

D.Va

Heavily relies on defense matrix and boosters, cannot do meaningful damage from range

Struggles when there are MULTIPLE angles due to the fact that defense matrix can only block one direction, and she has no other form of damage mitigation (don't stack in front of a D.Va with defense matrix)

Lacks a strong ultimate, which means one less thing to plan around for enemies

Boosters are not CONSISTENTLY mobile, unlike Ball's movement, so her cycle is punishable by choosing to rotate, swing, or engage when she has used them

Best utilized AGAINST other cooldown comps like Mauga and Winston (those are probably the ideal matchups)

Doomfist

Multiple mobility cooldowns make him less reliant on "hard hits", has the opportunity to bait cooldowns out with either punch or slam, and leave with the other

Punishes stacked rotates especially hard with punch (even better with empowered punch)

Does not rely on consistent support, has multiple ways of damage mitigation (block, shields from ability hits, ultimate escape tool plus the healing it provides)

Because of his general versatility, he can be difficult to play since his win con is not always clear, and he doesn't excel at anything in particular over other tanks like D.Va or Winston

Can be played with a mix of cooldown and neutral reliant heroes

Hazard

Short cooldowns

Block is unconditional and can easily be flashed to block bigger CDS

Weak neutral from range

Excellent in small chokes and indoors, struggles with open space

Generally, look to flip away from him on his engages and shoot his backline

Junker Queen

Similar to Doom in the sense that she has a good mix of neutral and cooldowns

Knife is great in neutral and is low risk, high reward

Shout is versatile and offers peel, and chase ability

Ult is also a very strong win con

Struggles into antiheal due to reliance on lifesteal for sustain

Is easier to focus when separated from supports because of her highly conditional damage mitigation (needs to hit axe, needs to have ult, etc)

Boops, walls, slows, and other movement hindering abilities are key

Mei is one of the best options against her as she can cleanse antiheal and bleeds, wall off queen pushes, slow her engage, and is not easy to oneshot with knife

Mauga

Extremely one note, CYCLICAL

Good at punishing rotates on flat maps, slam is a crazy ability

Will beat almost anything in a 1on1, especially tanks

E ability also gives crazy damage reduction to allies

Respect his cycle! Characters with good mobility or utility to kite his engage are probably NECESSARY into Mauga. Once he has used shout and stomp, he is effectively useless until those cds are up again

Despite his glaring flaws, he is still really strong in situations where kiting is not possible, like last touches and overtime, and particular maps

If you have to come to HIM, you will lose. Ideally you pull him to you, not push him directly. Because of this, pathing on retakes is important. Avoid walking out of the most common chokes

Orisa

Versatility is her strength, she has strong cooldowns and decent neutral

Slow, takes a long time to set up

Spear and spin are your main cooldowns to look for, and then she is easy to walk on/past

Look to find her flankers and chase them, since she is too slow to punish you most of the time. Essentially, shoot the people out of her LOS first, then her second.

You might not kill her, but you definitely can force her off the objective, so be patient

Rammatra

Like a more versatile Mauga, has incredible cycle with his form but also has real options in the neutral with his shield and ok gun at range

Relies heavily on getting a good slow to use form and engage

Do not stack with your tank when into Ram so you can avoid cleave punches and multi person slows

Pay attention to when he has ultimate, he will use form first to bait your kite and then re-engage before you are ready

Obviously lacks vertical mobility, so he is a lot easier to play against on vertical maps

In general, read the cycles, and know what you need to do in each one. If he has form and your character is good at denying form (like Orisa with spear, Lucio with boop, Juno with speed ring), then plan accordingly. If your character does NOT have good peel options, try to lean away from his side of the map and stay outside of his slow distance

Blocking in form gives disgusting amounts of damage reduction, remember that even if he is not

punching, he wins tank trade when form is active

Reinhardt

Shield is super consistent, easy to get close and STAY close as long as you flash your shield to block important cooldowns

Good when the enemy is playing in a line in front of you

Usually not as favored on OW2 map design because of the sharper corners, and increased amount of angles and flanks

In addition, having one less tank means more opportunities for people to take angles around you

To keep up with the times, be creative. Be unpredictable, and use pin frequently.

Pay attention to your prefight setup, and make sure you start on highground and drop if you need to, since you can't get back up easily

Shatter is still a strong ultimate, do not be afraid to solo shatter someone

Makes rotates with your team easier into characters like Ana and Ashe

Has good tank trade matchups into Zarya and Sigma

Ideally, pin towards your team from a flank, just pay attention to enemy cycles so you don't leave at the wrong moment

Roadhog

Good neutral, good damage mitigation

Similar to Rein, struggles with getting angled on

Try to stick to one side of the map, do not walk through multiple angles

Keep fishing with hook

Flanks are good (depending on the timing)

Hook can be a good peel tool in certain matchups (D.Va, Winston), just make sure you DON'T fish in these matchups and just use your gun early in the fight

Especially struggles into Mauga as he is essentially a health battery, I would only recommend playing him into Mauga if you have reliable peel like speeds, walls, boops, or slows

Self sufficient in some matchups (not Mauga), so you should let your supports split and do other things (DO NOT BE AN ULT BATTERY, if you require too many heals, you are probably playing him wrong)

Sigma

Strong neutral, has multiple forms of damage mitigation and self peel

Slow, lacks real mobility

Is favored in front to back maps with few flanks

Hard tank matchup if you have no way to block rock, but much easier if you do

Ult is a major win con, you should play to farm flux and use as fast as possible in MOST scenarios

As Sigma, balance shield and regular health, allow your health shields (blue health) to drop a little before flashing shield in some scenarios, so you can let passive health regen minmax

When enemy cycle is over, walk with eat if you still have it, don't sit on the cooldown. Assess what you need to use it in response to (if nothing, use to keep shield unbroken and win tank trade)

Winston

Bubble is one of the strongest cooldowns in the game

Incredibly cyclical (cooldown reliant)

Try to stop him from staging, shoot him early so he is not safe to jump in

Jump as he lands to get further knockback and leave his range

Sometimes requires multiple jumps to set up, struggles on longer ranged maps as such

Ultimate is another win con, look to remove carry from the fight (pick the person that has a good angle, or cooldowns, or an important ultimate)

Struggles into D.Va because she can reach him wherever he sets up and has stronger tank trade (this stops him from engaging)

Don't waste bubble, and dance around the edges

Scout enemies that can stop your stage, and move around them. It is ok to take multiple jumps to set up (but less is ideal)

Wrecking Ball

Wrecking Ball is unique because of his consistent mobility as opposed to characters like Winston. You do not need to play for "hard hits" at the start of the fight

Usually, go for a few roll throughs before you slam to soften them up

Has a much better matchup into flyers than most tanks

The most self sufficient tank

Is much harder to stop staging against

Usually much easier to absorb his cycle with heroes like Brig or Sombra than actively marking him, since he is too fast

Keep moving, don't sit still, and try to be near small rooms that make it hard for Ball to get a slam inside

Pathing is important, consider the easiest areas for him to roll/slam and avoid those

Zarya

Has a mix of neutral and cooldowns

Deceptive vertical mobility with right click damage boosts

React to her bubble count and play accordingly. Look to play neutral until she uses one or two bubbles and then run down either her or her team depending on the positioning

Lean away from her side of the map if you can because of her weak range and bad horizontal mobility

Struggles especially into monkey because of zap piercing her bubbles, and monkey bubble being a strong cooldown in general. In addition, monkey can leave her range and flip map into her.

Speed characters are usually the easiest options into her (Juno, Lucio)

Trickier matchup, but is very feast or famine