

# The COMPLETE RAMATTRA Guide | 3000~ Words | Pro Coach Approval!

Hey Overwatch University,

I'm Kajor - An Educative Overwatch Content Creator, Most Renowned For My 90K Word/8 Hour HJero Guide, and today, I'm yet again getting back in my bag and giving you guys the best Ramattra Guide out there!

Because this is a shade under 3000 Words, here's the video version (Under 15 Minutes) which timestamped, and packed FULL of visual examples to help make things easy to follow/understand: <https://youtu.be/YjcYEVdHzK8>

And what you're about to read has been [edited and approved](#) by former OWL coach [Spilo](#)!

## TLDR

Ramattra is a fairly 1- Dimensional hero, being a Hybrid Poke Brawl Hero. This means at the beginning of fights, *generally* speaking, in omnic form, you will look to utilise the moderately high DPS from your void accelerator to soften up the enemy, and then you look to close the distance and enter Nemesis form. Utilise your shield to soak up damage up close and to allow you to sustain in Nemesis form, alongside using your projectile slow to aggress onto any enemy.

## OMNIC FORM/VOID ACCELERATOR

- **Details:** Ramattra shoots out small projectiles at 1500 RPM, dealing 4 damage projectile, meaning Ramattra deals 100 DPS. Unlike other poke tank projectiles like Orisa's gun, it also has no fall-off.
- **Trigger Discipline:** There isn't too much to note with Ramattra's weapon other than the accuracy required to use the weapon in close range and up against squishy heroes. Pair this alongside the incredibly fast rate of fire (*fastest firing weapon in Overwatch*) and this means that you have to pace your shots when fighting up close and against hard to hit targets. In other words, you need trigger discipline. Don't just hold down M1 and pray that you hit your shots. A lot of Tracer, Soldier and Sojourn players do this and end up dumping half their clip into thin air. Take the extra half a second to land your shots up close.

- **Cancellation:** Sometimes it might actually be beneficial to cancel your Nemesis form to return to Omnic form. Common cases might be to cancel it to deal headshot damage up close in tandem with your slow, or to deal damage past your 11 meter range in Nemesis form. As we'll get onto with Nemesis form, the whole point of it is to give you higher sustain and durability on the frontline.
- **Soften:** Aside from that, you'll be using your void accelerator at the beginning of fights to soften up the enemy team, before you go into your Nemesis form to deal damage at a closer range. Speaking of your Nemesis form...

## NEMESIS FORM/PUMMELS/BLOCK

- **Details (*Nemesis Form*):** Makes Ramattra transform into a bigger omnic, with 150 added armour lasting 8 seconds, changing your attacks into pummels and allowing you to block incoming damage.
- **Details (*Pummels*):** Ramattra's Pummels deal about 60 damage, fires once every 0.6 seconds, meaning you deal 100 DPS, and can travel through shields/can pierce through multiple enemies
- **Details (*Block*):** Ramattra's Block reduces frontal damage taken by about 75%, reduces movement speed by 50%, and you can use it for as long as you want.
- **Timing:** This is the most important aspect with Nemesis Form. In short, just make sure you use Nemesis form when you're up close. You basically keep the same DPS when switching forms, but now you gain significantly more sustain thanks to your armour and your block.
- **Proactively Blocking:** Aside from the obvious, basic use of block to 'Block when Low HP' - Look to block sources of big burst damage. A sojourn railgun, a soldier helix, hanzo's storm arrow, junkrat concussions, etcetera. Now it's really easy for you to turn your brain off and start pummelling, but good block management means you preserve more HP, and by preserving more HP you can actually stay in the fight for longer, you can be more aggressive, and be less of a detriment to your team. So find a balance between blocking damage to preserve HP, and by looking to aggressively pummel.
- **Target Priority:** Try and prioritise squishy heroes, rather than just pummelling the enemy tank. Especially in Ramattra mirrors, it can be really tempting to solely pummel the enemy Ramattra, but if you can land pummels to any healers that might be behind him, like a Kiriko, Brig, Moira or Lucio, you might actually end up confirming a kill.

# VOID BARRIER

- **Details:** Makes Ramattra deploy a temporary 4 second 1000 HP Shield with a 15 second cooldown.

Now we start getting into the more advanced, complex pieces of kit from Ramattra. I've distilled Ramattra's Shield Usage into 6 Key Principles:

1. **Line of Sight.** This means that you want to use Ramattra's shield to block lines of sight from the enemy team. [For example, on Lijang Night Market](#), say you're holding point against a fairly common Winston Ana dive, when the Winston dives your backline, you use your shield to block the line of sight that the Ana has, so she can't throw Anti Nades or Sleep darts, and then you go to town pummeling the Winston in Nemesis form.
2. **Absorption.** This means that you use your shield similar to an Orisa shield, to tank a bunch of damage in close range. [For example, on Rialto 1st point attack, say you're pushing the corner, you'd pop the shield on the corner](#), and then switch to Nemesis Form to give yourself as much sustain as possible. Now if we want to go a step further, we can combine this usage with the previous one, [and place the shield between the Reinhardt and his backline](#). This way you can block any incoming damage and possibly any healing as well. Do note that the main downside with this type of shield is that it could be easy to side-step, compared to if you just placed it in front of you.
3. **Rotation.** This means that you pop your shield to move from position A to position B safely. For example, on circuit royale, you pop your shield on highground to block damage, so you and maybe a teammate can safely move to contesting highground.
4. **Reaction.** This refers to the usage in Ramattra's Gameplay trailer where he blocks high noon. Essentially, you use your shield reactively to what's going around you. Whether that's a high noon, or a Hog hooking one of your key players, etcetera.
5. **Flanking.** This means that you pop your shield to help you and your team control a key flank. [For example, on Route 66 attack](#), you pop your shield by the lorry to help your team take that space.
6. **Duelling.** Similar to Sigma's Shield, if you find yourself in a pinch up close without Nemesis form, you can pop your shield by your feet, and weave on either side to shield dance.

# RAVENOUS VORTEX

- **Details:** Makes Ramattra fire a nano ball exploding when it hits the ground, dealing 15 DPS, slowing movement speed by 33 in a 4 meter radius, lasting 3 seconds, with a 12 second cooldown. Ramattra can use this ability in either forms.
- **Aggression:** Aggressive uses involve closing distance to keep range against the enemy team. Referring back to one of my earlier examples, on rialto attack, [you could toss your vortex to the side or just behind the enemy Reinhardt](#), and so it's harder for them to retreat, and they have to tank your pummels.
- **Defense:** Again referring back to Rialto, [if the enemy Reinhardt comp just decided to speed straight onto you either with Speed Amp or a Kiriko Ult](#), your vortex could greatly prevent that.
- **Peeling Tool (?):** Essentially tossing vortex onto your backline to protect/peel for them. However, right now, the small 4 meter radius makes it quite easy to just dodge out of, and even if you hit it onto a hero like Sojourn or Tracer, they can easily move out of it.
- **Pharmacy Counter (?):** Unfortunately, the vertical height of the ability is just too low for this to even be a realistic use case. Not to mention, the radius isn't very big, and would you really want to be saving a 12 second cooldown for a very niche situation in which a Pharah or Mercy touches the ground once? Likely not.

## ANNIHILATION

- **Details:** Makes Ramattra enter Nemesis form creating an energy swarm around him. It lasts 3 seconds, but the duration is infinite as long as an enemy is attached, and deals 30 DPS.
- **General Usage:** Because of the relatively low damage that Ramattra's ultimate deals, and that it's the only effect that the ultimate has, it's usage is very simple. Just pop your ultimate when the teamfight begins. In other words, when you're up close and personal. [For example when pushing onto point on Nepal Village, when you want to push onto point at take space, that's when you'd want to pop annihilation.](#) Using at this time is kind of a win-win for you, because if the enemy team don't want to be in your annihilation, they'll retreat back, meaning you gain some free space, and if the enemy team do decide to commit, they're constantly taking some form of damage, meaning you'll have an upper hand.
- **Extending Nemesis:** Another use is to extend the time you stay in nemesis form. You can basically permanently stay in Nemesis form for the entire teamfight if you first pop it, then you use annihilation which should last for atleast 8 seconds if you had a good usage, then you pop another Nemesis form right afterwards. Just make sure that you use your shield beforehand since you'll have a solid 24 seconds where you won't be in omnic form.

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**Peeling (?)**: Perhaps you could pop annihilation if you're backline are being dove to deter heroes like Genji and Tracer from diving in, but they have so much burst damage that it's kind of not worth using annihilation, especially if they've got some form of healing like Lucio or Brig AoE, and especially if they're competent at the game.

## PLAYSTYLE/POSITIONING/COMPOSITION

### Playstyle

I actually think your playstyle is very similar to Orisa, which would make sense considering you're both poke brawl hybrid heroes. This means that you'll either be harassing frontline on Ramattra, or trading backline. I'll elaborate more on this in the following section, but essentially, harassing frontline involves using your cooldowns and high damage on Ramattra, to put as much pressure on the enemy tank as possible, and trading backline involves focusing or duelling the enemy backline. Generally speaking, against tanks who you can punish like Sigma or Reinhardt, you can shift into the frontline match-up, and against tanks who you can't punish as much, like Winston, you might want to trade backlines instead.

Now there is some complexity here, because normally trading backlines, is a good thing, but with Ramattra's low mobility, he's probably not gonna be chasing down a Zen in the back. So to simplify things, if you are able to get ontop of squishy heroes, for example a Kiriko teleporting to her Winston who's diving in, go for the squishies. But, keep in mind that you might not always be able to do so.

### Positioning

Just stick to corners. Corners allow you to stabilise and regain your cooldowns, there's no reason to not play around them. As Spilo states, 'This is important as outside of burning nemesis form, you don't have consistent damage mitigation. It's like the crappy jq mains who stand in the open and get their shout forced by random crap'

### Compositions

Just don't play him with dive. His lack of mobility is clear as daylight. Instead, Ramattra has enough flexibility to slide into any poke comp, any brawl comp, or any mixture of those two.

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## TANK-MATCHUPS

### Ramattra Vs Reinhardt

A very favourable match-up for Ramattra. As of the making of this script [I tweeted out how much better Ramattra is compared to Reinhardt](#). Ramattra has significantly more range, and up close, he actually does more than Reinhardt. His nemesis form has a higher DPS, a longer range, a larger cleave/pierce, and he can use his slow or his shield before he uses Nemesis form. The only advantage Rein has is his noticeably higher sustain, meaning that before you close the

distance on Ramattra, you want to soften up the Reinhardt comp from range, to lower his sustain.

### **Ramattra vs Orisa**

Again, a somewhat similar case to Reinhardt. Orisa has much higher sustain than Ramattra, but Ramattra has increased damage and slightly better range. Try and force out spear spin or even better, fortify from afar, and then close the distance using your shield, slow, and nemesis form to crunch the Orisa up close. Just be careful of throwing your vortex into her spear spin, and do be weary that javelin can set you quite a bit back especially when chasing down with nemesis form.

### **Ramattra Vs Sigma**

A slightly favourable match-up for Ramattra. The two upperhands Sigma has is his consistent poke damage from range thanks to his more permanent shield, and that you can't really do anything to his accretion when you're in Nemesis form. Aside from that, Ramattra deals a higher DPS than Sigma, meaning you can easily burn his shield, and up close, there's no question Ramattra is the better hero (again, aside from the accretion). Keep in mind sigma's kinetic grasp also does nothing against your nemesis form. Overall, I wouldn't be shocked to see a lot of Ramattra on Circuit royale to counter Sigma, because Ramattra is versatile enough to play from range, but to also engage in a rough brawl up close.

### **Ramattra Vs Roadhog**

A very favourable match-up vs Hog. Hog doesn't care about your shield, you have no CC to disrupt his hooks or breather, and you don't have enough mobility to trade backlines. Instinctually, you might want to throw up your shield to block the enemy Hog's hook. But, that's pretty difficult to do practically, and you'd be trading out an 8 second cooldown for a 15 second one. So, just hope and pray their Roadhog doesn't flank, and beam him down with your Void Accelerator.

### **Ramattra Vs Winston**

A favourable match-up for Winston. To help explain this match-up, I will first explain the Reinhardt Vs Winston match-up. You see, whenever a hero like Reinhardt played against Winston, Reinhardt had enough mobility thanks to his pin, to be able to trade backlines, or to peel for his team. Ramattra unfortunately, does not have that luxury, and I think it's unlikely that a temporary shield, Nemesis Form, and a slowing ability will be enough to peel off a good dive. The one thing I will say is if the enemy team are running a Lucio Moira or Lucio Kiriko sort of dive, Ramattra may be a decent option, because he has just enough range in his Nemesis Form to punish those healers who want to get up close to support their Winston. But for now, we just need more time to see how this match-up plays in practice.

### **Ramattra Vs Junkerqueen**

A very favourable match-up for Ramattra. Junkerqueen's lacklustre range and mobility give Ramattra the upperhand. You shouldn't lose from afar, and you shouldn't lose up close. Block her axe swing in Nemesis form, and keep pumelling her from afar, and you'll force out her commanding shout.

### **Ramattra Vs Wrecking Ball**

A slightly favourable match-up for Ramattra. As long as you can survive the burst damage from Ball's engage with his Piledriver, you'll be good to go, and perhaps consider tossing your slow

when and where he piledrives. His large hitbox should make it easy for you to use your void accelerator, and if their Ball goes for a lot of soft engages, as in he just never uses piledriver, you could either look to punish him with your slow, or trade backlines.

### **Ramattra Vs D.Va**

A map specific match-up. In short, if D.Va can control a lot of angles around Ramattra, like on Kings Row 3rd point, you're gonna have a tough time on Ramattra. However, on more linear, longer ranged maps like Colosseo or Lijang, Ramattra's ranged damage and solid sustain thanks to his Block, can help Ramattra control space D.Va wants to control.

### **Ramattra Vs Doomfist**

A very favourable match-up for Doomfist. Not only has Doomfist been buffed to the extreme, but even before the buffs, he'd still have a good match-up against Ramattra. Ramattra has no CC, his vortex isn't a great ability, and Doom's high mobility and burst damage means Doom can maneuver quite easily around Ramattra. My advice is to either try and melt the Doomfist when he engages, and if that doesn't work, you're gonna have to buy time in Nemesis form when fighting squishies and pray that their Doomfist doesn't kill anyone in your backline.

### **Ramattra Vs Zarya**

A favourable match-up for Ramattra. Sure, if Zarya is on high charge beaming you down and you don't even have Nemesis form to block, you're not gonna have much fun. But, in any other scenario, thanks to Ramattra's higher sustain, he just kind of wins against Zarya. If she is on high charge, keep your distance and engage her with your Nemesis form, looking to block and draw aggro. Zarya's relatively low sustain means she can only be aggressive on high charge for so long.

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And that's it for the guide. This should be the most detailed and best Ramattra Guide out there so I hope you found something useful!

As a side note, I think Ramattra is *quite underrated* right now. Lots of big creators and even people on this sub calling him underwhelming without examining why and/or external factors that might explain why. It's just unfortunate timing that he has AWFUL match-ups against the two most meta tanks right now (Being Hog and Doomfist - Even without the Doom gigabuffs Doom still has the odds in his favour). Aside from that, his worst match-ups are against dive compositions (Since he has basically no peel despite me entertaining those ideas with his vortex and ultimate) but even then they're nowhere near as bad as they are up against Doom.