipers/High Burst damage, longer guardian angels make you cross multiple, open sight lines, allowing a window for ashe dynamite, a hanzo arrow or a widow body shot to hit you, which greatly increases the chance of you dying. To remedy this, corner peek with your beam to prevent using GA, or GA across slanted surfaces and roofs to act as cover (EG Busan Sanctuary).

In Pharmercy, I also highly recommend to cut your GA's short and to not fly the full distance (I've seen a lot of mercies actually slingshot themselves beyond their Pharah which is actually worse).

Waste

Often the problem with GA is not necessarily how or when you use it, but actually NOT using GA. A lot of mercies like to autopilot and GA anything they see, when in actuality, this puts you in awkward positions often, and leaves you without GA on cooldown (In spite of it being a short cooldown, we've all been there when we're spamming GA to fly out of danger). It also causes tunnel vision as you GA whatever is in front of you instead of taking the time to look around.

MERCY RESURRECT

This brings an ally back to full hp, taking 1.75 seconds to cast, with a 5 meter max range, a decreased movement speed of 75%, and a very lengthy cooldown of 30 seconds.

MERCY RESURRECT TECH + USAGE

- 1) Firstly, resurrect is interrupted if Mercy is more than 7 meters away from her target whilst channelling. This becomes especially apparent in Valkyrie with the increased movement speed.
- 2) This leads be nicely onto my second point which is to strafe across all 3 axes in Valkyrie in order to stay in range whilst maintaining some capability to avoid damage.
- 3) You can perform a super jump Rez by simply resurrecting after you jump in the normal super jump. This is done by superjumping slightly earlier than usual (In order to not break the resurrect range early) and simply holding down rez.
- 4) Linking to the first point, try and Rez around corners and utilise your angelic descent to resurrect whilst falling behind cover. A great example of the latter would be on Havana 2nd point by the vertical pipe canisters.
- 5) Utilise the 10 second respawn timer instead of resurrecting straight away to pull off last second resurrects. This is because by waiting a few seconds, both teams will have engaged, therefore cooldowns are exchanged between teams, therefore attention is drawn elsewhere for you to get away with your rez. If there's one thing you should take away from this video, it's that.
- 6) Ask for resources such as Zarya bubble, D.Va matrix, or even transcendence in order to get away with your Rez safely.
- 7) Simply top off teammates before you Rez as you can't heal for almost 2 seconds.

MERCY VALKYRIE

This gives mercy increased speed, a 20 HPS self heal, a 60 HPS ally heal, and a chain heal with a range of 10 meters. The range for her staff and GA are also doubled.

Apart from tech mentioned prior about strafing in Valkyrie, an obvious but overlooked tip is to be aware of your chain attachment range.

- 1) With usage, there are two main uses with a few niche uses. The first is to proactively walk to initiate an engagement at your advantage; Similar to a Tempo ultimate, valkyrie (By the nature of tripling/quadrupling your effectiveness) can increase the pace at which a fight occurs in your favour, gifting the enemy team less % on a map, and less time won per teamfight.
- 2) The second usage, which is more of an extension off the first point, is to walk when you are one up or one down. This can help buy time for your team to be back to full resources, or to quickly end a fight with just valkyrie in a 6v5 situation.
- 3) With niche uses, utilise the mobility from Valkyrie to be able to go deep into enemy territory without feeding, such as pocketing a Genji blade with valkyrie.
- 4) For the last niche use, battle mercy is quite underrated. As mercy's pistol isn't an individually complex weapon I'll glimpse over it: It deals 20 damage per shot with each projectile moving at 50 m/s, and you should generally only use the pistol when you can't heal anybody. However, in Valkyrie, mercy gains infinite ammo on her pistol, with a doubled projectile speed, making it much more lethal. Utilise this by walking to reach backline snipers quickly, and then burst them down with the pistol. If you miss your shots, or if the sniper is being pocketed, don't bother even trying this. Just retreat to your team, as you'll gain infinitely more value pocketing your entire team.

MERCY POSITIONING/COMMUNICATION

With mercy being a (relatively) low mechanically demanding hero, it's important you make vital midfight calls such as:

- 'Pharah/Ashe I'm leaving you'
 - 'Heals on point'
 - 'I'm Rezzing'
 - 'Help your [Insert Hero]'
 - Imperatives/Orders 'GET BACK' or 'ENGAGE NOW' - Typically Target Calls
 - Ult Tracking (Typically left to either Main/Flex support but regardless)
 - 'Stack on [Insert Hero]' Not a common call - Indicates to pour resources into 1 target
 - 'Winnable/Losable' - Since you have the greatest FOV of the fight, you should/can make better judgements
- 1) With specific positioning, you (Especially with an Echo/Pharah) want to have a defensive pivot you can fly towards to peel for them, and to escape the fight yourself. For example, Ana plays by the furthest back highground on Gibraltar Defense 1st whilst you pocket Ashe, or you stick with Pharah on Busan Downtown with a Widow playing highground.
 - 2) You can also body block during barrage if that's the win condition for the fight (As Coma did for Dragons in 2019 Stage 3 Playoff Finals) but this needs to be coordinated.

MERCY BACKLINE SYNERGIES

Mercy Brig: This is optimised for dive comps, as you heal the DPS, whilst Brig heals the tanks. You also do not need to worry about peeling for your other support, although keep in mind that mercy brig is one of the worst backlines for brawl comps as you have no defensive ultimate, and no speed boost to kite from danger.

Mercy Ana: This is potentially mercy's best pairing due to a mix of utility and high healing, alongside some self sustain. This caters best to a slow paced dive with ranged DPS, where your tanks posture on the frontline to prevent a dive engage. Your job is to pocket your DPS, and let your Ana heal the frontline.

Mercy Lucio: The most popular ranked duo due to how much self sustain each healer has. This works best in dive comps in order to make the most of the speed boost. Healing tanks or DPS depends on the style of dive, and how reliant your DPS are on health packs.

Mercy Zen: This is the most brittle combo due to low tank healing. This means you may have to prioritise aggressive tanks over pocketing DPS. However, keep your distance to utilise the shield break, and try to tell your tanks to not force engagements if it isn't needed.

Mercy Moira: With an incredible amount of healing, you should almost exclusively be pocketing a DPS. However, due to low utility, TTK and damage may be lower, alongside having two weak support ultimates in comparison to the others, your skill cap may be limited. Ranged healing might also be a problem.

Mercy Bap: Similar to Mercy Moira, pocketing your DPS is a high priority, although make sure to look behind in order to peel for Bap as he has no escape. Bunker comps suit this duo best, especially with the experimental changes, just make sure you have a mental image of where your bap is.

MOIRA GUIDE

MOIRA BIOTIC GRASP

Moira is armed with a beam dealing 50 DPS in 20 Meter Range (Also dealing 24 HPS To self) in converse affect with a spray dealing 70 HPS in a 15 Meter Range (Also dealing 35 Healing over 2 Seconds when stopping the spray - This does NOT stack with the standard 70HPS). The beam also regenerates the spray at a rough rate of 1.0 Second per Beam = 1.15 Second per spray (Combined with passive regen)

MOIRA TECH

There are 6 Pieces to Help You Min/Max Moira:

- Damage Orb Cancellation into fade
- Jump at the end of fade to conserve momentum
- Damage/Healing Orb Before Coalescence
- Tap Moira's Beam as you gain MORE Resource back than holding it down (It's a bug like Mercy Superjump; Trade-Off with this tip is greatly reduced DPS, so do it on a D.V.A. or chunky tanks to rapidly gain resource back)
- Melee Animation Cancel after Coalescence (It's practically useless but I've killed one person with it before)
- Conserve Moira's Momentum from her Fade to gain height/highground, which is done by jumping onto a slanted object at the end of Fade. I recommend you look at [r/MoiraRollouts](#) for viable spots

MOIRA FADE

Moira's 1st ability is Fade, Which gives her increased movement speed for 0.8 seconds, whilst cleansing all status effects and granting invulnerability and invincibility.

MOIRA FADE USAGE

Panic/Wasting Fade

Similar to other abilities such as Orisa's Fortify or Ana's sleep dart, the error normally comes not in using Fade, but rather not using it. Using it when not needed can prompt a dive from the enemy team onto you. Fade jumping has also been mentioned prior.

Repositioning

This mainly applies to coalescence in order to get a more aggressive angle. This should not matter too much as by the time your coalescence finishes, your fade will be off cooldown.

MOIRA DAMAGE ORB

Moira's 2nd ability is an orb, which is essentially the ball version of her Beam/Spray. The damage and healing numbers are mirrored respectively, and the orbs last 7 seconds (RIP Old Orb) and travels at 20m/s. The radius is also 4 meters, and the orbs will disappear if they are maxed out at 300 Healing Done or 200 Damage Done.

MOIRA DAMAGE ORB USAGE

Spam/Duelling

Toss Down Lanes/Grouped up enemies to gain Ult Charge and to take duels. Make sure to throw your damage orb diagonally at their feet in order to increase the distance the orb travels and thus deal more damage

Set Orbs

Find spots on certain maps where you can bounce these bois off of walls and enclosed areas. (E.G. Volskaya Defense 2nd Point) Also watch this quick 4 minute video in which I go into ALL MAPS (Excluding KOTH) and I do 1 Set Orb Per Map for you to gain easy ult charge at the start of a game with safety (Timestamps are also embedded to skip to certain maps) <https://www.youtube.com/watch?v=u2uEsA3jWDM>

Heal Orb Vs Damage Orb

In ranked, it's often very difficult to gain maximum value from heal orb, due to the uncoordinated environment. In short, damage orb in ranked/uncoordinated games, and heal orb in scrims/coordinated games. With this being said, you need to time your orbs at engagement (Especially with heal orbs) in order to gain any value; If you damage orb 5 seconds before you team engages, your team is going to be left without healing. I highly, highly recommend you watch [This](#) 19 minute video done by Spilo/Stormcrow Productions who goes through the intricate details of timing orbs, why damage orb is indiscriminate, and why heal orb is so attractive in fast dive.

An additional use, despite being inefficient, is to heal orb your teammates when they are taking duels in enclosed spaces to help them win the flank war. An example would be the enclosed room on Oasis University, which is on the complete opposite side of coast. The reason it's enclosed is to have the orb bounce off the walls inside instead of hit hitting one surface, and then travelling into narnia.

MOIRA COALESCENCE

Moira unleashes a 30 meter beam dealing 70 DPS and 140 HPS respectively. A 50% movement buff is granted, alongside a 50HPS self heal, and lasts 8 seconds.

MOIRA COALESCENCE USAGE

Simple: Damage Orb Before Coalescence, and focus down squishy DPS Targets in the backline or squishy supports (Works 99% Of the Time <2750)

Advanced: Cooldown Track CC Abilities, Or Stuns that will stop you from going into an aggressive Coalescence. Things like Sleep Dart, Hog Hook, McCree Stun etc. Also, Heal Orb + Coalescence alongside additional healing from your other support to act as a *Walmart Transcendence* will mathematically work against combos such as Grav Drag. most of the time depending on your other support. You already do 215 HPS With Coal + Orb, Dragonstrike does 300 DPS; Communicate with your Ana to save nade, Your Bap to stay afar and Amp. Matrix etc. (Also Halt + Damage Orb Coal = Success)

Super Advanced: If you're in a team, or a 6 stack, communicate with your team on the target you are focusing. Likelihood is that if you have coordination, so do the enemy team (In scrims most definitely) hence requesting bubble to eat CC, Speed Amp to collapse the enemy, firestrike cleave damage, Winston Tesla Damage etc. Will add to this effect.

MEGA Advanced: If running Lucio Moira, tell your Lucio to stick onto speed boost, and your tank(s) to purposely take more poke damage to charge up Coalescence faster with that 65HPS/4 Seconds Passive. This will gain you a 15+% Advantage over the opposing Moira and you can clearly see this by the SFS vs DF game where Crimzo lacks on Violet's Moira by a solid 15-20% in healing and ult charge rate most of the time.

P.S. This does not sound MEGA Advanced but 4K + Players don't do this ^ in ranked that is, alongside the 'Super Advanced' tip.

Coalescence Tempo Ult

- Coalescence is a TEMPO Ultimate, meaning that it either speeds up or slows down the pace of a fight, hence if you're in a 6v5, using Coalescence will win the fight much quicker. Coalescence is not an ultimate that will win you 3v6's or 4v6's unless the enemy is very low.
- Other examples of TEMPO Ultimates are Mercy Valk or Brig Rally
- Angles: The angle at which you use coalescence is key to maximise uptime and APM (Actions per Minute). You don't want to use coalescence only for the first two or three seconds to get no value, although this is somewhat minor

Common Mistakes:

- Waste Orbs in wrong trajectory
- Wastes Fade for no real reason
- Lack of awareness to seek players to heal
- Can't aim projectile spray on squishies

Quick Tid Bit on Positioning:

- Primarily behind Reinhardt, abusing natural cover, but available to soft flanks that are within range of your main tank in case they are in danger. A nice example would be Rialto first point attack, with a soft flank on the left side to exploit as your main tank turns the first corner

MOIRA BACKLINE SYNERGIES

Moira Brig: Strongest Backline against Dive, highest amount of theoretical healing as well. Great brawl potential, although no/close to no ability to kite from danger, and no defensive ultimate

Moira Zen: High Healing + High Damage + Defensive Ultimate. However, it is the most prone to dive. This is because Moira's spray is a projectile AND is blocked by barriers, hence a well-placed Monkey bubble is bound for the zen to die :(Don't run this unless the enemy team can't run dive, or your Zenyatta is JJONAK/Alarm. Also, no CC.

Moira Lucio: Great brawl potential, and allows Moira to play more aggressively as she doesn't need to Peel/Help other support. However, lack of poke/front line damage compared to a Bap Zen

Moira Mercy: High Healing, enables BOTH DPS and Tanks. However, 0 Utility, and weak(er) ultimates in comparison to the rest of the cast. However, Moira does not need to peel allowing her to play more aggressively with the frontline

Moira Bap/Moira Ana: I've grouped this together as one as they serve a similar purpose. Simply put, this backline over compensates for healing whilst lacking utility (On Moira's side) hence you typically see Ana Lucio/Zen Bap ran in place for Moira. HOWEVER If you are being dove, Moira provides that extra backbone stability trading for utility.

ZENYATTA GUIDE

ZENYATTA ORBS OF DESTRUCTION

Zenyatta is armed with orbs of destruction, dealing 48 damage per shot, and is the 2nd fastest travelling support projectile weapon behind Ana unscoped shots. Zenyatta can also charge up 5 orbs to release them all in one burst, dealing 240 damage in total one shotting any 200 HP Squishy (Called an orb volley)

5 Pieces of Zen Tech/Tips:

- 1) Weave in your discord and harmony orbs as animation cancel to Zen shooting his orbs normally (Credit to KarQ) This is done by immediately discording/harmony-ing the few frames after you shoot. If you do this perfectly, your RoF (Rate of Fire) will not be compromised
- 2) Taking advantage of Zen's animation ducking his head to his chest as mentioned prior
- 3) You can oneshot a tracer via discord headshot + Melee ($124.8 + 39 = 163.8$ Damage).
- 4) A simple strafe technique: You want to move left to right and right to left at the rate of fire of zen's orbs with your crosshair at the same location that you're firing the orbs at
- 5) Place your discord and harmony orb BEFORE Transcendence. The amount of times I've forgotten to do this in the heat of the moment...

Dueling with DPS

- The reality of the situation is that there is no possible way of you to guarantee out-duel the enemy tracer or genji at the higher levels (Past 3500).
- Between Bronze and Platinum is the "Light" area to where if you simply have better mechanics and positioning (Positioning is vital, I will go way more in depth on this later on) you will outduel the enemy DPS.
- Master, Grandmaster and Top 500 is the "Dark" area to where you will almost lose every single duel you take no matter how good you are simply because of the natural disadvantages you have (EG Hitbox, no mobility slower projectiles, no instantaneous damage such as Swift Strike) hence there is typically more awareness for your own team to help you out and peel for any flanky DPS (Unless

they're Doomfist because otherwise, you should legitimately swap to Brig Moira anti-dive. Your team would otherwise have to play so passive and invest so many resources (Sombra Hack, Brig Armour, Dva boosters, Dva Matrix, McCree stun etc. which detract from the frontline just to help you out)

- Diamond is this 'Grey' area, where it's really up for debate, hence just one other teammate to help peel for you is all you really need to avoid death. If you're feeling particularly like JJonak or Alarm, this won't be necessary. Although, like I said, there are some positioning factors to help you increase the probability in winning these duels.

ZENYATTA DISCORD ORB

Zen's first ability is his discord orb. This has a range of 40 meters, a travel speed of 90m/s, and will make the enemy receive 25% more damage to all incoming sources of damage. If the enemy loses LoS (Line of sight) from Zenyatta for more than 3 seconds, the orb will detach.

Simple: Always have discord active regardless of target; It's better to have discord on something than nothing. Also place discord on DPS who are trying to duel you.

Advanced: Place discord on targets that are mirrors/Characters who are taking 1v1 duels against each other. This sounds simple (Similar to the 'Discord before Trans' tip) but this requires a high level of awareness, an overall understanding over damage break points, positioning (Again, I'll come to this) in order to pull this off successfully.

- An example would be in the Goats Meta (Which will become more relevant when Competitive Open Queue becomes released) in which the Briggite would call for a discord to take a duel on the opposing Brig from the Zen, or a D.Va would request harmony to retake/duel highground off the opposing D.Va (Still relevant in 2-2-2)
- An example would be placing discord on the opposing Rein to force him to play more defensive. This becomes especially important against feeding Reinhardt's who seemingly escape their 'feeding,' because your teammates don't have any follow up

ZENYATTA HARMONY ORB

Zen's second ability is his harmony orb. This has the same mechanics as the discord orb but deals 30 HPS on a singular target

Simple: Place on flankers to give them an effective 90 extra HP if they break L.O.S. Remember, Heal Orb will heal for more health % per second on squishier targets than just defaulting and placing orbs on both tanks

Advanced/Misconception: It is better to put your orb on a target that is about to take damage but is close to full HP, rather than a target that is on low HP but is safe - I.E.
ORB AGGRESSION

(Super) Advanced: Orb Flankers who are taking duels in order to help win the flank war and gain map control - E.G. On Busan Sanctuary (An Open Map), with a Tracer duel that's occurring on either side of the map

NB. A 'Side Use' that would be of high value to harmony an Echo who is attempting an assassination on the Enemy Zen since that's your win condition. It varies on each situation, how competent your DPS are, the enemy team's composition, and what your team is trying to achieve in order to win that teamfight. If you want to ask more specific situations below, feel free to do so in the comments!

ZENYATTA TRANSCENDENCE

Zen's Ultimate is transcendence: Granting invulnerability, 100% added movement speed (From 5.5 m/s to 11 m/s), dealing 300 HPS for 6 seconds to anyone who is standing within the 10 meter radius of transcendence. (These will be similar to the Lucio Guide with a few nuances)

Simple: Use in a Grav or Sigma Flux (Preferably at the last second), Dragonblades etc.

- Important to note: DO NOT Trans because of a sound queue. Just because Genji unleashes his blade and he says his Anime voiceline doesn't mean you immediately press Q. Same with Grav; It might completely miss, or there might be zero follow up
- Also acknowledge damage breakpoints: For example, if a Genji dashes into you and swings (If you're a full HP Zen) you will be left on 30HP, hence you can use trans at the very last frame before the second swing is unleashed

Advanced: Use trans aggressively which is particularly useful when the enemy has no Zarya. Think about using trans in this manner when:

- Your team simply doesn't or can't push through choke (Too much spam, No Lucio Speed Boost, Up Against Bastion Comp)
- Building on this idea, your tanks and your Rein/Tanks essentially have six seconds to kill whatever is causing the sheer amount of shield break with the consequence of giving the enemy a ton of ult charge. Discarding this target will considerably help before the enemy team can build any destructive ultimates.
- You could also bait the Zarya grav if you have a Dva: Trans First, which will then give their Zarya the get-go to use Grav, then your Dva prepares to matrix in front of their Zarya when she tunnel visions on this idea that she has a free grav

Super Advanced: Ult track Sombra EMP, hide, then use transcendence after EMP.

- Also a map specific thing but on Hanamura Point B Defense where there's not really a place to hide, the Zen would hide in spawn, wait until the Sombra is close to the fight or about to use EMP, come out of spawn, and use trans.
- This may seem as if it would take too long to travel from spawn, but if you direct your team (If they are in comms) To drop off the highground and retreat to the backside of point, this greatly shortens travel distance (This is mainly 3500<)

MEGA Advanced: Cooldown track abilities that may affect your successful outcome, and, like the Lucio Guide, just because you use transcendence does not mean you are guaranteed to live.

- Talking about the first concept, Ana biotic grenade is a direct counter to trans, so in order to alleviate this, the most obvious solution would be to force Ana nade (or if she wastes it but that won't happen the higher up the ranks you travel)
- So, because there's no "Force Ana Nade" button on your keyboard, there's a few things and suggestions you can do. An example would be directing your Widowmaker to land a body shot, your Tracer to land half a clip on the Ana in close range, hacking the Ana, Performing the seismic then uppercut combo (With no follow up shots) just to force nade, landing a juicy firestrike (or purposely aiming it at the Ana) the options are endless.
- Considering the last point that using TRANS does not guarantee you to live: Simple examples would be a nanobladed genji (Performing 255 Damage in a slash + dash) in which trans will be useless.
- In spite of this, identifying whether the enemy team have enough burst damage (Pulse Bomb, Rip Tire) to kill any single target will be helpful in determining whether your trans was a complete waste or not. Conversely a dragon strike does

300 DPS (150 per Dragon) so using trans will completely negate a grav drag combo (Including some extra healing from your other support to heal any surplus damage taken EG Rein Swings)

- This is done by ult tracking the enemy team's win condition (Specifically with ultimates; Not in the vanilla fight) to identify whether they're going to Pulse Grav, Rip Tire Grav, Nano Blade Grav etc.

ZENYATTA POSITIONING

This, in my opinion, is the most important concept to grasp as Zen. You can reach diamond by following the most basic level of positioning to a T even if you have Gold level mechanics I believe, and the more advanced level of ruling will help you to push on further.

Simple to Advanced: H.R.C. Rule - Health Pack, Route of Retreat, Cover.

Health Pack: Imagine on the experimental cards Jeff had released a patch giving Zenyatta 75 Extra HP? Imagine the outrage, the forums, the competitive subreddits! It would be overpowered in theory, wouldn't it? Well, you can actually replicate this change by positioning yourself near a healthpack. An extra 75 or 200 HP to take duels will certainly aid yourself in increasing the probability of winning these duels - Nothing more to say than don't just position based yourself off of a healthpack in the middle of nowhere.

Route of Retreat: This is quite an uncommon and possibly least important thing out of these three rules when considering positioning, and can be substituted for 'Rotations,' although I find this to be a more complex concept. Essentially a 'route of retreat,' is an escape route if your team loses the fight. EG Hollywood 1st Point Defense Café (which actually abides by ALL of these rules)

Cover: Note that this isn't referring to artificial cover such as shielding. This doesn't need much explaining to why it's a good rule to have. If you're taking damage, you can immediately take a few step backwards, to your left or right and you are absent of danger. This also includes highground which also is another different form of cover (As you can back off from sed ledge if you are taking damage)

You ideally want all three, should have two, will struggle if you have one or less in which case you would be looking to swap character or rethink where you're playing.

Super Advanced to MEGA Advanced: O.R.L. Rule - Off Angles, Rotations, Line of Sight

Off Angles: Anybody who's seen my Lucio or Moira guide may be familiar with a similar concept, although this is especially important for Zen as he is the only support who can oneshot a 200HP DPS or backline support. You essentially want to be looking for soft flanks that aren't too far away from the frontline fight whilst being unscouted to catch someone out of position easily. A GREAT Example of this is Rialto First Point Attack around the first corner; Where there is this short hallway to the left side of the payload when it's turned around the first corner.

- You could have also seen these when Dallas Fuel recently played in the May Melee Tournament on Rialto 3rd Point Attack, where Crimzo takes an off angle to the left side killing baptiste

Rotations: This is changing position in relation to defend point or win the teamfight in a more advantageous manner. An example of this would be rotating from the Highground on Blizzard World Defense (The Highground closest to the attackers with the moving ride) to the backside of point

- Jayne had once said in his VOD Reviews that the PATHING of the rotation wasn't the problem, but the TIMING of it was
- This concept holds true especially if the enemy team have a Lucio as the time frame for when you can rotate is even lessened. You and your entire want to rotate at the same time, not one by one (Similar with the 'Golden' Rule of Reinhardt: "First one in, last one out")
- With Zen, this is especially important as you have no mobility and no immediate get out of jail free card unlike Biotic Nade or Immortality; Hence in a coordinated 6v6 match up, if you take poke damage to where a single Rein swing will you kill you, the enemy team will push in to take advantage of this
- You can clearly see this by Dallas Fuel vs Houston Outlaws Match Up in Goats, where on Lijang Night Market, Rawkus had taken significant poke damage when trying to get to point, giving OGE (Dallas Fuel Reinhardt at the time) to give free reign to swing

Lines of Sight: This is making sure you have Line of sight to both teams as much as you possibly can (IE You can draw a straight line between you and both teams) and you are within range to apply both orbs. This may sound obvious, especially the latter part, but

good examples to where you may be playing too far back would be on Route 66 3rd Point Defense by the Lorry, and your Reinhardt is forced to play more passive if your team is holding by the closest corner as if he turns the corner to take a swing, you lose line of sight between him, the enemy team, and you.

- In order to achieve the former part, let's take a look at a good example of this at Finland vs China, 2018 World Cup on Lijang Garden
- This is in the Goats Meta, where China are running Ana Goats and they have control of point, and Finland are running Zen Goats trying to recontest
- Finland realistically have two places to go and attack point: Across the Bridge, or through the left hallway/pathway on the opposite side of the map: They choose to NOT go across the bridge and instead go across the small pathway straight onto point
- This is because with Zen Goats, choosing to go across the bridge, China knows that if Fragi (Finland's Reinhardt at the time, #FREEFRAGI) turns the corner at the end of the bridge, Finland's backline do not have LINE OF SIGHT to Fragi whatsoever NOR the enemy team
- To make matters even worse, China's Ana can pump in free value on both Fragi and her own team
- Whereas, travelling on the opposite side of the map, Finland can rotate their backline (IE Shaz who is on the zenyatta) to have line of sight on both teams, not to mention the mini healthpack nearby as well, Cover from either doorways, and a route of retreat if Fragi feeds and the fight is lost before it even begins

This concept as you can clearly see only comes into play at the highest of levels, but something to bare in mind.

ZENYATTA BACKLINE SYNERGIES:

Zen Lucio: Two defensive ultimates, if/when running this in Goats, make sure to coordinate which one you're going to use (Most likely Beat first then Trans after since you can dictate when to trans based upon how fast the temporary shields are being eaten up). Other than Goats, and unless your tanks are taking 0 damage just don't run this. A simple dive will dismantle Lucio Zen, and even if the Lucio successfully peels, it is unlikely that your tanks will be receiving any healing

Zen Moira: High Damage, High Healing, Defensive ultimate, what's not to like? Well, again, a simple dive will dismantle Zen Moira since Moira can't use her spray through

shields (Monkey Bubble) hence she is forced to use her orb; If her orb is on cooldown and/or misses, she'd be expending her projectile spray (The 'projectile' is important as healing is not instantaneous) which she would be expending too much to heal through a simple monkey barrier hence the tanks would fall gradually.

Zen Ana/Zen Bap: Glass Cannon of a support duo. Great poke, and utility, and Zen Bap should be ran in poke double shield if you don't need to rotate often/Rotate early enough. However, the healing can be inconsistent (especially with Ana Zen) as there is no AoE Healing; One second you may be receiving a Nade + Orb and the other you may not even get healing for a straight 10 seconds. Zen Bap is also vulnerable to dive and there is hardly any CC (Crowd Control)

Zen Brig: Maximised for the highest levels. Generally a consistent level of healing but needs to be managed well, hence it works best with optimised tanks and very aware Briggite to keep track of what's happening to her entire team/who needs repair pack the post. Brig can also help fend off of a Genji Tracer or even Doomfist by bashing into his punch (Which puts them both into a neutral position on the ground). However, similar to the goats meta, Briggite would actually become the dive target and not the Zen (Since repair pack can't be used on herself)

Zen Mercy: Typically seen as a good backline for dive, with instantaneous healing and mobility from the mercy. However, running this in a Deathball comp will make your Reinhardt most likely suffer as he can't kite to safety, and the maximum amount of healing he can receive at one time is 85HPS, which detracts from Mercy's strength of increasing the probability that DPS can win their duels.

SOURCES

- 1) Spilo/Stormcrow Productions* (Current Assistant Coach For T1 OWL London Spitfire)
- 2) Coach Hayes (Former T1 Coach For The Philadelphia Fusion)
- 3) ioStux (Former T2 Coach, Owner Of Largest Private OW Coaching Service)
- 4) MineralOW (Former Boston Uprising Head Coach, Current Uprising GM)
- 5) Jayne (Former Assistant Coach Dallas Fuel, Current Coach For PECO)
- 6) NatterOW (Former T2 Coach)
- 7) TemporalOW (Former T2 Strategic Coach)
- 8) SVB (Educative Overwatch Content Creator)
- 9) Lucid (Up and Coming Overwatch Content Creator)

- 10) Niandra (Specialised Mercy Content Creator)
- 11) Ana (Specialised Mercy Content Creator)
- 12) Katteow (Smaller Mercy Content Creator)
- 13) Yeatle (Top 500 Ball Streamer/Content Creator)
- 14) Fuey500 (Renowned Top 500 Torbjörn)
- 15) Cxmgoblin (Renowned Top 500 Torbjörn)
- 16) Akshon Esports (OWL Analysis Content Creators)
- 17) Tesla (Moirra Content Creator)
- 18) Kappachino (Concise Overwatch Content Creator)
- 19) Octotroph (Biggest EU Console Streamer)
- 20) Your Overwatch (Mainstream Pseudointellectual Content Creator)
- 21) Akshon eSports
- 22) Fitzyishere (Top 500 Sombra Content Creator)
- 23) Ball (Top 500 Wrecking Ball Content Creator)
- 24) Slayergramps (Top 500 Player)
- 25) Probably more that I've missed!

*Just wanted to say HOW MUCH this guy has not only helped the production of the guides by the vast addition of concepts, examples and explanations (Not to mention how well and concise most of them are explained!) but also his work ethic and resilience is insane, which, if you're asking how I've managed to do this, has certainly formed part of the puzzle for putting in the hours and still going through it even if I don't get the results I aimed for.

CREDENTIALS

1. TemporalOW Explaining [Why SR Doesn't Matter For Coaching since They're 2 Different Skills](#)

Thanks for taking the time out of your day to just click on this document and give it a chance. I hope that the hundreds of hours put into this were worth it; Any questions, queries etc. (No matter how trivial!) Feel free to DM me on discord, Kajor#5096

(also pog if you came from super's stream lol)