

How to Play Ramatra in Overwatch – Full Guide Transcript

Introduction and Overview

By 2026, Ramatra remains one of the strongest tanks in Overwatch. Today, we'll explore how to master him effectively, covering both his Omnic and Nemesis forms, key abilities, positioning, perks, common mistakes, and ultimate usage.

1. Omnic Form: Primary Fire and Shield

- **Primary Fire: Void Accelerator**
 - Projectile weapon with travel time.
 - Requires aiming ahead of moving targets, predicting enemy movement rather than aiming where they currently are.
 - Shots can critically hit—always aim at head level to maximize damage.
 - Continuous firing is essential; don't stop shooting since every hit charges your ultimate.
 - Excellent for long-range poke without falloff damage, especially effective against stationary targets like turrets and snipers.
- **Shield Ability**
 - Deploys a 1,000 HP barrier lasting only 3 seconds, with a costly 13-second cooldown.
 - Use wisely and strategically.

Three main uses:

1. **Defensive:** Place directly in front to hold corners, contest objectives, or block deadly abilities like sleep darts or hooks.
2. **Offensive:** Position near corners to push aggressively and take map control. Always ensure natural cover is available when the shield expires—preferably placing it touching a wall to jump behind.
3. **Isolating Targets:** Use the shield as a barrier between you and an enemy to isolate and duel them away from their team.

- **Shield Limitations**

- The shield has a casting delay (“projectile shield”), meaning even if timed well, you can still be hooked, slept, or shattered.
- Anticipate enemy cooldowns like Reinhardt’s shatter and adjust your shield usage accordingly:
 - Hold shield longer to bait ult.
 - Use off angles and physical cover to force enemy choices.
 - Maintain distance to improve survivability.

•

Shield “Cocoon” Technique

- A defensive tactic where you place the shield around yourself to run from enemies while safely shooting from within the barrier.
 - You can cancel targeting the shield by pressing primary fire, allowing flexible usage.
-

2. Nemesis Form: Pummel, Block, and Vortex

•

Primary Fire: Pummel

- Short-range, piercing bursts that deal 65 damage per hit.
- Effective when aligned with multiple enemies, as it pierces through them and barriers.
- Pummel does **not** affect enemies protected by Zarya’s barriers or defense matrixes.
- Requires you to get close before switching from Omnic to Nemesis form.
- Less DPS than the staff but useful for burst damage.
- Combine pummel with a melee attack (105 damage) for quick kills.

•

Movement Boost

- Nemesis form grants a 20% movement speed increase, useful for chasing down enemies.

•

Vortex Ability

- A projectile that bounces once and deals damage, slows, and pulls enemies within its radius.
- Does not pull flying enemies vertically but can disrupt wall-climbing or mobility heroes.

Vortex uses:

1. Stop enemy rotations by slowing groups.
2. Counter vertical mobility ([D.Va](#), Winston, Doomfist, etc.).
3. Grand escape tool by placing it near pits or edges.
4. Chase enemies by predicting their movement.
5. Body block to delay enemy objective advances.

•

Block Ability

- Reduces incoming frontal damage by 75%, making Ramatra extremely tanky.
- Nemesis form grants an additional 275 armor.

Block drawbacks:

1. Movement speed reduced by 20%.
2. Covers only 160° frontal arc—sides and back are vulnerable.
3. Has a 1-second cooldown after blocking ends, preventing quick toggling with punches.

- You must commit to either blocking or attacking during engagements.
- If not in a favorable position, deactivate Nemesis form to refresh cooldowns faster.

3. Ultimate: Annihilation

•

Activating **Annihilation** puts you in Nemesis form with all perks, plus:

- Deals AoE damage persistently around you.
- Ultimate lasts up to 20 seconds if enemies remain nearby; otherwise, expires quickly.
- Does **not** penetrate enemy barriers (e.g., Sigma, Reinhardt, Winston), but works through Bob.
- Best used on points, especially during overtime, when enemies are forced to approach.

•

Ultimate Combos

- Best defensive uptime by cycling: place shield → switch to Nemesis → use ultimate → shield → Nemesis → shield.
- Beware: activating ultimate while blocking puts block on cooldown.

•

Cancelling ultimate early after a won fight speeds up your next ultimate charge.

4. Positioning and Playstyle

- Always be **in front of your team**, using cover judiciously.
 - Ramatra excels as a **solo agent and duelist**, utilizing off angles.
 - Typical strategy:
 1. Start in Omnic form near cover.
 2. Shoot enemies and use vortex and shield to create pressure.
 3. Switch to Nemesis form to engage or escape with speed boost.
 4. Use block to survive and retreat to cover.
 - Avoid exposure to multiple angles. Your back must be covered at all times.
 - Movement and engagements should be **linear**, gradually taking space rather than diving into the enemy team.
-

5. Perks Recommendations

- **Minor Perk:** Always pick **Void Surge** for increased damage per second.
 - **Major Perk:** Pick **Vengeful Vortex** for extra damage, control, and mid-air activation.
 - Avoid **Relentless Form** (useless) and only use **Nanite Repair** situationally (for healing during tank matchups or when isolated).
-

6. Common Mistakes to Avoid

1. **Not using Block:** Blocking is crucial for survival.
2. **Exposing yourself to multiple angles:** Always keep enemies in front.
3. **Wasting Shield and Vortex:** Use these expensive abilities thoughtfully.
4. **Chasing kills off the objective:** Objective control is more important than kills.
5. **Using Nemesis form prematurely:** Save it for critical stalls or fights requiring survival.