

The Complete Overwatch Hero Guide

DOOMFIST

FUNDAMENTAL (TLDR)

Surgical Angled Pressure - Look to engage with your new, reworked seismic slam, or rocket punch, from different angles in order to make your engage less telegraphed, looking to either hard engage and go in deep with the rest of your cooldowns, including power block and getting that super punch off, or doing a soft engage using your other mobility cooldown to escape. Skip to the combos section where I explain Doom's two main combos as simply as possible

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HAND CANNON

Numbers

Doomfist fires shotgun pellets from his hand, that now deals reduced damage from 6 to 5 pellets in overwatch 2, and the ammo regeneration rate has been increased from 0.65 seconds to 0.4 seconds, meaning that you get ammo back almost twice as quick.

Trigger Discipline

The biggest change is that this will become your primary source of damage rather than your abilities, so a key piece of advice especially in combos, is to have good trigger discipline. This just means that you take around half a second to readjust your crosshair, so your shots actually hit your enemy, rather than your shots being dumped into thin air. The last thing you want is to be left with no cooldowns and no follow-up shots because you panicked and spammed all four of them into every possible location aside from the enemy.

Interweave

Use your shots between your abilities, in which you'll most likely be doing this after your seismic slam, and before your rocket punch and power block.

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SEISMIC SLAM

Numbers

Makes Doomfist perform a slam that now deals a flat 50 damage, and can launch the player straight into the air. It no longer pulls enemies in, targeted and ground slams are no longer a thing, and seismic slam can also be cancelled. The cooldown is 7 seconds.

(Note: There used to be a whole lot of tech regarding seismic slam under the acronym 'BIHTS' in my original guide, but the Doomfist Tech was later removed, hence this section has been revoked.)

Usage

1. Assassinate aerial targets, as I'm sure you've seen with people like Samito and GetQuakedOn manging to kill pharmacy's. Obviously, to do this, just aim your slam vertically, cancel it when you're right next to the pharah, then fire your hand-cannon finishing off with a punch if need be
2. The second use is if you think engaging is a bad idea, using your punch to get out. This can be due to poor positioning with your slam, maybe you time your engagement poorly so you think you're gonna feed, or whatever.
3. And lastly, the third use is just for some map rollouts, since you can cancel your slam high up in the air, to then punch across certain geometry.

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ROCKET PUNCH

Numbers

Simply put, the maximum damage he can do has gone from 250 to 80 damage, his charge time got buffed from 1.4 seconds to 1 second, you can hit multiple enemies, and the cooldown is 4 seconds.

Tech

For relatively new players, you can conserve the momentum of your punch by jumping at any time, which you'll be using for mobility to get around the map. For some more advanced, but relatively still simple tech, the three main punches you need to know are turn punches (Turning camera then jumping at the end of punch) bounce punches (Jumping against slanted surfaces) and diagonal punches (Rocket Punching Straight Across slanted surfaces)

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POWER BLOCK

Numbers

This reduces damage from the front by 80%. If 100 damage is mitigated, your next rocket punch is empowered. This increases your punch's damage and speed by 50%, meaning you now do a maximum of 105 damage on punch, your multi-punch hitbox is increased, and if you hit a target into a wall, they are now stunned from 0.25-0.75 seconds. Note that damage such as Sojourn's disruptor shot, hanzo's dragon strike still count to that 100 damage target, and power block does not block CC

Tech

Look downwards in Power Block to expose head hitbox to reach threshold of 100 damage faster

Next Section details Power Block Usage

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COMBOS

[Here's A Visual Graphic](#) To help you read along

I've devised two main ones centered around CC.

The First One is Low CC, which will be against most compositions. Cassidy lost the stun in his flash, Brig lost the stun in her bash, so you should be more able to pull this off.

The Second one is against comps with Higher CC

1. **Engage => Block => Engage/Disengage** (*and if you choose engage, you'll then obviously disengage*)
 1. 'Engage' can mean either your seismic slam or your punch
 2. 'Block' obviously means your power block
 3. And 'Engage' means you use your punch again which should hopefully be supercharged, using your seismic slam to disengage
 4. The reason why you can swap engage and block, I.E. Using block first instead of second, is as Spilo says, it's pretty easy to charge it at a choke with some early poke.
 5. As the last note, meteor strike can reset your cooldowns, meaning that you reset your combo

2. **Engage => Disengage => Block**
 1. If their Orisa focuses you, or Ana is actually smart and saves sleep for your block, you'll need to just disengage almost immediately after you engage, looking to maybe powerblock at the end if you think you can get 100 damage to supercharge your punch, so your next engage is more lethal.

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METEOR STRIKE

Numbers

Dealing 300 damage in his inner ring, 100-15 damage in his outer ring, with a half second cast time, and a 50% slow on enemies hit for 2 seconds.

Escape

Simple, engage aggressively with all cooldowns, and use meteor strike as a get-out-of-jail free card

Cycling Cooldowns

Links onto prior point. You can continue to barrel aggression by recharging cooldowns with Meteor Strike. A neat little tip with meteor strike is that you can utilise the slow from your seismic slam, to more easily land the damage and slow from your meteor strike.

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PLAYSTYLE/TIMING/COMPOSITIONS

Dive Tank

Doom is a tank with extremely high mobility, but with moderately low sustain, and very low range. This slots him into the archetype of a Dive tank with brawly aspects, meaning you'll ideally be playing with teammates who also have high mobility and moderate sustain such as Lucio, Moira, Tracer, Sombra and Reaper, also known as talon dive or korean brawl. However, in solo queue environments, you'd be lucky to find anything resembling talon dive hence it's vital you have...

Disruption Vs Assassination

This a feature that Spilo and Chipsa talked about in their own Doomfist Guide. Essentially, against immobile, high damage heroes like Zenyatta or Hanzo, you can charge your Empowered Punch quite quickly, and since they're immobile and built like glass cannons, you can go for the assassination playstyle. Against more mobile comps like a Kiriko, Lucio, Tracer etc. Look to rely less on your empowered punch and more on causing disruption and drawing attention onto yourself landing large cleave seismic slams, power blocking under high pressure when engaging/when enemies are looking at you, and less so focusing on killing singular targets.

Good-Timing

Well-timed engages when your team is actually able to follow-up on them. When I say 'follow-up' I don't necessarily mean that they have to be hard diving with you. It could be a Ashe or a Hanzo taking an aggressive angle when you go in for example.

Playing Vs Sombra/Mobile Heroes

I did talk about wanting to take off-angles and flanks for less telegraphed engages, but playing against comps with high mobility such as Sombra Tracer Dva is one of the biggest challenges with Doomfist because if you flank, you'll get marked. To resolve this, look to take **QUICK, LATE, SHORT** splits and angles from main

D.VA

TLDR/FUNDAMENTAL

D.Va has 3 Main playstyles centered around controlling or dishing out aggression - You either mark, dive, or peel. Look to either MARK lethal DPS in aggressive positions like Sojourn, Soldier, Echo, Cassidy or Ashe, look to dive squishy isolated targets like Zen, Bap, Widow or Hanzo, or look to peel your own backline against heroes like Genji, Tracer, and Doomfist. The fact that D.Va has great matchups against all the DPS heroes in Overwatch is what makes her such a great dynamic and versatile pick.

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FUSION CANNONS

Details

D.Va shoots 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.

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** is the only unique piece of advice for D.Va's blasters. You can search for Sombra's with your cannons due to them having a widespread, being hitscan, and having infinite ammo.

I also want to point out the tracking and aim you'll need up close. You'll be in hugging distance a lot of the time on D.Va especially when diving or marking enemies. Unlike Tracer or Reaper, you don't have to worry about trigger discipline or pacing your shots because you have infinite ammo, but just note that the tracking can be intensive.

Lastly, and this is to do with D.Va's mech, please, do not take too much damage before the start of a fight, because you'll limit your options midfight for the angles you can take.

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BOOSTERS

Details

Makes D.Va fly at over double her normal speed for 2 seconds, with a 4 second cooldown.

Since this is so intertwined with the playstyle section, I will cover some of the less specific more general rule of thumbs for booster here.

First off, look to **boost to highground**.

1. The first reason for this is for awareness and scouting purposes - On highground, you can see the entire fight, and the different flanks enemy heroes can take. You can prevent a Cassidy flanking to highground for a high noon before it even happens, for example.
2. The second reason, linked to the prior one, is to either pressure, or peel. For example [let's say you booster up to highground on Kings Row 3rd point](#). You can either look to pressure enemy DPS or the enemy backline, or to either peel for your own team.

Now which option do you choose I here you ask? What's my target priority? Well, for those who know my stuff already, you'll know target priority comes down to who's the easiest to kill, and/or who's the most dangerous. And that, for D.Va, can be broken down to aggression, isolation, or distance.

For example: [If you see a Sojourn or Genji being very aggressive, then probably target them](#), because they're extremely dangerous, and relatively easy to kill. [If you see an isolated Zen instead, then, go for the Zen](#), because he's extremely easy to kill. [But, if that Zen is playing from a long distance](#), then he's not very easy to kill. And it's actually pretty dangerous for you to booster at him from this kinda distance.

Also, for reference, [if they're all clumped up meaning none of them are isolated, or are playing aggressively](#), just pick your poison at that point. Drop off highground, blast them up close, and fly back to highground.

Lastly, a niche use of boosters is for the knockback, to knock heroes off highground. Most commonly this might be used against a Winston trying to leap up onto highground (Like on Dorado 2nd Point Defense).

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MICRO MISSILES

Details

Makes her fire 18 missiles dealing a total of 126 damage, with a cooldown of 7 seconds.

Fortunately, your micro missiles serve one purpose which is to deal as much burst damage as possible - Here's the combo to do so.

Highest Burst Damage Combo

1. Use the boosters to close the distance and fire your cannons to add some poke damage
2. Fire your micro missiles when you're **CLOSE** to the target so that they actually hit
3. Lastly, cancel your boosters up close and melee to finish them off

The last use which is more niche, is to use your missiles alongside your DM. Most commonly, this'll be up against Pharah's barrage, a Reaper Blossom, or a Cassidy High noon etc. The extra 100 or so damage, can really make a big difference.

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DEFENSE MATRIX

Details

Makes D.Va activate a forward-facing targeted array to catch and eliminate projectiles out of the air. It lasts 4 seconds, with a 10 meter range and a cooldown of 1 second. It takes 6 seconds to fully charge your matrix from zero.

Matrix is one of the most flexible and powerful abilities in the game, so let's break it down into a few key uses.

Selfish Aggression

- The first common use of matrix is to use it selfishly when boosting or diving in, to just absorb damage for yourself on entry.
- You can also use it when taking off angles as mentioned prior with boosters, just to stay on that off-angle for longer. Highground on Kings Row 3rd point would be a good example

Eating Projectiles

- The second common use of matrix is to eat instances of projectile cleave damage such as fire strike, dynamite, damage orb or nade
- With nade and dynamite especially, it's a lot easier to eat these projectiles from highground, because you can actually see where they're coming from
- Obviously (This goes without saying) but don't eat pointless spam damage just before a fight begins, since you won't have it for when you need it.

Panic Matrixing

- Thirdly, try not to panic matrix when a teammate is out of position or is being dove. For instance, say your zen is getting dove by a tracer Genji or Doom. 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 punches or seismic slams since he'll be shooting, etcetera.

There will of course be niche uses of matrix to eat ultimates and whatnot, but generally speaking, you'll either be using matrix for yourself or for a teammate in danger.

D.VA SELF-DESTRUCT

Details

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

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

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 if you need to have a bomb detonate close to you

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 remeching, 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.

Now onto a few uses.

Counter Engagement

- This just means bombing when the enemy Sombra EMPs, when the enemy Zarya Gravs, etcetera. You're essentially zoning enemy aggression

Inting Bomb

- This just means you choose a squishy target, boost straight onto them with micro missiles and whatnot, and try your best to delete them. It doesn't matter if your get demedged since that's when you'll bomb.
- The issue with this bomb of course is that it's very aggressive and risky, so make sure your team match that aggression to get the most out of this

Bomb Engaging Early...

- This is a bomb usage I see often. 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 Pharmercy etc. coming from an off-angle) to completely switch and carry the fight in the space of a few seconds

Bombing At Engagement

- As with any other offensive ultimate, you want to use it at engagement. This is because cooldowns are used, which means attention is drawn elsewhere from your bomb, 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
- If you're desperate, use this when attempting to get through a hard choke like on Dorado 1st point. This should pick up a few kills in the lower ranks, and forces everyone to take some cover. I'm still not a big fan of this use so just like the inting bomb, if you're bombing aggressively like this, your team also need to match that aggression

D.VA POSITIONING x PLAYSTYLE

Now onto the playstyle section. With D.Va is such a versatile character that the way you play depends upon team comp. However, there are 3 key playstyles which I'll cover with D.Va, and then I'll cover more niche stuff.

The first playstyle is **Peeling**, meaning to protect and help your squishy teammates.

The key thing here is the range at which you play with regards to your team. You don't want to be stacked, but you don't wanna be so far away that you can't fly to help your team. [Here's an example on Blizzard World 1st Point Defense](#). Here, you're within a decent range to help any member of your team where that be on highground, your supports playing back, or if your DPS want to take a flank or duel.

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[However, you don't want to play so far back](#) that you won't be able to do the next playstyle - **Diving**.

[Continuing from the Blizzard World example, this is just playing like a Winston](#). If you have a few divers ready, or if the enemy team walk into your space, pick a squishy target, fly onto them, and delete them. Most important thing here is timing. Make sure your DPS, whether they be flankers or not, can actually see and help you diving in.

Even better, if a target is isolated, dive onto them, as discussed prior.

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Now onto **Marking**. Whilst there is some overlap between marking and diving, the key difference is that with marking, you're looking to control enemy aggression, but with diving, you're looking to exert your own aggression. [Back to Blizzard world, a DPS taking a flank on your backline is an aggressive angle that needs to be controlled](#), and here's a perfect time to segway into marking pharmacy.

Especially for console players, Pharmacy can be a tough threat to deal with because they can off-angle from any position on the map. The way to deal with Pharmacy is to spot where the Pharah may aggressing onto a squishy hero, and then marking that Pharah. For example on Nepal Village, if Pharah decides to concuss over the rooftops and dive your hitscan, that's the perfect opportunity for you to fly towards the pharah, DM her rockets and land some missiles up close.

Scouting

- This is just seeing where the enemy team are, at the beginning of a fight. Think of flying up to the window on Busan Meka Base for example

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TANK MATCH-UPS

Normally I break these down individually, but I'd like to group up some of the tanks, into the poke brawl hybrid match-up featuring Sigma, Reinhardt, Ramattra, Orisa, Junkerqueen, and Zarya, and into the Dive Match-ups featuring Wrecking Ball Winston and Doomfist, since your playstyle against those heroes are very similar.

D.Va Vs The Poke Brawl Tanks

These, are map dependent match-ups for D.Va. Funnily enough, a lot of D.Va's match-ups I think are quite map dependent. Maps with vital highgrounds like Kings Row 3rd Point are good examples where D.Va thrives over these brawly tanks who lack vertical mobility. But on more linear maps or situations where your mobility isn't really

needed, like on Collosseo, the match-up can tilt in the favour of these heroes. Basically, fight for the space around the tanks, rather than fighting the tanks themselves.

D.Va Vs The Dive Tanks

Against these individually, in a 1v1, of course D.Va wins especially against Winston, that's a no brainer. But, whilst D.Va is a better dualist than each of these heroes, they often thrive when fighting clumps of enemies.

You'll often be making a choice as to whether you peel off the dive, or to mark enemy DPS. [For example on Blizzard World, if Ball or Doomfist dives your backline with support from a pocket Ashe or Sojourn](#), you might want to mark them because of how lethal they are. [But if Ball has tracer genji follow up, your Zen or Ana better be getting that DM](#). If they're really coordinated and say they're [playing Ball Sojourn Tracer Lucio, then you'll have to make a choice as to whether to mark the Sojourn, or to peel off the Ball Tracer](#). And this comes down to whoever you think is more lethal, and whether you're running heroes like Kiriko, Bap, Brig and Moira who can survive more than heroes like Zen or Mercy. This is where the cream of the crop of D.Va players are distinguished but in ranked, even at GM, you won't need to worry about this.

D.Va Vs Roadhog

Obviously be within range to DM hooks and once their Hog is no longer a threat, or is exhibiting any aggression, you can divert your attention to the other playstyles mentioned prior.

JUNKERQUEEN

FUNDAMENTAL (TLDR)

High Sustain, Low Range and Low Mobility: Junkerqueen functions as an alternative to Reinhardt with *lower durability*, but *higher damage*. Look to either out duel the enemy in close range because of your very high damage, or to outsustain enemy dive and poke tanks such as Doomfist and Sigma respectively with your commanding shout.

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SCATTERGUN

Primary Fire Numbers

6 Shots per clip, 80 Damage per shot, Hitscan

Full Clip

Ensure you have all your shots when you are brawling and pulling off your combos. You don't want to knife and then retract an enemy, only to realise you have no shots left.

Trigger Discipline

Take the extra half a second to readjust your crosshair when firing your scattergun up close - Likewise to Reaper, your pellets are hitscan and enemies move faster relative to how close up on screen they are, so taking the extra half a second to readjust your crosshair to land a meat shot could be the difference between landing an elimination or not.

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ADRENALINE RUSH

Description

200% of the bleed damage you do returns as healing

Different Bleeds

Not all bleed damage is created equal, with your jagged knife dealing **5.5 Healing per second** through bleed, Carnage dealing **19 Healing per second**, and Rampage dealing **21 Healing per second** for every target hit. For reference, the bleed healing does indeed stack, so you can potentially get some mercy beam healing when stacking all 3 abilities together.

JAGGED BLADE

Numbers

Deals 50 damage on hit, and when retracted, can pull normally pull an enemy 10 meters. It also deals 45 total bleed damage over 3 Seconds.

Complex Combo

Shoot, Knife, Shoot, Retract the knife, Shoot, Use your carnage swing, Shoot and Melee. In total, that's 4 shots from your scattergun, 3 interactions with your jagged blade, and 1 use of your carnage swing.

Simple Combo

Throw the blade, retract it, and land a shoot plus melee combo. This does anywhere between 190 and 220 damage with bleeds included. Keep in mind there's a decent amount of leeway with headshots as well.

'Roadhog Hook' Usage + Tech

This is the most obvious use to Jagged Blade (To use it like a Hog Hook) however, you'll quickly find out that this use only goes so far. Yes, there is some tech for you to increase the pull distance of 10 meters (E.G. Meleeing when pulling an enemy towards you will launch them an extra 7 meters, and pulling them from highground or lowground will increase the distance they travel) but in general, pulling like a roadhog hook to get off your overcomplicated combo just isn't worth it.

Chase Down/Isolation/Dualling

This is typically the more useful use for your jagged blade. If an enemy is kiting (I.E. Running Away) and/or you need to land a skillshot from beyond 5 Meters, Jagged Blade

can become very useful to deal meaningful damage and bring the enemy slightly closer to you to confirm a kill

Defensive Utility

Against dive heroes by retracting the blade as soon as the enemy dive hero tries to escape, for example, pulling a Winston when he tries to jump away.

Mechanics

The blade does have a slight arc and it's harder to hit than it looks, so perhaps some custom game modes of just throwing and landing the knife, or some practice in Deathmatch (Or Comp if the Devs do add it) can help you land the blade more consistently.

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CARNAGE

Numbers

Deals 90 damage straight up, with 55 bleed damage over 2.9 seconds, with an 8 second cooldown.

Main Combo

The main combo for carnage is to use it first, then follow-up with your scattergun, and then with a melee. This in total does 200 damage, but this doesn't include the added bleed or any headshots, so there's some leniency.

Corner Peeking

Because of the long cast time of the axe, you'll likely be wanting to start up the animation around a corner, and as soon as Junkerqueen slashes it across the screen, you peak the corner.

Camera Cleaving

The axe functions very similarly to rein's hammer as you're able to cleave multiple enemies at once by turning the direction of your camera.

Midfight/Brawling

Use the axe in the midfight to build up and stack your bleeds, and in a close range duel, despite the long cast time from axe, the large reliable hitbox can help you confirm damage unlike throwing the jagged blade.

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COMMANDING SHOUT

Numbers

Adds 150 Health To Junkerqueen, 50 Health to those around Junkerqueen, as well as a 30% speed boost for 3 seconds to her teammates, and a lengthy 14 second cooldown.

Defensive

If you use this ability too early on in order to close the distance, you won't have it active for when you truly need the extra 200 HP to survive any damage. Keep in mind, Junkerqueen is a more squishy tank than doomfist, with no armour, no damage mitigation, and little mobility. The 30% speed buff is also not as much as you think (Lucio's passive speed aura is 25% for reference). Speaking of Lucio, the speed auras from both heroes do stack which I'll get onto later in the last section.

Aggression

Done when your team is planning to utilise that extra 100HP, for example, during a Genji Dragonblade. Unsurprisingly, in coordinated environments, this'll likely be the best use to set up your flankers' aggression with an extra 100HP

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RAMPAGE

Numbers

Junkerqueen wounds enemies for roughly 5 seconds applying 100 bleed damage, alongside an anti-nade effect.

Initiation

initiate a fight especially when trying to close the distance, as you can then start stacking bleeds very early on, and as mentioned prior, you can use your commanding shout to sustain in the fight further, or to safely disengage as you'd be deep in enemy territory. The only thing to look out for are cleansing abilities such as Reaper or Moira fade, or Zarya Bubbles which can render your ultimate null, so in that case, it's best to use the ult midfight when some of these abilities are on cooldown.

Wall Glide Tech

Use the ultimate against a slanted surface/wall and you will glide on it. This is used to avoid getting stunned out of your wind up time at the start of your ultimate, and to also decrease the amount of damage taken by using the wall as cover.

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PLAYSTYLE/SYNERGIES/COMPOSITIONS

Frontline Vs Angles

[Coach Spike had released a very good video breaking down Overwatch to Comps based on Frontline and Angles.](#) Essentially, teams with a stronger frontline - Think of comps with high sustain such as Reinhardt and now Junkerqueen - will look to either run it down and rush as normal, or to deny angles. In comparison, teams that can exert better angled pressure - Think comps with high mobility and or range such as Wrecking Ball or Sigma - Will want to either take angles, or disrupt the enemy team's rush.

Junkerqueen Vs Reinhardt/High Sustain

Because you have a weaker frontline due to no armour, a lower HP pool, and no massive 1200 HP Shield, you'll want to take angles around the Reinhardt, using your scattergun, jagged blade and axe to win out duels, or to disrupt the enemy rush using your Commanding Shout to kite back. [For Example, on Rialto 1st Point attack](#), you can take angles with the highground or room underneath, or get ready to kite back with your Commanding Shout.

Junkerqueen Vs Winston/Doom/High Mobility

Because Junkerqueen has higher sustain through her commanding shout and passive bleed, you'll be looking to play the frontline match-up. Similar to the Rein Vs Ball match-up Coach spike brought up earlier, you might look to deny angles before running it down, using your jagged blade to pull back enemy dive heroes such as Winston to help win the frontline match-up.

Junkerqueen Vs Sigma/High Range

Again want to play the frontline match-up to run it down. Because I've already talked about some issues with Junkerqueen's lack of durability when compared to Reinhardt (E.G. There's no shield, so rotating in open space might be an issue against pokier comps) there can perhaps be a fix with Lucio Brig. [Natter, a professional Overwatch Coach, stated himself that Junkerqueen had looked best with Lucio Brig Sojourn Genji in Tier 2 Overwatch Contenders.](#) The AoE Healing and Speed stacking is predominantly the reason behind this composition.

ORISA

FUNDAMENTAL (TLDR)

Orisa is a **defensive, cyclical brawl** hero. This means that against most compositions, you'll be looking to cycle your cooldowns to brawl the enemy team, using your spear spin to engage, and your fortify to disengage, utilising your javelin to find surgical picks onto squishy heroes.

FUSION DRIVERS

Details

Makes Orisa fire a bunch of projectiles dealing 12 damage and firing at 600 RPM, dealing a total of 120 DPS. The projectiles do have falloff damage, and will take 2 seconds to recharge after being overheated.

Range/Sightlines

Because the rest of Orisa's kit is quite brawly, meaning you want to get up close, you don't want to get too close that you might as well be playing Reinhardt. In the wise words of Spilo, former Overwatch League coach, you'd be playing longer sightlines against a reinhardt or dive composition, and shorter sightlines against more ranged or spammier compositions like sigma. [This is evidenced by Mirror's Orisa which I'll be referring to a lot, where you can see he plays a far enough distance](#) so Hadi is forced to commit if he wants to land any hammer swings, but he's close enough so that he can land meaningful damage.

Trigger Discipline

You can only shoot for 5 seconds until your gun overheats - This means pacing your shots against flankers/small hitboxes, and not constantly spamming your fusion drivers when nobody is at a choke, can help min-max your DPS especially in the midfight

SPEAR SPIN

Details

Makes Orisa spin her energy javelin in front of her, dealing 100 damage in under 2 seconds, as well as increasing Orisa's movement speed by 50%, and by 20% 2 seconds after the ability is used. It's also on a relatively short 7 second cooldown.

Aggressive Engages

You deny most forms of damage in the game, meaning you can get close and personal, without too much risk. You'll see this time and time again in the Overwatch league, with Mirror using spear spin to engage aggressively, even into a hero like Reinhardt, and then disengage with his fortify, or Someone engaging aggressively with his spear spin onto the squishy enemy backline, then using his fortify to sustain.

Pushing Enemies

Another more niche use is to try and push enemies into your team. The reason why these uses are niche is that you'll only be able to do this if you don't have to use spear spin to get into close range in the first place. For example, here, the florida mayhem use speed boost to close the distance, meaning Someone doesn't have to use spear spin. As a result, he spear spins the Zarya out of the immortality field, landing the kill. With kiriko in the game, the same will apply for kitsune rush, where you can rush in without having to use spear spin to do so.

Isolate/Dual Squishies

This'll likely be in the midfight when you're already engaged, or if you see an opportunity where you can strike. For example, if you're playing up against a Winston with a squishy backline - If the Winston jumps your backline, you may want to trade out, and look to find an opportunity on the enemy Zen or Ana. We even see this in OWL when [Someone is aggressively engaging onto Vancouver's squishy backline](#), and to a lesser extent, Mirror when he's trying to aggressively engage Gladiators' backline. However, you could argue Gladiator's backline isn't squishy enough due to the Lucio, meaning Mirror should have bullied Reiner on the Winston instead.

Rotate

When trying to cross big open spaces, spear spin can help do that without taking too much damage (Particularly useful on Circuit Royale)

Disengagement Tool

Here, [Krawi from the Paris Eternal uses spear spin unnecessarily](#), meaning that eventually he's overwhelmed by the angles from the Vancouver titans, and is unable to make a retreat. If he had saved spear spin, he could have made a run back.

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ENERGY JAVELIN

Details

Makes Orisa throw a javelin dealing 60 damage on impact, and an extra 40 damage if they hit a wall. The javelin moves at the same speed as Kiriko's Kunai's, and can deal up to a half second of full stun, paired with a 6 second cooldown.

Fishing For Midfight Picks Onto Squishies

The reason why your target priority is onto squishy heroes, rather than tanks, is twofold - Squishy heroes are **easier** to kill than tanks if you land the javelin, and they're typically more **dangerous**. If you land a javelin on a 200 HP squishy hero, you can half their HP immediately, and you can follow up with some easy headshots even landing the kill, thus winning teamfight. [Here's a perfect example in the Overwatch League where this could have been done. Mirror uses his javelin on the enemy Reinhardt](#), which doesn't really do much, and as a result, Sparkr finds a oneshot unpunished. If Mirror had used his javelin on Sparkr instead, not only would sparkr not have landed the oneshot, but he could have very well died, especially if Mirror followed up with his spear spin, then disengaged with his fortify, which he does as discussed earlier.

Defensive

If you're getting rushed at by a Reinhardt for example, simply throwing your javelin at him will at the very least, force him to put up his shield, and if not, he'll get thrown backwards. If a Winston is beaming you and there's no other DPS who you could realistically throw and land your javelin at, then getting the extra 60 damage plus stun is kind of worth it. I will say this though - If a Winston dives your backline *with* a Tracer, **use the spear spin on the Winston**, and the **javelin on the Tracer**. The reason for this is 60 or 100 damage will do a lot more to a Tracer than a Winston, and Winston can't really avoid your spear spin unlike the Tracer.

CC/Stuns

Use the javelin to stop things like Coalescence, High Noon, etc.

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FORTIFY

Details

Makes Orisa, well invincible. In all seriousness it gives Orisa an additional 125 HP, AND gives her 40% damage reduction, AND makes her immune to headshots, AND reduces the heat generated by her gun by 50%. It also has a- 12 second cooldown. *(I will mention that after doing some testing in the practice range, you can activate fortify at half your gun's heat capacity, and you can still shoot all the way up until your fortify ends, so if you want to optimise your gun's heat, pop fortify at around 50%)*

Defensive/Soft Engages

For your defense cycle, or the soft engage - You'll engage with spear spin, shoot and or throw a javelin, and disengage with fortify - Ideally at half your gun's heat level. Your javelin can also help with heat reduction, and you can throw it anywhere in this cycle. You'll want to be doing this cycle if you aren't hard engaging into the enemy team.

Sustain/Hard Engages

This is using your fortify, not to retreat defensively, but to commit to the fight. For example, [you can see Mirror spear spin aggressively into London's rein comp](#), and he uses fortify to sustain and keep shooting afterwards. You'll want to do this if you think you're at some kind of advantage over the enemy team which you want to press. These advantages will be either cooldown, HP, positional, or numbers based.

4 Advantages

A cooldown, or HP advantage is pretty obvious. A numbers advantage just means your team have more players alive. And a positional advantage can be difficult to spot. [If we go back to the clip of Mirror and his team](#), not only does he and his team have a cooldown, HP, and numbers advantage thanks to Sparkr dying, but he's also at a positional advantage. London are all stacking ontop of eachother, and are forced inside a small room, thanks to the Mei Wall from King. London have nowhere else to retreat, and couple this with the cooldown, HP and numbers advantage, Mirror can hard engage with his fortify.

TERRA SURGE

Details

Makes Orisa raise and spin her javelin above her head, pulling, slowing and damaging enemies towards her. Orisa herself deals 15 damage per second, and when she slams the javelin in the ground, it can deal anywhere from 60 to 500 damage. For reference - The minimum time required to kill a 200HP squishy is 2.6 seconds, or 160% charge.

Hard Engaging

This is when you use spear spin, fortify, and then terra surge to effectively double your time in fortify, and you'll get your spear spin back after the terra surge. [In fact, Mirror does do this here, where he uses spear spin first, then his terra surge.](#) However, he also pops fortify just before he uses terra surge, which you shouldn't do, as when the terra surge ends, Mirror hasn't got fortify available, and ends up dying because of it. So ideally, you spear spin, terra surge, and fortify afterwards. Alternatively, if your fortify is on cooldown, and the enemy team are pushing heavily into you, terra surge can also be a decent deterrent.

Combo Slowing Effects

Combo Terra surge slowing effects you have, [again in the same example](#), Vancouver stack terra surge with blizzard and end up dealing a significant amount of damage onto the spitfire. If they also stacked Sojourn's disruptor shot then I doubt anyone from London would be moving at all.

PLAYSTYLE/POSITIONING/COMPOSITION

Playstyle

Harassing Frontline/Trading Backline. Harassing frontline involves using your cooldowns 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 Doomfist or Reinhardt, you can shift into the frontline match-up, and

against tanks who you can't punish like Winston, you might want to trade backlines instead. Likewise, if you're playing against supports like Moira, Kiriko, Baptiste or Lucio, who you can't really punish, you might want to shift into the frontline match-up. But if you're playing against Zen, Mercy, or Double Flex Support, you might want to look to punish those heroes. [I've already mentioned an example on Nepal, where Mirror trades backlines off screen, and I assume this is because Mirror can't really punish reiner that heavily](#)

Positioning

There's not too much I'd mention with Orisa. Corners are your best friend because they allow you to stabilise and get your cooldowns back, and you as Orisa rely very heavily on your cooldowns to do any work.

Compositions

Orisa's a decently flexible hero who slides into most brawl comps and can be a decent pick against reinhardt, and/or dive compositions. However, her lack of mobility, and team wide utility, means she can't really play with any dive composition. She doesn't really help contribute to angles that much, and hasn't got any team utility like a Junkerqueen shout or a Winston bubble, that would allow her to play the rush style of dive.

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TANK MATCH-UPS

Orisa Vs D.Va

This is a relatively neutral match-up. Whilst Orisa wins the frontline match-up thanks to her javelin and D.Va's big hitbox. However, if D.Va manages to get ontop of Orisa's backline, that's when Orisa can feel like a bit of a struggle. If it's just the D.Va diving your backline, you might want to look to focus down the D.Va, but if it's a coordinated dive, looking to trade out backlines like discussed earlier, would be a more viable option.

Orisa Vs Doomfist

A favourable match up for Orisa. Compared to D.Va, Doom's lower HP, lack of armour, and reduced movement speed when in power block, render him a tough pick to play up against Orisa. Hit your javelin's on him when charging up the power block, spear spin him when he's got few cooldowns left, and he should be an easy kill.

Orisa Vs Junkerqueen

Another relatively neutral match-up, if not, slightly in Junkerqueen's favour. Junkerqueen's slender hitbox mean the javelin can be quite hard to hit, and a well-timed commanding shout can lead to you being run over. However, the spear spin disruption, increased amount of sustain, and the fact that Junkerqueen can't as easily escape your terra surge, help even out the playing field.

Orisa Vs Reinhardt

A favourable match-up for Orisa. Despite having no shield, Orisa's disruptive cooldowns means that whenever Reinhardt pins of firestrikes, he's vulnerable to your javelin, he can't land any damage when you spear spin, and you can fortify in reaction to his shatter. Just be weary of the enemy DPS, especially those Sojourn players, who you might want to spend your cooldowns on instead of the Reinhardt if they're popping off.

Orisa Vs Roadhog

A favourable match-up for Orisa. Javelin Hog's Breather, spear spin his Hook, and you should be good to go. Just don't fortify his whole hog.

Orisa Vs Sigma

A neutral match-up. Similar to D.Va, Orisa wins the frontline match-up, but Sigma wins the Angles match-up. If you can utilise cover and map geometry to close the distance, alongside saving your fortify for his accretion, and your javelin for his kinetic grasp, there's not much Sigma can do up close. But on certain maps like circuit royale, it's gonna be tough to close that distance. Either force cart, utilising cover to force someone to come and touch, or try and clear highground, using your spear spin on

rotation. And for reference, you'd want to wait for your spear spin to come back off cooldown before clearing the highground.

Orisa Vs Winston

Another neutral match-up, similar to the one against D.Va. Even though you win the frontline match-up, it can be harder to win it against Winston due to the bubble potentially blocking the javelin. As a result, you're left to try and trade backlines which can work in some circumstances, as long as your backline don't get rolled over.

Orisa Vs Wrecking Ball

A favourable match-up for Orisa. Wrecking Ball is just a tankier Doomfist at this point. You can get a decently easy javelin against a telegraphed piledriver, and you can spear spin Ball if you decides to get too close.

Orisa Vs Zarya

A very unfavourable match-up for Orisa. Orisa's spear spin is basically pointless against Zarya, and you have no shield to mitigate damage against Zarya's beam. Since you lose the frontline match-up against Zarya, you have to take the angles match-up, meaning you try and dive the enemy backline, but if they're running Lucio Kiriko - Have fun.

RAMATTRA

TLDR/FUNDAMENTAL

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 pummelling 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.

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 on top 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 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. [Edit: April 2023. Right now, we've seen a lot of Ramattra Vs Reinhardt match-ups in the Overwatch League Pro-AM, so I'd like to quickly cover a few things. Firstly, Reinhardt usually loses. Not only for the reasons I described way back in December 2022, but the block is also a huge crutch for Ramattra. Reinhardt only really has shatter advantage/a way better ultimate but you'll see teams like the Spitfire be forced to play Rein very slowly (IE Take angles and use resources over a prolonged period of time) vs the Ramattra comp to prevent being run over by Ram's Nemesis cycle].

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.

REINHARDT

FUNDAMENTAL (TLDR)

Reinhardt is a **low range, moderate mobility** tank who is **unbeaten** in **close range**, thanks to his high sustain, hammer, and shatter. Utilise your typical Reinhardt mechanics like firestriking around corners, playing aggressive when you have armour, and having a full shield when you engage, to beat the enemy Reinhardt and to charge your shatter quickly. And when you can't play against the enemy Reinhardt, be creative with your pin. Use it to hunt down enemy flankers, destroy the enemy Winston when he dives your team, and to clear highground so the enemy DPS can't get close.

HAMMER

Details

Deals 85 damage in a 5 meter radius, that can cleave multiple enemies at once.

Extend Range

You can extend the range of Reinhardt's swing by turning your camera in the same direction that Reinhardt swings. For example, if Reinhardt swings his hammer from right to left, you want to turn your camera in the same direction at the end of the animation to extend the hitbox. The hammer also has a bit of knockback meaning if you land a big shatter, you can line up multiple heroes.

BARRIER

Details

A 1200 Healthpoint barrier that decreases your movement speed by thirty percent, and regenerates at 144 shield per second after two seconds of not using the shield.

Shield Management

Please, for the love of God, stop using shield for no reason, especially at the beginning of fights, where you're not even using your shield to take or hold space. This becomes

especially important when trying to block the enemy shatter and there's many clips back in Overwatch 1 where this easily costs teamfights

Shield Hop

This is done by jumping forward when you shield, which is done because you cover the same amount of distance in a shorter period of time, meaning you save some shield.

Flashing Shield

Stop flashing your shield in front of the enemy team for no reason, which can prevent you from being able to regenerate it in the first place. This can become really damaging to your gameplay because if you're never letting your shield regenerate, you're never going to be able to go in aggressively.

Weaving Shield

Weave in your shield throughout the brawl to block and avoid enemy stuns and to block key cooldowns. Thankfully, in Overwatch 2, there are less stuns and there is one less hero compared to Overwatch 1, meaning it's noticeably easier to track key cooldowns. With that being said, you need to block things like Ana's Nade and sleep dart, even with Kiriko in the game, because a well-timed nade can easily lead to a lost teamfight.

Angling Shield

Utilise the angle of your shield to help guide your teammates out of danger.

Niche Blocking

Block transcendence and sound barrier by angling your shield between the enemy team, and you can block infinite burst of damage such as D.Va Bomb even if your shield is extremely low. This is simply done by shielding as soon as the burst damage occurs.

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FIRESTRIKES

Details

A flaming projectile that Reinhardt tosses in a straight line piercing enemies dealing 90 damage. Reinhardt has two charges of his firestrike each on 6 second cooldowns.

Usage

Just firestrike around corners, because corners are the 'hotspots' of the map, meaning that's where most players are playing around.

Cast Time

Cast your firestrike before turning a corner first, then tossing it after the cast time has finished, to minimise how much your hitbox shows.

Swing Firestrike Combo

Firestrike after you immediately use hammer, gives you the most amount of damage in the shortest time possible.

Firestriking with No Armour

As a general rule of thumb, you should not be firestriking or even swinging when you have no armour. This is because in Overwatch 2 especially, armour can be a safety mechanism or a plan B for when you do take a ton of damage. [Here's a clip of Flats firestriking when he had no armour](#), and he gets thanos snapped

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PIN

Details

Makes Reinhardt charge in a straight line for fifty meters in which he can carry an enemy into a wall. If he pins an enemy into a wall, he deals 225 damage whereas if he bumps someone during his pin, it will deal 50 damage. Rein can also cancel his pin.

Distance and Angle

On a basic level, a safe usage of pin takes into account two factors - A short travel distance, and to be exposed from few angles during the pin. However, because you are more bulky in Overwatch 1, and there's one less hero, and that you can cancel pins, you can afford to go into doing more risky pins. More specifically...

Trading Pins

This is pinning into the enemy backline once the teamfight breaks out, to 'trade' out for kills (IE Your backline dies, but so does theirs). The thought process for doing this is that Reinhardt can't do much to defend his backline against a dive, but 3 swings/2 swings with a firestrike can easily kill any squishy hero in the game. However...

Peel Pins

Another usage of pin which is contradictory to what cloudy says, are 'peel pins' seen in the Overwatch League. People like Lhcloudy have publicly stated that you shouldn't be peeling on Reinhardt, yet you'll constantly see pro players like Hadi pin into his own backline to help peel against a dive. So, why is this? Well it's for three main reasons.

1. Firstly, the mobility of the enemy backline. In the examples Lhcloudy gives of trading backlines, he always pins immobile targets like Zen or Ana. But in the Overwatch League, you can't really do that because they're running a Lucio who will boop you away, and speed away from you.
2. The second main factor is risk vs reward. In Lhcloudy's example, his Brig had rally, meaning there's not a big risk in him trading backlines instead of peeling. Bogur also had primal, meaning there's not really a big reward in pinning a monkey for roughly 200 damage. Compare this to the Overwatch League, where Brig isn't being played, and in the cases where you can basically half the Winston's HP with a single pin.
3. The final main factor between trading pins, and peel pins, is likelihood. More specifically, the likelihood that you land the pin on the tank. Simply put, if you don't even think you're gonna land the peel pin in the first place, you might as well trade backlines.

There are also other factors like ranked vs coordinated environments, the competency of each player, and the map you're on, but that's the general jist of it, and hopefully that adds more detailed nuance to Cloudy's original point.

You can also obviously pin cancel people off the map - Just make sure you swing after you cancel the pin for the extra knock back.

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EARTHSHATTER

Details

Makes Reinhardt slam his hammer into the ground, taking half a second to cast, travelling up to 20 meters, and dealing 50 damage, with a 2.5 second stun. An enemy hit in the epicentre of his shatter receives 200 extra damage.

The **MOST IMPORTANT** thing with shatter, is to maximise the probability of you landing it, and to maximise the probability of you confirming a kill. Let's focus on the first part of that equation first.

There are 5 main ways to increase the chance of you landing shatter.

1. If you're playing against a Reinhardt, play close and aggressive, using shatter when he firestrikes. Rein has 2 firestrikes now, so this should be easier than ever to do. The reason for playing close is to minimise the effect of shatter's travel time.
2. Just shatter an over-extending, or unaware target. This can be someone off-angling, or a flanker focused on diving your backline, unaware of your shatter.
3. Play dirty - Ask/Play around Stuns/CC/Speed/Friendly Distractions to help land your shatter
4. Tailor your shatter to each composition you're playing against. So if you're playing against dive, because they're gonna be quite split, you're more likely to land your shatter on a single target, as ioStux explains here.
5. Be decisive with your slams, to help maximise the number of people you hit, as I give an example of here.

Now onto the second half of the equation - Maximising the killing.

- The easiest way of doing this is just timing your shatter with when either team engages. Since your team is engaging, there should be at least one other teammate helping you follow-up on your slams.
- If you've slammed up multiple enemies, to maximise your kills, swing, then crouch, then firestrike, which should kill any squishy hero. You want to crouch before you firestrike, so that the bottom of your firestrike hitbox manages to hit enemies on the ground, and you also want to abuse the slight knockback from your hammer to align enemies in a straight line for firestrike. You can also use pin at the very end of shatter to build some ult charge for your next shatter, though if

you need to absolutely confirm a kill on a single target, just pin them as soon as you've shattered them.

Flank Shatters

My advice for flank shatters is only go for them if you absolutely need too. So if shatter is your only team's ultimate, and the enemy have 5 ults, then I would go for it.

I will also mention some tech to note. Firstly, shatter can travel underneath and above the payload. Secondly, due to the cast time, you can be stunned or hacked during this animation, hence make sure you don't telegraph your shatter that you might get javelin'd or hooked. Thirdly, cooldown track both bubbles from Zarya to avoid accidentally shattering into her bubble. Lastly, only jump before shatter to shatter past a shield; Otherwise, don't jump as this will provide a bigger window for the enemy Reinhardt to block shatter.

Speaking of blocking shatter, the main piece of advice is that it's way easier to block, if you anticipate it coming. Think of those Zen players who reactively use transcendence in response to EMP - They can do it, because they anticipate it. The next question is, how do you anticipate it? Well, the main part to it is to roughly ult track the enemy Reinhardt, and adjust your aggression based on whether he has shatter. You probably don't want to go balls to the wall swinging against the enemy Rein if he has shatter, and you don't.

Some psychological ways to block shatter is to bully the opposing Rein with hammer swings, being prepared to shield his shatter. You can also faint, by pretending that you're oblivious of the Reinhardt, then quickly turning around once you anticipate the enemy Rein shattering you. The last tip is to shield hop backwards to prevent the enemy Reinhardt jump shattering past your shield.

PLAYSTYLE/POSITIONING

A vital fundamental is to clear high grounds to enable your off-tank and DPS to use, and to disable it away from the enemy team, as Spilo explains here. People like LHcloudy

actually played Reinhardt in this fashion, even pinning across highgrounds as Reinhardt, because nobody can contest Reinhardt in close range.

Another fundamental is that against dive heroes who are engaging onto your backline - You have 3 options. Firstly, stand still and hold shield. Do this when you need to block ranged damage from Ashe, Widow, Ana, Hanzo, etcetera. Secondly, trade backlines with your pin, or thirdly, use your pin to peel, and cause chaos. I've already talked about this in the pin section, but in short, if you can actually get ontop of an enemy squishy, like a Zen, you can trade backlines, but if you can't really do that, then you might want to do a peel pin instead.

With positioning - There actually isn't too much to it. Stick to corners as much as you can, because corners allow you to regenerate your resources. Make sure your backline has line of sight onto you when you push in, and don't be afraid to give up a corner or to retreat back, if your team are at a disadvantage, or vice versa. This advantages or disadvantages can be positional, cooldown, HP, or numbers based.

TANK MATCH-UPS

Reinhardt Vs Winston

A neutral match-up for Reinhardt. If you're playing upa gainst a coordinated dive, you have two options. Either block incoming damage like Anti-Nade, or more likely, just swing your hammer at the Winston or enemy flankers. [Insert Spilo clip]. As mentioned prior, you can see players like Hadi try his best to outbrawl the Winston up close, via the uses of his pin.

Rein Vs Orisa

An unfavourable match-up for Reinhardt. For those who've watched my Orisa guide you'll know that Oreisa can basically stop anything Reinhardt can do. Her spear spin blocks your firestrikes and hammer swings, her javelin prevents you from pinning aggressively or even just closing the distance, and to put the cherry on the cake, her fortify can block your shatter. However, you have a shield, and Orisa doesn't, and you have more HP than Orisa, so as long as you out meaning that on paper, if you can

outlast the Orisa and high damage heroes on your team like Sojourn can dome her jupiter sized head, you'll be good to go.

Reinhardt Vs Sigma

A neutral match-up for both of the tanks. If Reinhardt manages to close the distance, it's over for Sigma, but if Sigma manages to keep his distance, then there's not much Reinhardt can do. If you're struggling as Rein to close distance especially on maps like circuit royale, you can look to use your pin to quickly clear highgrounds as mentioned prior, playing Reinhardt in a wacky manner. Just try not to get accretioned whilst doing so.

Reinhardt Vs D.Va

A similar match-up to Winston. Only difference I'd say is that because D.Va is more versatile and likes marking off-angles more than Winston, Look to clear and control highground early on to help support your DPS, and to make the D.Va's life tough.

Reinhardt Vs Roadhog

A relatively neutral match-up. If you and Roadhog frontline, you win. You simply have more sustain, and if you block Hog's hooks, there's not too much he can do up close. However, Hog can easily fix this by just flanking and landing a hook, in which case, look to either match and mirror him, or to go on your own flank, hunting down those DPS targets up close.

Reinhardt Vs Wrecking Ball

Again, a similar match-up to Winston, and arguably an even easier one than Winston due to the lack of no bubble. Punish Ball if he overstays his welcome, and I'd definitely solo shatter him when he piledrives.

Reinhardt Vs Zarya

A neutral match-up. Flats likes to describe Zarya as the off-tank Reinhardt who trades out sustain for damage, which I can kinda see. Keep close distance to Zarya to utilise the armour portion of your HP as well as being able to land hammer swings. By being close to Zarya you're also more likely to bait her bubbles just by the threat of being close, or you can do that with your firestrikes. Make sure to shatter her when you've tracked her using both bubbles!

Reinhardt Vs Doomfist

A favourable match-up for Rein. Doomfist is just too squishy and doesn't deal enough damage to get past Rein's sustain. Honestly, think about pinning Doomfist when he aggressively powerblocks, and/or to solo shatter him. He's quite a mobile target with respectable CC, but he's squishy enough for you to punish him easily, unlike Winston.

Reinhardt Vs Junkerqueen

A neutral match-up for Rein. Junkerqueen is odd in that she can be close enough to deal damage, but far enough for you to be unable to land hammer swings. So if you can bypass her lack of range and get close, forcing out her commanding shout early so she has to give space, she's actually not as big of a threat as you might think. Try and block her jagged blade, and shield hop in rhythm to her scattergun shots to make it easier to close the distance.

ROADHOG

FUNDAMENTAL (TLDR)

Treat your hook like a CC displacement tool, rather than a oneshot button - [Similar to Orisa's Halt in Overwatch 1](#). Utilise your higher burst damage to bully most of the tank hero pool up close, and utilise your high sustain to exert higher point presence, kind of like a bulky Zarya without the bubbles, and look for small off-angles to drag enemies into your team with your hook. The solo flanking playstyle is dead.

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SCRAP GUN

Details

Makes Hog blast 25 pellets of shrapnel in 2 firing mode, dealing 6 damage per pellet. His secondary fire makes him launch a ball of shrapnel dealing 50 damage unless it detonates at 8 meters. They both deal up to 150 damage with a 0.8 second rate of fire, and 6 shots in a clip

Tank Busting

The main usage of your scrap gun now, is gonna be for consistent tank busting. Your DPS is on paper actually quite high at roughly 190, so keeping short to medium sightlines to burst down or pressure tanks especially those with large hitboxes like Ramattra or Reinhardt, and to a lesser extent, Orisa, is gonna be how you're getting value now.

Trigger Discipline

It's good that you now have a better recovery time and more ammo, but especially against mobile targets such as Tracer, it is not uncommon for Hogs to completely whiff their entire clip and hook on them. The solution here is to just take an extra half a second to chill out and readjust your crosshair, to land your shots

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HOOK

Details

This makes Hog throw a chain at a target, pulling them in close range. The hook now deals 5 damage, has a cooldown of 8 seconds, and a max. range of 20 meters.

Oneshot Combo

Whilst you can't consistently oneshot with this in your games, it's still worth knowing and doing to maximise your burst damage when you pull in an enemy.

1. Alternate Fire (To soften the target up)
2. Walk Forward
3. Throw and Land Hook
4. Walk Forward during Hook Cast Time
5. Primary Fire + Melee

Melee Clarification

Most of the time, with the new Hog, you actually don't want to be doing this. Thanks to the new patch, when you hook an enemy, they end up 4 meters away from you, instead of the 3. And considering you have a faster fire rate, you also want to be getting that second shot off quicker. So unless you need the melee damage to finish off a low enemy, don't bother with the melee.

Still, even with all of this performed perfectly, you'll struggle to oneshot some heroes based on hitboxes, and distance. You can be cheeky against some heroes, and walk a little bit forward before you do your primary fire, but if you walk for too long, heroes like Tracer, Moira, Mei, Reaper, etcetera, can use their mobility cooldowns to escape your follow-up.

Crosshair Placement

In short, you want to be aiming somewhere in the upper body region to maximise the amount of pellets hitting the head

Turning Camera After Hooking

This can drag the enemy up to 45 degrees either side. Especially considering Hog can't oneshot anymore, and that you absolutely need follow-up to land a hook kill, dragging an enemy into your team just by turning your camera has the potential to make a big difference. You can also land environmental kills with this too

Hook Target Priority

In terms of, who do you hook, you hook people who you think are easy to kill, and/or are dangerous. Before, easy to kill just meant whether you could oneshot them, now that means whether you and your team can land significant follow-up on them, which is why tank busting is a bit more of a viable playstyle now.

Hook is now like an Orisa Halt back in Overwatch 1, but used on a singular target. You need follow-up to get value out of it.

Disrupting Ults/Ammo

There's also disrupting ultimates with hook since, unlike Halt, it's Hard CC. Saving hook for barrage, blossom, flux, coalescence or high noon, are obviously good ideas in order to shut down a potential play.

Lastly, just make sure you have enough ammo to follow up on your hook.

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BREATHER

Details

This makes Hog heal himself for 350 HP in 1 second, with a cast time of 2 seconds. The cooldown is 8 seconds, with a 50% damage reduction during the cast time. 2.5 seconds after the Breather ends, you also receive 50% more healing.

Maximising The Reduction

Since Hog's damage reduction actually applies throughout the whole cast time, you can use your breather just before a massive amount of burst damage is about to occur.

Defensive Usage

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, not to proactively use it. If you're feeling the heat then use your breather - Not that complicated.

One slight nuance is that if you're guaranteed safety and if the fight is over, it might be worth letting your supports heal you up instead for ult charge

WHOLE HOG

Details

This makes Hog cram a mechanical device onto his scrap gun churning out a stream of shrapnel having the potential to deal up to 900 DPS, lasting for 6 seconds.

Pressure Relief/Solo Ulting

Essentially, if you're being aggressively dove, or if the enemy team are trying to walk straight onto you with things like Spear spin and Lucio speed, whole hog can relieve a great deal of pressure and dish out its own pressure in response. Using whole Hog against a Winston who just jumped in is pretty much a free kill.

Linking onto this, Whole Hog also isn't a bad counter or displacement tool against nanoblade. You're guaranteed to force deflect and you'll certainly buy time for your team to respond to the Genji.

PLAYSTYLE/POSITIONING

As stated prior, one of Hog's playstyles as being a solo flanker tank is now completely dead as of the removal of his oneshot.

Hog's playstyle now is more of a budget Zarya and budget Sigma, looking to spam and threaten decent distances like Sigma, but also using your bulk and high damage up close to bully enemy tanks. Let's walk through some examples.

On Collosseo neutral, this is where I think Hog would be best. There's not many flanks available so you don't have to worry about trying to oneshot flankers, the midsection is very narrow and spamable, you have plenty of cover to use so you don't feed, and enough cover to walk up and brawl the enemy tanks.

On Route 66 attack, you could play underneath the gas station forcing point pressure, and brawling whoever touches. You could also threaten enemies on highground with your shotgun, similar to how you would do so on another poke brawl hero like Zarya.

And lastly, on Nepal Shrine, you weave around the central pillar looking for cheeky hooks onto enemies down main, or enemies to your sides.

The main issue with Hog in these scenarios is that it's quite easy to feed. You don't have the shield unlike Sigma, or bubbles like Zarya, to help take space. Your hitbox is also galaxy sized which doesn't help either. But considering your oneshot is gone, this is likely the best you can do for now.

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TANK MATCH-UPS

I'm gonna split this up into the dive tanks being Winston, D.Va, Wrecking Ball and Doomfist, and the poke brawl tanks being the rest of the tank hero pool.

Dive Tanks

Especially against heroes like Doomfist and Winston, you can really bully these heroes up close. Land as much damage onto the dive tanks before they actually dive, to make his dive more dangerous, and look to bully them up close with your shotgun.

Alternatively, when they dive, you can look to threaten the enemy squishies, as you would on a hero like Zarya, thanks to your bulk and more consistent damage.

Remember - Heroes like Sojourn will look to play more aggressive if her Winston dives in - This can be an opportunity to either punish the Winston or the Sojourn depending on target priority (As went over in the Hook section - If you have Whole Hog for example you might want to focus the Winston after he jumps)

Poke Brawl Tanks

If you get ouranged by heroes like Sigma, and Ramattra, or the enemy tank lacks sustain like a Zarya, look to brawl up close. If you get outbrawled up close, by heroes like Orisa and Rein, look to soften them up from afar before meeting up close. Have smart cover usage to regenerate not just your cooldowns but also your HP pool, referring back to examples like on Nepal Shrine, and good luck!

SIGMA

FUNDAMENTAL (TLDR)

Sigma is a high damage, ranged dualist, who can hold angles like no other hero in the game. Whilst there is 1 less tank in Overwatch 2, so you might be tempted to stand main, try and look for midfight rotations and angles you can start to play as the teamfight devolves and becomes more messy. As of the making of this guide too, there's this quite broken tech where you can fire an accretion, and immediately shoot out two hyperspheres instantly deleting any 200HP hero.

HYPERSPHERES

Details

Makes Sigma fire two charges dealing 55 direct damage each, with a maximum range of 22 meters before implosion.

Combo

Re-mentioning the typical one-shot combo in overwatch 2 mentioned at the start. Simply accretion first, then land two hyperspheres immediately after. Since your hyperspheres move faster than your accretion, you want to slightly delay when you fire them so that once your rock hits, your hyperspheres also hit.

Feet

You also generally want to be aiming at the feet of your enemies to effectively decrease the range of your hyperspheres if the enemies are at the very edge of your range. The reason for doing this is that it's quite hard to aim at an enemy if they're 18 or so meters away. So by aiming at the floor, your hyperspheres have to travel further, meaning it's easier to land some form of damage, whether it be direct or explosive damage, onto those targets.

Pseudo-Scouting

Even though you don't have much mobility on Sigma, you yourself can do some pseudo-scouting by abusing the delay in between your hyperspheres in order to look around. [Here's a good visual example done by a contenders player](#)

Midfight Rotations

In terms of general usage, even though you can't off-angle as much in Overwatch 1, you can still navigate to such positions in the midfight. [For example, on Rialto 2nd point defense](#), your team may be holding the stairs and the enemy team may meet you. Eventually, the enemy team will drop to cart and here, you can look to off-angle on highground, look to flank behind them on highground, or if you're worried about cart, you can angle by the coast.

EXPERIMENTAL BARRIER

Details

A floating barrier with 700 Health, regenerates at 100Shield per second after being down for 2 seconds, and has a cool down of 1 second after being recalled.

Here's **8 Tips** which interweave Tech and the Usage of Sigma's shield (some niche, some more general)

1. Make sure to shield when using your ultimate to prevent any incoming damage, or from you being stunned out of your flux.
2. Angle your shield to block transcendence.
3. Use your shield to block off line of sight and healing from the opposing supports in order to force them to reposition. This works best against Ana Zen Kiriko, as they either have no mobility, and/or their healing is blocked by shielding (Or both in Ana's case).
4. Learn how to shield dance against mobile dive heroes. In order to do this successfully, just set your shield at a horizontal angle, then weave on either side of the shield.
5. You can shield against her barrage, essentially using barrage against herself
6. Keep your shield to block important resources (More specifically, ultimates) such as Reinhardt's Shatter. Before in OW1, I'd advise trying to block shield but with more food on your plate as the only tank, it may not always be manageable. Though blocking things like Hook/Nade are still within reason
7. You can cancel your barrier whilst using your rock, or grasp. This will be particularly useful with the latter ability, as you can efficiently rotate each cooldown in time.
8. Do not block irrelevant spam damage. Especially when just after turning a corner, or immediately after an enemy turns their head towards you - Once you start take

meaningful damage (To where a good chunk of your shield HP is depleted)
should you then start to block that damage

KINETIC GRASP

Details

Makes Sigma absorb incoming damage and converts into 60% of it into shields, with a 10 second cooldown.

Pre-Emptive/Reactive

There's two main uses to Grasp which is to use it pre-emptively to gain a ton of shield, or to use it reactively to absorb a lot of incoming damage. For instance, an example of the former, is to use kinetic grasp just turning a corner to absorb a lot of early CD's and damage early on allowing you to play more aggressive. Obviously don't do this into Hog comps, or comps that can easily stun you

Niche Uses

Firstly, grasp can be cancelled with your accretion, but you won't gain any shield. Secondly, you can reactively grasp projectile ultimates such as Zarya's Grav - To help you do this, Zarya's will often telegraph their grav by walking forward aggressively and bubbling. Thirdly, in a Sigma match up, just look to rock the Sigma if he messes up his grasp - It can lead to a free pick some of the time.

ACCRETION

Details

Makes Sigma fling a mass of debris towards an enemy, dealing 80 damage, deals a 1.1 second stun on hit, paired with a 10 second cooldown. In terms of tech, there isn't anything I haven't mentioned prior, with the 200 HP combo and bug that I mentioned prior.

Accretion has 3 main uses - As a oneshot, which I just mentioned prior, as a failsafe, or as a stun.

Failsafe

With this, I just mean as a way of protecting yourself if a hero like Ramattra, Genji, Winston, Ball, or Reinhardt get on top of you, and you need to create some distance and deal some damage. If you're getting run over and dove upon, this might be a usage that you want to consider.

Stun

Accretion can also be used to stun vital cooldowns and ultimates, which is best seen with Moira and Roadhog, as you can save Accretion to stun Breather, Whole Hog and Coalescence, alongside other ultimates such as McCree's High Noon, or Reaper's Blossom.

Knockback

There is also one additional niche use which is for the knockback, using it to elevate you to Highground. I can't think of any other examples than Hanamura 1st Point defense (Which is a map you can't even play in OW2) but the principle still stands. This is much easier to do than using his primary fire, although I would still recommend you practicing this in custom games.

GRAVITIC FLUX

Details

Makes Sigma lift enemies in a 7 meter radius, lifting them in the sky for 50 damage, then slamming them back down for half of the max health.

Head Tech

The tech is essentially going underneath your enemy whilst mid-air during your flux, to make them land on your head instead of the ground. This may not sound like much, but this is primarily meant to counter Bap's Lap, as the vertical hit-box is simply not high enough. However, this can also prevent a well-timed Zarya bubble, an Ana using her nade, or now a Kiriko using her suzu. There is also little counter-play, as even Octotroph was impressed when this was done against him. Try and do this on Defence, as you are much less likely to put yourself in an aggressive position, as the enemies are coming to you, rather than you going to them.

Repositioning Tool

Get yourself onto highgrounds and angles, you previously couldn't have done before. So for example, [On route 66 attack](#), if you're stacking down main, you could flux and move onto the lorry to control that angle - Again referring back to the beginning of the video when taking midfight angles.

Cover

Abuse artificial cover from your shield or hide behind natural cover to prevent getting stunned, or to just absorb damage whilst you flux.

Kiting

Use Flux to kite away from a rush or dive composition when they get ontop of you.

Nanoblade Counter

Fourthly, you can use Flux to counter nano-blade if you're quick enough and can predict where and when the Genji is going to dash to

Target Priority

Prevent tunnel visioning onto Tanks rather than squishy targets. Remember, your target priority are heroes who are easy to kill, and/or are dangerous.

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POSITIONING

I've already mentioned the instance of taking midfight rotations/flanks on Sigma when the teamfight devolves on Rialto - The additional part to positioning is the general 4 Rules coined by [NatterOW and here they are here showcased with Sigma specifically](#).

With broader off-angle positioning, especially in the midfight when things gets messy, look to rotate to off-angles in between fights, as Spilo explains here on Rialto 1st Point defense.

Finally, to hammer this point in even more than I already have, and since a the time of this video long range oneshot heroes like Sojourn, Widowmaker, and to a lesser extent Hog and Ashe are meta, it's more important than ever that you mark the angles that these heroes take. This is precisely the fundamental reasoning behind why Sigma is played on angles - He has his own 700HP barrier, two methods of regenerating HP, a stun, high ranged poke damage, and doesn't bleed too much ult charge.

TANK MATCH-UPS

Sigma vs Reinhardt

A neutral match-up for both tanks and a pretty rudimentary one at that. Keep your distance away from the Reinhardt at all costs, utilise your accretion and flux as deterrents for the Reinhardt closing his range, and you'll be good to go. Also look to play Sigma on longer sightline maps like circuit Royale or Junkertown to make his life harder with regards to closing the distance.

Sigma Vs Ramattra

A neutral match-up between the tanks, if not, slightly in Ramattra's favour. Be mindful of your shield since Ramattra can quickly shred it, try and keep Ramattra at a decent distance before he uses nemesis form to soften him up if he tries to close the distance. Your rock should be an easy counter since Ramattra can't block it, and since your grasp doesn't absorb his pummels, look to use it ore selfishly in one on one encounters.

Sigma Vs D.Va

A neutral match-up between the tanks. Fortunately, due to your grasp and accretion, D.Va can't just booster straight onto you and blow you up. However, she can abuse your lack of mobility by flying to angles around you, that you can't control. Think Kings row 3rd point. In this case, use flux to control these positions in the first place, and/or trade backlines by fighting enemy squishies yourself.

Sigma Vs Zarya

A slightly favourable match-up for Zarya. Zarya doesn't care about your grasp, you haven't got enough DPS to abuse Zarya's realtviely low sustain, and she has bubbles to counter your flux. Just keep your distance and strain her ability to gain high charge from afar.

Sigma Vs Ball

A neutral match-up. Ball can't just piledrive straight into your team, due to yoru accretion. However, he can roll about, boop, disrupt and duel your team. The goal here should be to absorb and live through the Ball's engage, and to abuse the downtime afterwards.

Sigma Vs Winston

A slightly favourable match-up for Winston. Winston doesn't care about your shield, can weave in and out of your accretion thanks to his shield, and his primal or zap doesn't care about your grasp. The only time you'll have fun playing Sigma against Winston are on long-distance maps with few flanks, like Junkertown or Circuit Royale, where it's difficult for the Winston to get on top of you.

Sigma Vs Doomfist

A slightly favourable match-up for Doomfist. At the moment, Doom has been gigabuffed to God Tier levels, but I assume he'll be tuned down. Even then, you can easily kill a bad doomfist by rocking a badly timed power block. But, if the Doom is competent, you'll have a tough time. Your shield or grasp doesn't really do much, so you're really relying on your accretion either to punish the Doomfist, or the rest of his team.

Sigma Vs Orisa

A slightly favourable match-up for Sigma. Sigma wins from distance, that much is obvious. But even up close, it's still a fairly skill-based match-up. The key thing is to not get javelined whilst using kinetic grasp, and to shoot at the squishies surrounding the Orisa.

Sigma Vs Roadhog

A favourable match-up for Roadhog. Look, you don't win in duels, you don't win from afar, and you don't win up close. Hog couldn't care less about your 73 DPS or whatever, and is more than happy to walk past your shield and hook you and force your grasp without a care in the world. Play your distance and to burn the hog if he tries and get close, and obviously rock his breather.

Sigma Vs Junkerqueen

A map dependent match-up. If queen can't get close, like on circuit royale, it's free. She has little mobility and little range and can't really do much unless she hits some godly knife. But on maps like Colosseo, where you have to touch the bot on neutral, things can get a bit hairy. If she walks onto you with her axe and shout, you better hit that accretion.

WINSTON

FUNDAMENTAL (TLDR)

Firstly, scout and setup your dive. To do this, just gain access to highground to actually see the enemy team, and listen to the sounds the enemy team are making to know what heroes to dive. Secondly, you'll be wanting to dive targets who are either easy to kill, and/or are dangerous, meaning that you'll be avoiding tanks for the most part and looking for that isolated zen or ana in the backline, or that soldier in his visor or that sojourn with her overclock. And lastly, just 'git gud' with your primal mechanics (Mainly juggling).

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TESLA CANNON

Details

He fires 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, consuming 20 rounds per second, with a full ammo capacity of 100 rounds. I'll also couple in his brand new alternate fire, which makes Winston fire a 50 damage zap up to 30 meters.

Secondary

There's three uses to your long range zap.

1. Firstly, for random spam damage at the beginning of the fight. This is the least important use.
2. Secondly, before you dive a target. Essentially, to make your dive slightly more lethal, fire a full charge zap at the squishy target, and then deal your jump melee combo which I'll get onto later.
3. And the final use is after you dive your target. This is when they'll get out of range from your tesla cannon, and you need to quickly finish them off.

I will say that it's very important to get into the habit of using your zap just before you dive. It's a hard habit to get into, especially for old OW1 Winton players.

Primary

Simply put, most of the time, you will be wanting to set up angled pressure on the enemy backline, where your team can help you. Think of Numbani 1st point defense, by highground, you let their backline/squishies walk onto highground and that's when you pounce since it's angled pressure where your team can also see/help you.

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JUMP PACK

Details

Launches Winston at an initial speed of 30 meters per seconds, dealing 1 damage when you jump, and up to 50 damage when you land.

Despite Winston's jump just being a jump, there's actually quite a lot of nuance with it. I'll start off with the mechanical side of it first, then moving onto actual usage.

1. I'll first begin with the classic Jump Pack and Melee combo, where just before you land, you sneak in a melee for extra burst damage. Couple this with your long range zap beforehand, and you can deal up to 130 damage before you land back down. For the dedicated Winston players out there, I recommend loading up a custom game with a bunch of Ana bots at 35% HP, to practice your combo, which should oneshot those squishies. You can maybe increase the HP to practice this with your zap too.
2. You can also perform a small skip by simply pressing your jump key after you land.
3. Trajectory control is also highly important with your jump. There's "Late" and "Early" movement inputs (IE Using your WASD keys before you jump, and after. For instance, if you hold S and jump, you won't go as far if you only pressed S during your jump)
4. Vertical and Horizontal Jumps - Jumping straight in the air gives you a lot more time to control and goomba stomp your enemies, but also makes you more vulnerable as you're in the air for longer.

Highground

The most basic yet fundamental use of jump is to jump to highground. I mentioned this at the beginning, but highground allows you to stage and setup a dive because you can see what the enemy team are running, and where they are coming from. [Here's an example Spilo gives on Paraiso.](#)

Jump Placement

Just by changing where you land by a few meters can be the difference between landing a kill, or being the kill. For example, say you jump the Soldier on highground. If you jump in front of him, it'll be very easy for him to just run away. Not to mention you slightly boop him away too. However if you jump behind him, the Soldier has to walk through you meaning you deal more damage. Maybe he even drops heal station too.

There's also the jump placement for escape. For example on Dorado 2nd point attack, say you want to pressure highground, as you should. [If you jump straight in the middle of the enemy team](#), you're giving yourself no options to escape. [Whereas if you landed just by the edge](#), if there's too much heat, you can quickly fall off highground and stabilise.

Jump Pathing

[If the enemy team are running a Brig or Ashe, and are constantly whipshotting or coach gunning you away from highground](#), stop running it down main. [Take an alternate, underneath angle, and then jump from there.](#) It'll be a lot harder for the Brig to predict where and when you're coming in from. Not only will you not get booped, but you also take less damage on entry.

Engagement Vs Escape

If you can simply walk up to the enemy, or drop from highground, do that, instead of wasting your jump cooldown. This is less so with Overwatch 2 now but back in Overwatch 1, it was very easy to burst down a Winston before he gets the jump pack again, and even now, you don't want to unnecessarily risk yourself if possible. If you're attacking this may not apply as much.

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PROTECTIVE BARRIER

Details

Makes Winston project a shield dome with a 5 meter radius, 700 health, lasting 8 seconds with a 12 second cooldown.

Starting with a general rule of thumb - You want to be blocking cooldowns over raw general damage. Winston's bubble is not designed to block large sums of damage so don't place it on payload or in a choke. Instead, you ideally want to block Sleep, Nade, or damage that is directed towards you during your dive.

Bubbling As Late As Possible

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. In combination with your jump skip, you can go quite the extra distance.

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.

In essence, your bubble is very tied with how you use your jump. If you're planning to hard engage or go all the way in, you're likely to use your bubble and shield dance to help you live. Not that complicated.

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PRIMAL RAGE

Details

Makes Winston refresh his health pool to 1000, with a 30% increase in movement speed, dealing out melee attacks that do 40 damage a piece, with a 4 meter hit box, with a duration of 10 seconds. The jump pack cooldown also goes to 2 seconds.

Let's start off with the **hitbox** and **interactions**.

1. Firstly, your jump cooldown is refreshed at the beginning and end of primal. This means you can engage and disengage very quickly, so keep that in mind.

2. Secondly, treat your swings like Reinhardt's hammer, in that you should 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 landing your jump perfectly, and adding ontop 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.)*
3. 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.

Now onto the primal and triple melee combo.

Primal Combo

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

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

Corner Juggling

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

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

In terms of broader usage, apart from isolating a squishy, looking to buy time, split the healers, and stalling point, are all broader, more general rule of thumbs for your primal. Also ensure that you bubble before you primal since you'll get your bubble back after your primal.

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PLAYSTYLE/COMMUNICATION

Calling Out Engages

For Winston, especially in a team environment, it's so important to callout when you're about to engage, and when you're actually engaging

Jumping/Scouting Squishies

Regarding your positioning, again, highground is a vital starting point as mentioned earlier, so you can assess whether someone is isolated, and/or if they're playing aggressively.

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TANK MATCH-UPS

Poke Brawl

The 'Poke Brawl' Tanks are Rein, JQ, Hog, Sigma, Orisa, Zarya and Ramattra. Notice how in each of these situations, barring maybe Sigma, you straight up lose the 1v1. You either have lower damage and/or lower sustain - Likely both. Just like with D.Va, you're often fighting for the space around the tank itself, and more specifically, the squishy heroes who are either isolated, and/or are playing aggressive. If you end up frontlining against an Orisa, something is going wrong.

Now I do wanna clarify - There is a time and place for this kind of frontlining, and that's mainly to build Nanoboost, when your team are running poke heavy heroes, or when you're waiting for a good opportunity to dive. I called this 'Slow Dive' back in my old Winston guide, and some of it still partially applies now - Looking to dive when you either have a positional, cooldown, or numbers advantage.

Dive

Now, what about other dive tanks like Doomfist, D.Va, or Ball? D.Va is actually more like the poke brawl tanks discussed just now, since she can peel unlike Doom or Ball. Just avoid frontlining her and target isolated or aggressive squishies as you normally would. Against Doomfist or Ball, you'll mainly be looking to trade backlines, to not only prevent the enemy tank from getting any healing, but to also create space for your DPS to pop off.

WRECKING BALL

FUNDAMENTAL (TLDR)

You have 3 main playstyles - To **Dive**, **Duel**, or **Disrupt**. You'll be diving enemies if you have dive heroes like Tracer on your team, and there are immobile divable heroes like Zen on the enemy team. You'll be duelling as well for key areas of the map, using your techs to give you the edge. And lastly, you'll be disrupting the enemy team by capitalising on opportunities where enemies are rotating, repositioning, or when you just can't dive or duel.

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QUAD CANNONS

Details

Makes Ball tear his automatic assault cannons apart, at 1500 RPM, with each shot dealing 5 damage, alongside an ammo capacity of 80 rounds.

Spychecking

Similar to D.Va, and although it is niche, you can use your quad cannons to spy check for Sombra's whilst the enemy team are setting up.

Trigger Discipline

This is simply just taking the time to readjust your aim with melee when shooting a target in close range. This single tip is so vital with regards to the duelling playstyle, and making sure you win those out, so please, take the extra half a second to just track your target and readjust your aim with melee.

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ADAPTIVE SHIELDS

Details

Provides Ball a minimum of 100 temporary shields, granting 100 additional shields per enemy within the 10 meter radius. The shields last 9 seconds, with a total cooldown of 15 seconds.

Using your shields early against CC or stuns.

There's not much CC in Overwatch 2 compared to Overwatch 1. So, you don't really need to worry about popping your shields *early* before being stunned. But, if you're about to dive an Ana and can get decent shields out of it, still use your shields because the last thing you want is to die because you were too greedy.

Aside from that, it's really important you don't *overuse* your adaptive shields. Keep in mind that you don't have to use adaptive shields every single time you engage.

Ball players too often use adaptive shields when escaping shortly after using pile drive, which is a waste and increases your downtime by 15 seconds if you're just using your shields for the sake of it.

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GRAPPLING CLAW/ROLL FORM

Details

Makes Ball launch a grappling claw, allowing him to anchor to an area and swing from it gaining immense speed. Your grapple will automatically detach after 6 seconds. I'll also couple in your roll form which basically makes you move at double your normal speed. When Ball has reached at least triple your normal speed 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.

Scouting

You can do some 3rd person scouting whilst in Ball form. [Here's an example on Oasis Gardens](#), where you can hide behind the corner and see any enemies coming towards you.

Tech

I obviously can't include every single piece but I will include the fundamentals.

1. Firstly, you can Bhop whilst in fireball mode - 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 just done to prevent you from rolling off map, or for you to start shooting ASAP.
3. Thirdly, you can STILL perform the double boop as the streamer Ball explains here. For some reason people think that you can't do this in Overwatch 2, but you still can.
4. Fourthly, learn the Quick Fireball.
5. Fifthly, you can perform a Walljump and piledrive against slanted or flat surfaces as Yeattle explains here.
6. Next, learn what Yeattle called, 'The Toronto Kick.' Simply roll back, jump, grapple above you, and piledrive. This does use all your movement cooldowns at once, so only use it if you need the piledrive damage.
7. Here's another gimmicky named tech that I called the 'London Leg' in my old Ball guide. Just grapple into the wall at high speed, then flinging in the opposite direction as soon as you come in contact. This should give you enough height for a piledriver, then you can do whatever.
8. Lastly, The 180 degree rebound. Grapple slightly above you, move into the wall, then, whilst still attached, move in the opposite direction. Detach at just the moment you're about to fireball.

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PILEDRIVER

Details

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 half a second.

Just like your grapple, let's cover the main tech.

1. Firstly, the **Recovery Piledriver**. You can perform a recovery piledriver by rolling off a ledge, quickly moving back, and piledriving. This is not only used to get back to highgrounds, but you can quickly pop this in a duel and if you're fighting a squishy, you'll almost certainly win the duel. The extra damage and CC lock in should be enough to seal the deal, so this is vital for the duelling playstyle.

2. There's obviously the **Minefield and Piledriver Combo**, which is as old as time. You minefield in the air, then piledrive, to suck in the enemies towards your minefield and dealing some damage too. You're basically guaranteed a kill on a squishy just by doing this.

Now onto the most important part - Knowing when to not use piledriver, and viewing it as a more **opportunistic** ability. There's 4 Main cases where you'd use your piledriver:

1. As a finishing blow
2. To relieve pressure (EG A Brawl Team rushing at your backline)
3. During a (semi) coordinated Dive
4. Piledriving when you can get away with it, and/or in duels as discussed prior.

In general, you don't wanna use piledriver and unnecessarily risk your HP pool for it. This was a massive problem for Ball in Overwatch 1 due to the mass amounts of stuns/CC, but even without those, you can lose a lot of health resource just by being sloppy with your piledriver. If you're going for those types of telegraphed dives constantly, you might as well be playing Winston

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MINEFIELD

Details

Makes 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.

4 Main Uses

1. Firstly - To Split the enemy Team - Think of it like Dragonstrike, and dividing and conquering from there on.
2. Secondly, AoE Fragging. A brawl team clumped together would be a perfect time to minefield for a high chance of dealing serious damage
3. Thirdly, a Solo Ult - If you need to force trans, or resources away from the frontline, it is almost always worth solo minefielding.
4. Lastly, Contesting Point - There have been many times, especially on KOTH, and now on push, where the enemy team will play extremely sloppy and combined with you spinning around the point, a minefield can buy some serious time.

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

The last point I wanna raise is timing your minefield. As with any offensively used ultimate, it needs to be well timed to receive value. Many Ball players even in the high ranks, will constantly mistime their engagement.

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POSITIONING/PLAYSTYLE

Disrupt

- This can be split up into applying point pressure, or booping enemies to allow your team to follow-up on them
- Make sure to time your boop pressure as well, as mentioned prior so that the fight doesn't become a 5v4 once the enemy team has committed
- You might 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 as duelling is typically in reference to a 1v1 engagement (Less common the more coordinated a team is) for instance a Junkrat/Cassidy playing an off-angle by themselves

With Overwatch 2, the main difference compared to Overwatch 1, will be that you'll be duelling a lot more. Since there's no 2nd tank - The bad news is that you'll have to cover more off-angles and thus duel for those off-angles more. The good news is that you're the most mobile tank in the game, so you can get anywhere at anytime.

So for example, say you're attacking [Numbani 2nd point. You're playing against Ana mercy ashe soldier, maybe the ashe soldier mercy are on highground. Ideally, if possible, you could duel the enemy ashe or soldier who are playing on highground, doing those recovery piledrivers](#) we talked about earlier. If there's too much healing and you can't duel, no biggie. [Go for the disrupt playstyle instead, looking to conserve your HP pool, doing roll throughs and avoiding piledrivers.](#) The goal with disruption here, is to get the soldier and ashe to spend as much time looking at you, rather than your team, whereas with diving or duelling, your main goal is lethality. [If you of course have a genji or someone to help you, then you could dive the ashe or soldier](#), but that won't always be the case. I hope this example helps to illustrate how you can fluctuate between the 3 playstyles at a moments notice.

Finally, I do want to cover playing up against compositions with high CC. Overwatch 2 obviously has a lot less CC and stuns compared to Overwatch 1, but if you are playing against a composition like a Hog, Mei, Sombra, Ana, or any future heroes down the line, perhaps it's worth noting that you should likely lean into the disruption playstyle, generally avoiding piledrivers unless you have solid follow-up.

Speaking of Sombra, what happens if you flank and she hacks you out of invis? Well you have 2 options of dealing with Sombra. The first, is to take shorter flanks and to flank later in the teamfight. [For example, on Rialto 2nd point defense](#), you start up by the stairs, and then when the enemy backline walk through the choke, you go for a piledriver, roll-through, etcetera. A short, well-timed flank.

Your 2nd option, is that you can still go for flanks, but you need a Tracer or another hero to come with you. Simple solution, but requires some coordination.

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TANK MATCH-UPS

I'd like to group up some of the tanks into the poke brawl hybrid match-up featuring Sigma, Hog, Reinhardt, Ramattra, Orisa, Junkerqueen, and Zarya, and into the Dive Match-ups featuring D.Va, Winston and Doomfist, since your playstyle against those heroes are very similar.

The Poke Brawl Tanks

Notice how your mobility against each of these tanks is significantly higher. Abuse that. Look to fight for space and angles around the tank, rather than fighting the tank themselves. Obviously against Orisa and Hog you'll definitely want to be opportunistic with your piledriver to avoid being stunned, but here, you'll rarely be fighting them. If the enemy backline are squishy heroes like Zen or Mercy, you'd be diving or duelling them, but if they're more slippery like a Kiriko or Lucio, you'll be disrupting most of the time.

The Dive Tanks

This is a bit more complicated. Doomfist just has too much mobility so you'll just be trading or diving eachother's backlines for the most part. With Winston you can disrupt his dive by booping him out of his bubble, or again by diving the Winston's own backline. Against D.Va your playstyle will actually be more like the Poke Brawl tanks, because

D.Va can peel unlike Doomfist or Winston. If you dive the backline, D.Va's gonna be there to peel that off. If you duel enemy DPS, D.Va's gonna be there. So it all comes down to what the enemy team are running.

ZARYA

FUNDAMENTAL (TLDR)

Your bubbles are by far the most important part of your kit, and don't just use them for charge. A good guideline for bubble usage is to bubble aggression, meaning bubbling your own aggression, the aggression of a teammate, or if you or a teammate are being aggressed on. You want to initially bubble to get decent energy, whilst also maintaining a bubble to maximise how aggressive you can be playing. Try and keep a bubble in the midfight to sustain yourself, and so you don't get run over. Keep in mind, the threat of bubble is what allows you to take space. If the enemy team know you haven't got any bubbles, they're gonna run you over.

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PARTICLE CANNON

Details

Makes Zarya fire a beam that deals either 85 DPS, or 170, depending on it's charge. She can also lob explosive charges dealing 47 to 95 damage respectively, and take up 25 ammo per shot.

Target Priority

The most important mistake that Zarya players, including you reading this, probably make, is to just turn your brain off and to default shoot at the enemy tank, especially enemy Orisa's. Not to mention, with Orisa, not only are you getting 30% less ult charge, but she also has armour, meaning you're dealing 30% less damage, and she has fortify, reducing that by another 40%.

Reloading

The most common mistake Zarya's make with their gun is, whilst simple, to stop reloading so much. So many Zarya's including myself, will fire one right click charge, and

then immediately reload. This kneecaps the damage you can do overtime so please try and use the full 100 ammo in your clip, and ensure you have a full clip when the fight actually begins.

1v1 Duelling

The next thing to note is to maximise your 1v1 duelling potential. 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.

Rocket Jumping

Simply aim 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. This is only done for mobility - Either to get you back to the fight slightly quicker, or to reach certain highgrounds as Yeattle does here. You can also do double rocket jumps by firing a load in the air (that sounds crazy) and then combining that with a right click on the ground to gain double the height.

After a won teamfight, you can and should also push up, and toss a few right clicks close to the enemy spawn for 2 main reasons - To farm grav, and retain your energy.

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PERSONAL + PROJECTED BUBBLE

Details

Zarya's 1st, 2nd, and only ability, the 'Bubble.' Makes Zarya emit a personal barrier that shields Zarya against incoming attacks, redirecting that energy to increase her weapon's damage. The barrier is 200HP, lasts 2 seconds on a 11 second cooldown. Zarya gains 1% energy per 5 damage blocked, meaning a total of 40 energy gained per bubble.

Bubbling Aggression

The most important, universal principle with your bubbles is to bubble aggression. Think about it. 90% of the time you whiff a bubble and get zero charge, it's because you either weren't aggressing, or the enemy weren't aggressing on you. Or your teammate

depending on what bubble you use. So simply put, when you want to get energy early on as Zarya, bubble aggression.

Maximising Your Own Aggression

Now let's build off this further. Bubbling aggression isn't enough in Overwatch 2, it's not good enough to just use 2 bubbles back to back to get 80 charge. The reason for this, is because you can easily get run over because you have no defensive cooldown left. You're a sub 500 HP tank with no armour and a decently sized hitbox.

So, to redeem this, the play is to either gain 80 charge eating a ton of spam from afar, so that by the time the enemy team push into you or vice versa, you already have a bubble back up, or you keep one of your bubbles as a failsafe when you're on decent charge.

So in short, being on decent charge but having a spare bubble allows you to play more aggressively because of the threat or safety of your bubble.

In overwatch 2, with one less source of damage, you can actually utilise this by walking past the enemy tank, to damage the enemy healers. Now obviously this isn't a good idea against all tanks. If the enemy tank has higher sustain like Orisa or Reinhardt, and if they have CC like Orisa or Hog, then I'd be cautious about this kind of aggression. But moreso in the general sense of being allowed to take more aggressive positions in the midfight if you have a spare bubble.

Peeling Bubbles

This is just when you bubble a squishy hero when they're being dove in order to protect them. This is fine to do especially if they're running atleast 2 dive heroes, but don't save your bubbles waiting for something specific to happen.

Similarly, you can and should also bubble a teammate if they're being aggressed on. For example, if your soldier is on an angle and gets stuck by a cass grenade, he better receive that bubble.

Summary

So hopefully that covers most of the use cases of your bubble. In summary, bubble aggressively to either gain charge, or to threaten a more aggressive position for yourself, or for your teammate if you're bubbling them. Bubble your teammates if they're

being aggressed on in a duel, or if they need peeling. This will all depend on the enemy composition, and I will get onto the Reaper Zarya comp in the latter sections.

Other things to note about your bubble is that you can clean status effects, and counter ultimates such as Shatter or EMP with it.

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GRAVITON SURGE

Details

Makes Zarya launch a gravity bomb drawing in enemies into the centre from a 6 meter radius, dealing 5 DPS, and lasting 3.5 seconds.

Reload

Simple tip, but please reload before you use grav. The last thing you want is to have a 1.5 second reload during a grav, that only lasts 3 and a half seconds. You're basically wasting half your ultimate at that point.

Solo Gravving

In terms of usage, an underrated one is for Solo Gravving. Especially considering how oppressive Nanoblade is, one of the best and most reliable counters is to use Grav AFTER their Genji uses his first dash during his blade. It might even be worth solo grav-ing a tank if you can guarantee their death, same with any backline squishy heroes. In fact this is kinda how you'll be using Grav anyways - Looking to go deep and aggressive into backline territory, drawing a lot of attention to yourself, which should allow your DPS to do the heavy lifting.

Timing

There's also the timing of your grav. Try and do this in the midfight. This is because there'll be less cooldowns to prevent or stop the follow-up of your Grav, like enemy Zarya Bubbles, a Kiriko Suzu, an Ana nade, etcetera. You'll also be at good charge as well, and cooldowns like D.Va's Matrix or Orisa's Spear spin will likely be on cooldown, decreasing

the odds of your shit getting eaten. Speaking of being eaten, just grav corners or payloads against D.Va.

Grav Follow-Up

If there's multiple enemies in the Grav, the classic right click and melee combo is best to do as much damage to as many enemies as possible. However, if there's a lot of healing, just straight up beaming the target, and then finishing them off with a right click and melee, might be best.

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PLAYSTYLE/COMMUNICATION

Communication

Starting off with Communication, it can often be a useful callout to just say 'Bubble in 3' or 'Bubble in 5' if you're playing Zarya reaper, or playing with a teammate expecting bubbles. This just lets them know roughly when to engage meaning you synchronise your aggression together.

Zarya Reaper Composition

A very popular comp towards the end of Stage 1 and throughout stage 2 in Pro League. The very basic way this works is Reaper TP's in the enemy's backline, then he receives a bubble, then the rest of Zarya's team pushes in aggressively to get value out of the space Reaper is creating.

To add on this, this isn't just with Reaper, it's with any hero that has burst mobility. It could be a Reaper TP, a Genji Dash, a Tracer Blink, a Symmetra TP, or a Pharah Concuss, that can help draw attention away from the frontline and do those trades and splits which egoistcat was talking about.

In Zarya Reaper mirrors, this doesn't really work, since you can speed past the Reaper TP and take the 5v4. In this situation, Reaper plays frontline and receives a bubble to aggressively put pressure on the enemy Zarya.

Now what if you're not playing Zarya Reaper or Zarya like this? Well, you basically just bubble for yourself selfishly for the most part, unless you see an opportunity for an aggressive teammate to get a bubble.

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TANK MATCH-UPS

Zarya Vs D.Va

A neutral match-up. In short, Zarya wins on the frontline, but loses on the angles. Obviously D.Va can't mitigate your damage, and she hasn't got your range meaning if you keep distance, she's forced to take action. However, because D.Va has more mobility, it can be tough dealing with her angled pressure, and if she starts flying around you. In this case, look to bubble the people that D.Va dives or duels, and look to trade out backlines.

Zarya Vs Orisa

A favourable match-up for Zarya. Again, Orisa can't do anything about your damage, but the mistake here is just tunnelling onto the Orisa, and not onto the Sojourn who's pocketed, with overclock, about to kill half your team. Shoot the Orisa if there's no other target available, but don't ignore the squishies. I don't think A10 is the best zarya in the world because he clicks M1 on Orisa. If that was the case, everyone would be a top 500 zarya.

Zarya Vs Reinhardt

As Flats says, Zarya is the off tank reinhardt. Zarya trades out some sustain, in exchange for higher damage compared to Reinhardt. Don't get too close, even with bubbles, as you can get run over, but aside from that, look to beam down the squishies around the Reinhardt, keep your distance, even play highgrounds if need be, and you should be alright.

Zarya Vs Hog

A slightly favourable match-up for Zarya. Obviously bubble hooks but similar to Orisa, whilst I know Hog is a big fat juicy target, don't just tunnel your beam on him unless there's nobody else to shoot. He won't die, he'll waste your time, so again, look for angles and rotations on the squishies where possible

Zarya Vs Junkerqueen

A neutral match-up. Junkerqueen's slender hitbox isn't the easiest thing to track for lower players or people who play no aim heroes like me. Coupled with Queen's self-sustain thanks to her bleeds, as well as her commanding shout, a good queen can chunk you down up close and can outbrawl you due to your low sustain as a poke brawl tank. However, your bubbles counter her ultimate, and if the Queen doesn't take action with her commanding shout, she's easy pickings.

Zarya Vs Doomfist

A favourable match-up for Zarya. Since Doomfist trades out cleave damage in exchange for burst damage when compared to his dive counterpart Winston, your bubbles can do a whole lot more for saving singular targets that Doom may dive on. Just be careful to not supercharge his punch early on.

Zarya Vs Wrecking Ball

A neutral match-up. Most of the time, you won't even be seeing the Wrecking Ball and since a good ball never plays frontline, you can't farm charge off him. If his piledrives are excessive pressure for teammates, consider using them on your team, and in the meantime, look to draw attention of the enemy DPS, especially ones like Soldier and Sojourn, looking to force duels and you'll gain energy that way.

Zarya Vs Winston

A favourable match-up for Winston. Just like D.Va, Winston has more mobility, meaning he can get ontop of your squishies and in places where you can't reach. His low damage also means you can't reliably farm energy from him, and his cleave damage means you can somewhat easily waste your bubbles. As a result, look to absorb his dive pressure, and push in hard after he uses bubble. A winston after he dives is pathetic. He'll have no jump, bubble, and will likely be on low HP - This is your time to strike.

Zarya Vs Sigma

A map dependent match-up. Sigma will obviously look to keep as much distance away from you as possible, whereas if you're ontop of him, that doesn't matter. You can bubble through his accretion and he easily loses up close. Just like any other poke brawl tank, look to use cover and cart to close the distance, pathing up to highground on maps like circuit royale.

ASHE

FUNDAMENTAL (TLDR)

Sightlines and angles are key to your character. Most of the time you'll be taking longer sightlines but against snipers, that's where you want to stay out of their LOS and look for shorter sightlined angles onto their team. Look to dynamite squishies from off-angles and timed for when your team can push, BOB enemy backlines, and use your coach gun for mobility.

—

THE VIPER

Details

Makes Ashe fire semi-automatic shots dealing 75 damage per shot, with a fall-off range starting at 30 meters, alongside a 25% movement penalty. Ashe can also unscope to fire quick shots dealing 40 damage, and your first two shots have perfect accuracy.

Unscoped Shots Usage

Starting off with Ashe's unscoped shots, and there's two main uses. Firstly, you use this in close quarter combat to maximise survivability and DPS. Your movement speed isn't reduced, you don't care about the added spread in close range, and you actually have around 35 more DPS.

The only thing to be cautious about is your ammo management since it depletes very quickly when just spamming shots, hence why you reload when you have downtime, and you try to mainly use your unscoped shots in close range.

But, there's also a secondary use, and that's as a finisher, thanks to the much faster fire rate. This can be both in close and longer ranges to finish off a low target - I say long range, because keep in mind that your first two shots are completely accurate, so you can quickly fire off two shots to finish off a target who's 1HP from afar.

However, with your unscoped fire, make sure you don't waste your ammo with it. More specifically, don't use it for damage that doesn't matter. Don't waste it spamming away at a Winston Bubble, Orisa Fortify, D.va Matrix, Sigma Shield, etcetera.

Timing Angled Pressure

A key fundamental with Ashe is to timing 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/coast side. Another thing to mention is to maintain longer sightlines to fit the range of your gun, hence why you aren't pushing right side.

However, range has nuance. If you're playing up against a Widowmaker who is greatly favoured at longer ranges, you either want to start playing shorter sightlines to then duel the widow and to eliminate any fall-off, or playing angles to where Widow doesn't have LOS onto you, and has to swing wide and play more aggressive.

Here's another example on [Dorado 1st Point Defense](#). If widow plays far back, you the utilise highground forcing the Widow to take a duel. Same thing on [Dorado 2nd](#) - You play a bit back off the highground forcing the enemy Widow to grapple up, whilst you can pummel the enemy team.

Dualling

However, eventually, you're probably gonna have to take a duel with the Widow at some point, and some of it will come down to mechanics, but there are some advantages you can have to swing the duel in your favour.

Corner Advantage

The biggest thing is to understand corner match-ups. In short, the person who is closest to the corner, has the advantage of choosing when to dual the enemy. But the person furthest away from the corner has the advantage in the actual dual.

Take this example on [Havana 1st point attack](#), and you as Ashe are playing the corner. Look at how many different positions you have to facecheck into the enemy Widowmaker, and how many different positions the enemy Widow could be playing. But all the widowmaker has to do, is place her crosshair in the exact same corner, and wait for you to peek.

However, your advantage playing close to the corner, is that you could completely ignore the Widowmaker. [You don't have to take that dual and instead, you could flank left or use your team and the payload to flank right.](#)

The same concept also applies to other FPS shooters like rainbow six siege. It's why as a defender, you don't hold angles right next to windows or doorways, but rather, you play afar, and play the myriad of different angles you could take on that window or doorway.

This isn't to say playing around corners aren't important - In fact, they very much are. But in 1 shot sniper duals, playing right next to a corner, and not repositioning as I'll just get onto, can lead to easy crosshair placement for the enemy sniper.

Repositional Advantage

Now onto the repositional advantage, just meaning you reposition against the enemy Sniper, ideally timed for when your tanks are baiting attention. [Take this example on Junkertown 1st.](#) The Widow gets jumped by a Wrecking Ball, or the Widow is distracted main. You can utilise this to flank around and land some damage on the widow whilst she's distracted.

Other Advantages

There's also other advantages like peekers advantage, infravision advantage, pocket advantage and a myriad of others.

Reload Uptime

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.

—

DYNAMITE

Details

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.

Timing and Positioning

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.

For instance, on [Numbani 1st Point Defense](#), you can detonate your dynamite from highground to the corner without having to peek, which is the important part, landing in some early damage to allow you to go past your one shot breakpoint.

Early Dynamites

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. Again, please avoid lazy dynamites. I know people like iostux encourage to use dynamite off cooldown as much as possible, but you need to find that balance as Spilo said. It's not an Orisa Javelin on a 6 second cooldown.

—

COACH GUN

Details

Makes Ashe blast enemies in front of her, shooting 15 pellets, dealing up to 90 damage, propelling herself up to 9.4 meters away, with a 10 second cooldown.

Mobility

The fundamental use to Ashe's coach gun is for mobility. For instance, on Kings Row 2nd point attack, you could coach up to either highground to give you another angle of damage to put more pressure on the enemy team.

Escape

There's also using it to escape a dive obviously. You can very quickly create some distance between you and a Genji who just dashed onto you, whilst also maybe landing some damage.

Damage

Speaking of damage, that's the secondary use of your coach gun. Not only do the pellets deal damage themselves but they can also detonate your dynamite quite consistently as soon as you throw it. Of course you might cause some self damage, but you take half the dynamite damage the enemy flanker takes. And if you have a mercy pocket or a Brig repair pack, this downside is mitigated.

—

B.O.B.

Details

Makes Ashe summon her omnic sidekick, with one thousand HP, charging at his enemies dealing 120 Damage on impact, and dealing 112 DPS afterwards. As soon as BOB starts shooting, he lasts for 10 seconds.

Planting B.O.B. On Backline/Greedy Angles

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

A visual example of this would be on [Numbani 2nd Point Attack](#), where you send BOB into the backline where he has a nice juicy angle onto the enemy backline. One additional thing to mention is to time your BOBs for when either team engages, so that your BOB doesn't get destroyed before the teamfight even begins.

Stalling Objectives

There's also using BOB to stall objectives. Considering Overwatch is 5v5 and not 6v6, this can be really useful to prevent C9's, or to buy time for you and your team to take angles and make plays.

POSITIONING

In terms of general positioning, there are 4 key principles, which I'll showcase on Oasis City Centre.

1. [The first is to have cover](#) - Important to stop taking damage at any moment.
2. [The second is to have line of sight](#) - Important to deal damage on the enemy team, whilst also having your team help you.
3. [The 3rd is to have good distance from angles](#) so that the enemy team flankers don't sneak up on you.
4. [And the fourth, and arguably most important guideline, is to have aggressive and defensive rotational options](#). This is where you're gonna get your angles on Ashe, to land those juicy dynamites. You can rotate left side, coach gun straight onto the left or front highground, or rotate all the way right side.

PLAYSTYLE/COMPOSITIONS

Now finishing off with Ashe playing up against Brawly, Pokey, or Divey compositions. Essentially, against comps that have high sustain, range, or mobility.

Vs Poke Brawl/Brawl

Against your typical Poke Brawl stuff, you need to be playing range, angles, and fishing for juicy dynamites on the enemy backline. 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, or you can play a bit closer on point, coach gunning onto highground if you get pressured.

Vs Poke

In full on Poke compositions, like the double sniper ones you see on Havana, Circuit Royale, and Junkertown, the concept of taking advantageous duals, and utilising shorter sightlines, are really gonna matter. Try and get a mercy pocket if you can so you're able to one-tap widow.

Vs Dive

Against Dive, the key thing is to find the balance between splitting off and taking angles, whilst also not stacking on your team. For example, here on Ilios Ruins, [this position](#) [coast side completely isolates you from your team, making you an easy dive target.](#)

Whereas [this position](#) means you're stacking directly on your backline, meaning it's easy for the dive team to surround you. Instead, think of it like a Goldilocks happy medium between the two. [These two positions](#) here ensure you're able to dish out pressure on the enemy dive crew, whilst also ensuring you're within range to get support from your team.

When aggressing in dive, you'd be doing the same kinda stuff you'd do normally. When your tank aggresses, then you have to be doing something. You could even coach gun aggressively whilst your tank dives in.

BASTION

FUNDAMENTAL (TLDR)

This is the best way to play Bastion in Overwatch 2. Bastion has two main playstyles - A brawl buster, or a flanker. Both playstyles are centered around the cycles of your turret form. The brawl buster focuses on burning down the enemy tank utilising the sustain from your ironclad and armour in turret form, and the flanker looks to find short to medium range angles to blitz down enemy squishies, timed for when your team engages. Use your nade for lethality or mobility, use your ult to secure kills or to zone space, and be aggressive with your turret form.

—

CONFIGURATION: RECON

Details

Makes Bastion fire a submachine gun dealing 25 damage per shot at 300 RPM with 25 shots in one clip. All your shots are pinpoint accurate. For reference, Bastion's DPS in recon mode is 160, whereas Soldier 76's DPS is 162.

Sightlines

Thankfully, there's quite a strict dichotomy with your recon mode, and turret mode, in terms of your aggression. Typically, the sightlines you want to play with your recon mode are medium to long-ish, and you'll be playing quite passive most of the time unless you're moving to a position to be aggressive with your turret mode.

For example, on [Nepal Sanctum](#), you might be chilling down main in your recon mode, but as soon as you and your team start to push in, that's your opening to look for an angle on the enemy backline with your turret mode. Speaking of that...

—

CONFIGURATION: ASSAULT

Details

Makes Bastion transform into a mobile powerhouse firing a Gatling gun at 1800 RPM with a total DPS of 360, paired with infinite ammo. This mode lasts 6 seconds, and is on a 12 second cooldown. Your movement speed is also decreased by 35%.

Tech

Starting off with a bit of Tech. Whilst slightly niche, you can use your sticky nade in combination with your turret mode to access highgrounds and quickly pop out to different angles with your gatling gun. You sticky nade first, then transform into your turret mode, so that by the time your nade goes off, you're already in turret form.

Building on this a bit more - This is most useful when you want to try and get to highgrounds whilst also being in your turret mode. All push maps actually have some great use cases where this could be useful (**Refer to background footage of the visual guide**), which isn't too surprising actually considering that defenders have more highground the further the attackers push the bot. It's important to make sure that you do these type of aggressive plays with caution. Don't do this if your team are busy doing nothing since you won't have turret form available for when you actually need it during the teamfight.

Utilise Cover/Corners!

As boring and repetitive as it sounds, it's vital to utilise cover and corners when you're in either mode to hide your gigantic hitbox. Don't swing wide unless you need too.

Timing

Moving onto the more broader concepts - The most important thing you have to keep in mind with your turret form is the time at which you use it. Your DPS is by far the highest in the game when in turret form. 360 DPS is more than double the DPS of most hitscan heroes. As with every other hero in the game, you need to time your turret mode with when either team engages. Bastion is an extremely cyclical hero, so if you don't get value with your turret mode, things can go badly pretty quickly...

Now timing can be more complex than that, but I'll refer back to the timing concept at the playstyle section of the video when it comes to your flanking playstyle.

Overstaying Welcome

A mistake that I see less experienced Bastion players make, is that they often overstay their welcome when taking a greedy angle. Yes, you do have mobility now compared to what you had in Overwatch 1, but be weary that as soon as you start shooting the enemy team, they're gonna be shooting you. And you don't have any self-heal that you had in Overwatch 1. The higher the rank you are, the smaller and more precise your flank windows become, as it takes less time for the enemy team to respond.

Target Priority

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. For instance, an Orisa in fortify isn't easy to kill at all. If she overstays her welcome and had used both her spear spin and fortify, then she'd likely become the target to shoot.

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A-36 TACTICAL GRENADE

Details

akes Bastion fire a bouncy, sticky grenade that deals 115 damage in total, with an 8 second cooldown.

In principle, your grenade is quite easy to use. Either for **mobility**, or for **lethality**.

I've already mentioned sticky jumping by proxy with your turret form, but people often perform it incorrectly, by jumping before the sticky grenade detonates. Instead, you want to jump at the same time it detonates (or as close to it as possible) to stack the momentum you get from both jumping and the grenade itself at the same time.

Now onto lethality. Landing your grenade can be a great source of burst damage to enter in a duel with. You fire a nade, enter turret form, and by the time your cast animation is done, they're already half HP, and get shredded immediately. Your burst damage on Bastion, aside from oneshots, is basically unparalleled.

If you struggle hitting the nade directly in a duel, firing it at the floor for splash damage isn't a bad idea. In fact, I urge you to fire the nade at the feet, since, if you hit the nade, you get the full damage. But, if you miss, you get a bit of splash damage - The best of both worlds.

—

CONFIGURATION: ARTILLERY

Details

Makes Bastion become an artillery tank - Firing 3 artillery shots that take 1.33 seconds each to land, with falloff damage scaling from the epicentre of each shot. (Shoutout my homies who remember the infinite bastion bug where you rained down hell on the enemy team for eternity).

But anyways, your ultimate is actually quite simple to use. Either use it to secure a kill early on or in the midfight, or use it to zone space.

Secure A Kill Early

Let's talk about the former of the two options. To get kill pressure out of your ultimate, you need to be focusing on using all 3 bombs on a single or grouped up set of immobile targets, like a Zen, Ana, Or Widowmaker when scoped in. No point bombing a Genji or Tracer who can dash or blink out.

And you can either do this prefight, or in the midfight. I recommend doing it in the midfight against better enemies, because it's a lot more hectic and there's stuff going on, but if you can secure a pick before the fight begins consistently, then I see no reason to not use it otherwise.

Zoning Space

You'll likely do this against more mobile compositions because it's hard to exert kill pressure onto them. Now what space do you zone? Easy - Zone off-angles or highgrounds that the enemy team are controlling. For example, on [Busan Downtown](#), if there's a Widow holding highground, you can completely cover the highground with artillery.

But the real important thing is the timing of your artillery. [Imagine if you bombed the highground, whilst your widowmaker grappled up, and then killed the enemy widowmaker whilst she was distracted by your artillery](#). That's how you properly use it to zone space - Your team has to play aggressively off your artillery. [Same thing here on Kings Row, you fire one or two shots on each highground, then your team push in aggressively](#) and take that highground for free. Timing does wonders ladies and gentlemen.

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POSITIONING

There are four key positional guidelines that I'll quickly cover with Havana 2nd.

1. [Firstly](#), have cover, simple enough.
2. [Secondly](#), have L.O.S., again quite simple.
3. [Thirdly](#), have good distance from angles so that the enemy flanker doesn't sneak up on you.
4. [Finally](#), have rotational options, both aggressive and defensive, to push up in your turret form as talked about prior.

PLAYSTYLE/TIMING

Moving onto the two predominant play styles that Bastion has, which is either to be a Brawl Buster, or a Flanker. Brawl Buster entails running down the enemy frontline, syncing the aggression from your turret mode in conjunction with the aggression of

your teammates (EG Nemesis Form, Mei Wall etc.) I believe the SFS played this on Lijang Control Centre in the 2023 OWL Pro-AM, with Proper on Bastion.

Timing

I quickly want to elaborate more on how important timing is for your flanks. You see, timing isn't just, timing your engages with your tanks. It's actually a bit deeper than that, [as Spilo digs in here](#). 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. Essentially, if you're on a deeper, more dangerous flank, timing your engages half a second later, become even more important.
2. The second factor is how greedy or dangerous your own hero is. A Winston doesn't deal as much damage as a Tracer, Bastion do, so it's kind of pointless for Winston players to abide by this rule.
3. And lastly, the third factor, is their squishiness. Again, Winston isn't a very squishy hero compared to Tracer or Bastion, meaning this timing rule matters even more to these heroes.

COMPOSITIONS

Now I'll be applying the brawl buster and flanker playstyles to each of the 3 comps being poke brawl, poke, and dive comps.

In Poke Brawl, with the Brawl Buster playstyle, you'll likely be positioned on small off-angles with short to medium sightlines with solid cover, where the enemy team can't easily reach you and rush you down. For example, on [Nepal Shrine](#), you can play either side of the central pillar, zoning anyone down main or by elephant, and then you might look to rotate to elephant referring back to that rotational rule mentioned earlier.

In Poke Brawl with the flanking playstyle, there's honestly not too much specific to say here. Time your flanks well, keep the same distanced sightlines, and sync your aggression with your team.

In Poke, with the Brawl Buster playstyle, you kind of need to be playing full rush if you want to run down the enemy team. Like on circuit royale, you need to clear and control the highground the best you can, pushing off the enemy snipers and limiting their sightlines. But you can only really do that with a Lucio and a Rein or a different brawly tank.

In Poke with the Flanker playstyle - This is probably what you have to do if you're keen on playing Bastion on long range maps and you can't just rush down the enemy tank. Looking for cheeky sticky nade jumps on poke heavy maps like Junkertown, to quickly flank and assassinate the enemy team from unexpected angles of pressure.

—

In Dive with the flanker playstyle, you want to be playing slightly split but not isolated hence hard flanking shouldn't really work. In fact I'll couple in the brawl buster playstyle here too since you can't and shouldn't be hard flanking against dive - Period. I gave a positional example in my Ashe Guide on Ilios ruins, about how you don't want to position directly ontop of your backline, but you also don't want to position in narnia - You want to find a happy medium between the two.

CASSIDY

FUNDAMENTAL/TLDR

Cassidy is great at holding medium ranged sightlines with his peacekeeper, using his flashbang to threaten flankers like Genji or Tracer from getting ontop of him, as well as having a roll he can use defensively. Against highly static comps with a ton of poke, don't be afraid to hard flank, but you should always be looking for soft flanks and angles you can take throughout the fight to surprise the enemy team. The worst thing you can do, is to sit main with your peacekeeper.

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PEACEKEEPER

Details

Makes Cassidy shoot bullets dealing 70 damage every half a second with falloff starting at 25 meters. You can also fan the hammer to unload the remaining bullets in your clip very quickly, but these bullets only deal 50 damage.

Fan The Hammer

Fan the Hammer is pretty much useless in Overwatch 2 now since you often used it to finish off a target in close range after you flashbanged them. But now since your flashbang isn't a stun anymore, you'll only be fanning the hammer in niche situations when an immobile target is right up close to you. Like maybe a Winston after he uses jump and is chasing you. That's it.

Range/Sightlines

Moving onto your primary fire, the biggest thing to keep note of, is the sightlines you choose to play. As of recording, Cassidy recently received a, on paper, slight range buff, which in-game, actually translates to a 20% or more time to kill decrease.

A very common thing I see lower level Cassidy players is, once they have a nice sightline or angle, they'll walk forward to whatever their shooting, instead of using the cover they once had, and jiggle peek from it. You're dealing the same damage, whilst being much safer.

Now, as Cassidy, you will outrange most heroes and compositions, so the most important thing is to maximise your range and safety, even at the expense of a little bit of fall-off. Jiggle Peek corners shooting at ranges where enemies can't contest you

Shorter Range/Sightlines

Now, likewise to heroes like Ashe, there are times where you need to be playing a shorter range and, no surprise, that's up against sniper comps. 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 whilst she's scoped in. On circuit royale this could also be taking an angle underneath the highground, or rotating to it and directly contesting the highground. 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 Cassidy in the last section of the guide.

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ROLL

Details

Makes Cassidy perform a combat roll in the direction you're walking in, with a 6 second cooldown, and a 50% damage reduction whilst rolling.

Defensive Usage

The main usage of Roll is as defensively to maintain an angle and to defend yourself from any threats. Roll can help create some distance between a Genji who dashes into you, a Winston who jumps you, or can help avoid a Doom Punch/Seismic Slam. The reload refill after roll is also a nice touch.

Aggressive Usage

Now of course there's times where you aggressively roll to an angle to save time when you try and get to an angle. Maybe you're doing a late or a long flank and you need to hustle and move so you get to that flank in time.

Corner Peek/Throw Off Enemy

There's also using roll to peek a corner fast and to throw off the enemy. I go over open space and [Corner Theory in my Ashe guide](#) so I don't want to repeat it here but in short, the person playing by the corner has the advantage in choosing when the duel occurs, and the person in open space or playing away from the corner, has the advantage in the actual duel. This is because the person in open space only has to put their crosshair on the corner, whereas the person on the corner doesn't have that luxury.

However, if you're the person on the corner, you can use your roll aggressively to throw off the crosshair placement of the enemy, whilst also utilising that 50 percent damage reduction even if he flicks and hits you.

Utilising 50% Damage Reduction

Speaking of that damage reduction, whilst niche, it can actually be quite helpful. [Take this example here whilst I'm dualling the enemy cassidy](#). Even though I roll aggressively whilst I'm low HP, I know that if he shoots me, the bullet will deal half damage, whilst I finish him off with my full damage bullet. Unfortunately for him he rolls a bit too far so he doesn't get the shot off anyways, but the point still stands.

There's also using roll to mitigate against ultimates like pulse bomb. You get stuck? No worries - Just roll and you'll survive. Make sure to not roll into your team though.

—

MAGNETIC GRENADE

Details

Makes Cassidy throw a magnetic grenade dealing 131 damage with a 10 meter range, a 10 second cooldown, and 1.2 seconds to explode. It also has a fair amount of auto lock on.

Covering Flanks/Defensive Usage

Likewise to your roll, your mag grenade is 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. Just by you having it, you threaten flankers like Tracer, Sombra or Genji, from dualling you up close.

Aggressive Usage

If you see an opportunity to aggressively roll in and stick someone with your grenade, take it.

[For example on Route 66](#), if a Soldier decides to take the lorry, you can completely deny that with 1 or 2 bodyshots, and a mag grenade that does the rest of the work for you. That soldier either needs his other support, or has to play a lot more carefully just because of your nade.

–

DEADEYE

Details

Makes Cassidy charge up a shot for every enemy in his L.O.S. The damage scales exponentially and are broken into 2 zones of 130 and 260 DPS gained for when the high noon is locked onto a target. You also gain a 40 percent damage reduction whilst high nooning.

Breakpoints

Starting off with a bit of Micro and after doing a bit of math, Cassidy will be able to one shot a 200 HP squishy after 1.54 seconds of holding up high noon. This is actually a slight nerf of 0.1 seconds since my previous Cassidy guide 2 years ago.

1 - Zone Space

Thankfully, there's 3 main uses of high noon, all of which are easy to remember. The first and safest use is to high noon to zone space. I've already talked about using some other ultimates like Bap's Window, or Bastion's Artillery, to zone space so your team can push up, and you can do the exact same on Cassidy.

Here's an example on [Hollywood 2nd](#). There's a ton of highground you can zone and any teammates you have with vertical mobility, like a Genji for example, can take that highground. Not to mention if a Widowmaker decides to dome you with a fully charged headshot from afar, you'll still be alive thanks to the 40% damage reduction.

2 - Late Flanks/Hyperaggression

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 team 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, like speeding in with Lucio from an off-angle early on. This would be a hyper aggressive play to catch the enemy team off-guard, but your team need to match your aggression.. So, especially in team environments, if you're ever planning to do this, it needs to be said before hand.

3 - Counter/Neutralise Aggression

And the last use of high noon is to counter or neutralise aggression from the enemy team - Most commonly, that'll be a Sojourn overclock, a Genji Blade, a Sigma Flux, etcetera.

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POSITIONING/PLAYSTYLE

If you're a regular viewer of mine, you'll know about the 4 Key positional guidelines that I keep hammering on about. So let's be quick, and I'll use this example on Junkertown 1st point defense.

1. [Firstly, have cover or a corner](#) to prolong your pressure
2. [Secondly, have line of sight onto the enemy](#). Obviously, you want to see the enemy team, so you can shoot them.
3. [Thirdly, have good distance from angles](#) so that the enemy Ball or Tracer or any Flanker for that matter doesn't sneak up on you, meaning, you can land early damage before they engage and close the distance.
4. [And lastly, have rotation options](#) - Both aggressive and defensive. This can provide you with another angle for when your team engages and you can push up, or a route of retreat if you've lost the fight. Thankfully on this example, there's a soft flank up to the highground you can take, or a hard flank all the way around the left side.

Timing

Now here's where it gets a bit complicated - In that 4th example, which option do you take? Do you take the off-angle, or do you take the full flank? Well, before I answer that question, we need to quickly cover the basics. No matter whether you go for the biggest narnia flank in existence, or you take a small-off angle, it needs to be synchronised with your team. If your Reinhardt pushes in, at the same time, you should be pushing in/aggressing with an angle of your own too.

Vs Poke Brawl x Dive/Hard Flanking

Hard flanking is best against poke brawl comps, or ones that lack both mobility and range. Think against Reinhardt comps as a good example, and Ramattra and Orisa would also be good examples. This is because heroes like Reinhardt, Ramattra, Zarya, and Orisa, just don't have the mobility to mark your hard flank especially if you play at range. An example could be on Busan Meka Base - Whilst the tanks fight on point, you take any angle on highground, and they can't do anything about it.

Against comps that do have some vertical mobility but not too much, you can still hard flank, but do it later into the teamfight where there's more distractions and more cooldowns are being used.

Now what about against dive? Well, I don't recommend you hard flank, since if you're isolated, you're gonna get split and dove. Instead, find a good balance between stacking and isolating yourself, or in other words, utilise off-angles.

Rotating

Other things to mention is that you and your backline should rotate when your team engages. In a dive example - Since you don't have a shield in dive, you should rotate once your Winston, Doomfist, or Wrecking Ball dive in, as they'll be baiting attention on the frontline to allow you to rotate. A visual example of this could be on [Route 66 where your dive tank dives the gas station, and whilst that happens, you peak the angle on highground](#). This way, you have good positioning, and good timing with your team.

Vs Poke

Now, lastly, 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.](#) A brigitte 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 some poke teams will like running Tracer for this very reason. It's why, back in Overwatch 1, some if not most double shield teams ran Tracer, so do be a bit cautious.

ECHO

FUNDAMENTAL (TLDR)

Echo is one of the most versatile heroes in the game in terms of playstyle, because she's one of the few heroes in the game who have both range and mobility. Your 5 main playstyles are to duel, flank, dive, poke, or peel. When dualling and flanking, you'll look to utilise your burst damage and mobility to get ontop of immobile squishy heroes. When diving, you'll also be doing that, but more synchronised with your team. Poke when you outrange the enemy team, and you can also peel against a Ball Slam with your stickies and beam.

—

TRISHOT

Details

Makes Echo fires 3 Bursts of Energy in a Triangular pattern, with each shot dealing 17 damage, with 12 ammo in a clip.

Poking

Conceptually, this is the most conceptually simple part of Echo's kit and, because there's no fall-off, your trishot allows you to lean into the poking playstyle which I'll explain in the playstyle section.

Landing Aerial Shots/Trigger Discipline

The only thing worth noting is to be comfortable landing shots against aerial squishies or just squishy targets in general, in order to then lean into the dualling playstyle. You should have no problem landing shots against someone like a Pharah, and note that Echo is probably the best projectile counter for Pharah.

—

STICKIES

Details

Fires a volley of 6 Sticky Bombs dealing up to 180 damage in total, with a 1 second cast time. They're also on a 6 second cooldown.

Poking

Likewise to your Trishot, this'll mainly be used for spam before the team fight actually occurs, in order to gain early ult charge. Toss these down chokes, grouped up targets, and congested areas, to farm some easy ult charge. Bit obvious but do make sure to guide your stickies especially from range.

Syncing Team's Aggression

Now in the actual fight, stickies can and should be used in response to your, or the enemy team's aggression. For instance using stickies once your Ball Slams, Monkey Jumps, or Doom Seismics, are all great times to use your stickies for that extra burst of damage that can help confirm a kill.

Aerial Assassinations

You can and also should, come from unorthodox angles to time your aggressive pressure with stickies. In other words, you can do a funny aerial assassination, and blow up a target from nowhere - Simply glide up high in the skybox, then slowly fall down, track your stickies up close on an unexpected target, and blow them up with your beam.

—

FOCUSING BEAM

Details

Makes Echo channel a 16 meter Beam that deals 50 DPS to enemies above half HP, and close to 200 DPS to those below half HP. The beam lasts for 2 seconds, has a cooldown of 8 seconds, and can be cancelled.

Small Optimisations

Your beam is just really rudimentary in terms of usage in that, if you see a target who's half HP or lower, that's when you use it. But there's a little optimisation you can do. For

instance, when a target is roughly 60 or 70% of their HP, you can trishot, then immediately focus beam. By the time the shots land, the 50% threshold should be reached, but of course, this relies on you hitting your shots.

Canceling The Beam

There's also cancelling the beam. Cancel it after you confirm your kill, or if you just mess up your thresholds. Nothing much more to it.

—

FLIGHT

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, with an increased horizontal speed of 50%.

Gaining x Maintaining Angles

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, with fewer options and angles to take. However, by ending flight on highground, you can end up flying even higher with more options to play passive or aggressive.

Get Out of Jail Free Card

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. Flight should kinda be viewed as your get out of jail free card, similar to Sojourn's Power slide, where you take an aggressive angle, and can shift out at any moment to safety.

Winning Echo 1v1's

In short, try and use your flight second (Whoever uses flight first, will touch the ground first. Therefore, if you use flight second, you will be above the echo making it easier to land shots). Also, try and be within a 15-20 meter range in order to pull this off, and

likewise to dualling on Genji, ensure you have full HP and all cooldowns before dualling and diving.

Cancelling Flight

And lastly, before I move onto your ultimate, I'll quickly cover cancelling your flight. After you reach a desired height, you can cancel your flight to gain it faster off cooldown. Since your aggression is tied to when your flight's available, any time that you can get back to maintain your uptime - Take it.

—

DUPLICATE

Details

Makes Echo duplicate any hero in the game, barring herself, gaining full use of their abilities for 15 seconds with an increased ultimate charge rate of 6.5 Times. If you duplicate a tank, your HP is capped at 300.

There's 5 key uses which I'll get onto now. Note that some of these uses can also overlap.

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

The first is Maintaining or Threatening Off-Angle Pressure. These are duplicating heroes who threaten angles and/or can hold areas of the map for persisted amounts of time. Think heroes like Sigma, Ramattra, or Zarya, all of which have no mobility, but when placed on a dangerous piece of highground, they can become quite threatening.

On [Kings Row 2nd for example](#), either on defense or attack, duplicating one of those tanks and pressuring from highground can be really tough to deal with if you're the enemy team. But also note that most DPS heroes can also threaten some off-angle

pressure here too. A sojourn, soldier or Ashe can easily farm their ultimate from this angle and pound the enemy team.

The second usage, which is kind of outdated, is for Barrelling Aggression. Essentially, these are heroes that have either high mobility, or high damage, or ideally both. Think Doomfist, Reinhardt, or Tracer. This is a little outdated now because of the HP cap - You can't just press W on reinhardt and farm shatter in 2 seconds, but with some more support, or by choosing some of the more mobile options, this can still definitely work.

The third usage is Ultimate Power. In other words, duplicating a hero because of their ultimate. Flux, Grav, BOB, even pulling off a nanoblade if you have an Ana, are all relatively reliable ways in winning a teamfight.

The fourth usage is Cooldown Power. Same as the prior use, but for Cooldowns. And not gonna lie, Ana is probably the only hero you'll be duplicating for this reason alone. Flying to highground, duplicating Ana, and landing a big nade whilst farming Nano, is often a recipe for a won teamfight. [Imagine you're on Kings Row 1st point defense](#), where you duplicate the Ana from highground, and nade the entire team. They better have a Kiriko.

The fifth and last usage is for Second Life Duplications. Using duplication for a second life allows you to land more aggressive engages onto the enemy team. You can go further and deeper, and don't have to worry about saving your flight to escape. If you're also losing a duel, duplicating can flip that around.

—

POSITIONING/PLAYSTYLE

Again starting off with the 4 rules of positioning always hammered on in my guides - Here's an example on Watchpoint Gibraltar.

1. [The first rule is to have cover or a corner](#). Really important in order to stop taking damage at any moment.
2. [The second rule is to have line of sight](#) so you can see and shoot the enemy team.
3. [Third rule is distance from angles](#), in order to spam out flankers before they get ontop of you

4. [And last rule is rotations](#), allowing you to take different angles as the fight progresses.

There's also some specific positioning when running mercy and another immobile support, like Ana or Zen, where you want to position to where your mercy can also help that other support.

PLAYSTYLE/COMPOSITIONS

So there's 5 main options you have on Echo, and the key thing to understand, is that you're dynamically changing playstyle as the teamfight progresses, and some of the playstyles can overlap. [Let's start with flanking. Here](#), the most obvious flank is to the left. And this leads me onto the [dualling and diving playstyle](#).

[You could fly and dual any squishy you want from here, blowing them up with your stickies and beam](#), or [if you're running dive, you and your dive crew just dive a target](#) - Simple.

Now onto poking. [Poking is either done at the start of fights or done more consistently against comps that haven't got much range. Here](#), because you're playing against mercy zen ashe, who have more poke than you, you're gonna lean more into the flanking, dualling and diving playstyle. [But, if you're playing against a more brawly comp, you'll lean more into the poking playstyle](#). However, [that isn't to say that you can't or shouldn't dive someone like their Baptiste](#), when they eventually rush in.

[Now, lastly, onto peeling](#). This is pretty niche but if there's a dive tank on the enemy team, you do have the tools to blow them up with your stickies and your beam. You will need a little bit of help, like having a sleep, discord, or cassidy can make this playstyle more viable, but it's something to mention.

So, this is a bit complex, but hopefully I've shown the multitude of different playstyles you can take with echo. You can flank and assassinate someone, duel someone upfront whilst your tanks bait attention, dive a target if you're running a dive comp, poke from afar if you outrange the enemy team before getting close and doing the other playstyles, or peel if you and your team are dedicated to blowing up the enemy tank when they engage.

GENJI

FUNDAMENTAL (TLDR)

Genji is a Poke Dive hybrid, having the flexibility to spam from off-angles to farm his blade, as well as pouncing and dualling squishies with relative safety, thanks to his insane burst damage and defensive cooldowns as well. Treat your deflect like a get out of jail free card, and ensure you have some kind of escape if you do decide to go for a duel. Ensure you have full HP and cooldowns when you dual, dash in and engage from off-angles, and time your blades well.

—

SHURIKENS

Details

Makes him fire 3 shrikes in just under a second, dealing 27 damage per shuriken with 24 in one clip. He can also throw these shurikens at once in a wider spread, with a 0.68 second recovery time between each burst.

In terms of basic usage, you obviously want to use your alternate fire fans in close range since you'll hit all three shurikens immediately and you also have a higher DPS.

Aside from that, shurikens are mainly used to farm blade from off-angles and highground. Really, it's your other abilities and playstyle that are the more complex pieces of kit.

—

DASH

Details

Makes Genji dash 15 meters, dealing 50 damage to anybody he dashes through, with an 8 second cool down. Your dash resets upon getting a kill or an assist, which is very important for chaining kills with his ultimate, or ensuring that you have an escape if you assassinate someone.

Tech/Combo

With tech, you can fire out any firing mode of shurikens after you dash. This combo can deal up to 242 damage, including your with melee. The combo is most useful against when diving supports at a medium distance with decently sized hit boxes. You can also flick these fan of shurikens the frame after you exit your dash.

Dash is quite simple to use. Engage, or Escape. That's basically it.

Engage

When using dash to engage, you typically use it when you're going to confirm a kill, so a target is under half 50 HP, or that you just confirm the kill after you dash with your shurikens, so that your dash gets back off cooldown.

This also ties into the escape part, but when you dash to engage, and you don't confirm the kill, think of dashing to the closest wall to utilise your passive to escape. In short, if you're engaging, you need to be confident that you have a route of retreat as well.

And lastly, before I move on to the escape usage, if you're playing Genji in some kind of dive comp, you need to make sure you're timing your dashes with your team's engagement. Even in OWL, Genji's often mistime their dash ahead of their tank. (Shoutout Super who did this when he was on Genji...)

Escape

There's also using it for escape of course, which does tie into your engage as I've just explained, but there's also using it as a get out of jail free card. I've explained this same concept with Sojourn's Power slide and Echo's flight in my guides of those heroes respectively, but dash is also the same. You initially take an aggressive position, then dash out if you get jumped. For [Example on Kings Row 3rd Point Defense](#), say you hold a decently aggressive position on highground, and the enemy D.Va, if she's good, should fly up and mark you. That's when you dash out if you're really feeling the heat. Fortunately you also have deflect unlike Sojourn or Echo, meaning you can hold this

position for longer, but if you really need to leave, that's when Dash can become really valuable.

There's also a third use which is using dash for mobility. The engage and escape dichotomy does already play into that, but obviously dash out of spawn to cover the map quicker and whatnot.

—

DEFLECT

Details

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

Defensive Usage

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. Deflect should most commonly be used as a get out of jail free card after you execute a target, or after you dash for some ult charge. For example, on [Numbani 1st point attack](#), you could dash up to the highground, execute a target, dash back to your team, and deflect out to safety.

Dualling

Alternatively, you can use deflect in the duel itself, to then get your dash off cooldown. For example on [Kings Row 1st point](#), if you dash up to the target like a Soldier or Cassidy, you could deflect their helix or mag grenade respectively, in order to secure the kill, then dash out.

Early Usage

Generally speaking, deflecting fire strikes or Moira orbs shouldn't be your priority due to how little value you could be getting compared to firing shurikens, and you're also

putting your deflect on cooldown early. But if you can use it early and then have it back up whilst the fight begins, there's no major issue.

Have Your CD's!

The penultimate thing I want to mention is to make sure that before you dive a target, you actually have your deflect available to use it. Remember, your deflect is what allows you to win duels and to retreat to safety afterwards. If you don't have it up, there's a good chance you can die afterwards.

Canceling Deflect

And lastly, there's also cancelling your deflect. This is for when the enemy stops shooting at you and you need to land a burst of damage to finish them off - Particularly useful in dragonblade for example.

—

CYBER-AGILITY

Details

Gives Genji the ability to wall climb and double jump.

Double Jump

I'll cover your double jump first. In general gameplay, you'll mostly use this to try and make your hitbox more unpredictable to hit. But I will clarify - That's against projectiles, not hitscan heroes who'll just track you. For example, you can save double jump when blading an Ana to dodge her sleep dart.

Wall-Climb

Again the usage is pretty rudimentary - Gaining highground, either to get another angle, or as a form of defence to escape danger. I'll get more onto positional stuff throughout.

—

DRAGONBLADE

Details

Makes Genji unleash his katana for 6 seconds, dealing 110 damage per slash at a 5 meter maximum range. You also gain a 30% movement speed buff, and your dash is relieved off cooldown.

Do You Need Nanoboost?

Just to get this out the way, too many Genji's ask for nano boost or rely on it too heavily. Don't get me wrong, nanoblade is still a powerful win condition and can and should still be used to secure teamfights. But stop using it as a cope if your naked blades don't get any value, or you scream at your team to pick Ana.

Workshop Code

I'll start off with the workshop code 'J90ZF' that you can use to practice the mechanics of your blade - With nano or not. For those who don't know, a slash and a dash in blade is an instakill, giving you an immediate dash reset to then go chase another target.

Positioning - Timing - Mechanics/Cooldowns

So there's 3 Main parts to your blade - The positioning from which you use it, the time at which you blade, and the cooldowns or mechanics used in the actual blade itself.

I'll quickly cover the cooldown side first since it's pretty simple - Just ensure you're at full HP and have deflect before you blade. This is super important when dry or naked blading because you need to deflect those big bursts of damage like a widow shot, Hanzo storm arrows, Cassidy Nade, Sojourn Railgun, Soldier helix, as well as things like slepe dart, in order to not insta-die the second you sheath blade.

But this also leads me nicely onto the timing part of your blade. If you're going for a greedy blade try not to use it at the beginning of the fight, because the entire enemy team will have every single cooldown to stop you. Instead, let your tank tank some of the cooldowns first, draw some attention away from the frontline, and then blade afterwards.

And lastly, covering the positioning part of your blade. This is really simple, but just blade or dash in from an off-angle, since the enemy team won't expect it. Here's an example on [Dorado 2nd point attack](#). Instead of dashing up in the air, blading, and then dashing in, you instead dash up from underneath, blade, and do your thing.

Disengaging

The last thing I want to cover is actually knowing when to disengage with your blade. So many Genji players are bloodthirsty and will int in with their blades even if the enemy team use ultimates like sound barrier, Blizzard, Rally, etcetera. Listen, if you're naked blading into beat, you're not killing shit, so instead of swinging like a monkey in open space, dash out, save your life, and save your ego.

—

POSITIONING/PLAYSTYLE

I've always hammered on the 4 fundamental rules for almost every hero at this point, but, for Genji, there's a few differences this time in the example I'll give on Numbani 2nd.

1. [First rule is have cover or a corner](#). You don't want to get your dash or deflect forced early because you swung wide.
2. [Secondly, have line of sight onto the enemy team](#), so you can see and scout what you might be diving, as well as having things to shoot in the meantime.
3. [The third and last rule is to have rotation options](#). Rotation options just mean different flanks or angles that you can take in order to stage a dive, or to simply poke and farm your blade.
4. [And the last rule, is to have escape routes](#). I've already talked about using your dash and deflect to escape, so say you dash the highground to dive an Ashe Mercy. You could retreat off the highground and to the mini, or you can retreat to the stairs and then down to the mini, or you could dash out and deflect all the way to the coast. If you're also a bit ballsy you could also retreat to the mini on the side of 3rd point.

Playstyle

Now onto Genji's Playstyle. Likewise to Echo, you as Genji are a poke dive hero. That means against comps that you outrange, utilise your poke damage at the beginning of

fight before you transition into your dive playstyle, where you utilise your very high burst damage to quickly assassinate a target, and dip out. Say you're on Kings Row playing against some kind of brawly comp like an Orisa Cassidy Bap. You could flank all the way around the highground, poking in the meantime, to then drop behind and quickly assassinating the Baptiste.

In a different scenario, if you're playing up against a more pokey comp like Widow Ashe Mercy, that's where you have to go full assassin. Play shorter sightlined angles with cover, looking to dash in from off-angles and land the kill on your target, before escaping.

So, as a summary, play off-angles to spam, and if you see an opportunity to dive and duel a vulnerable squishy, which you likely will, take it.

HANZO

FUNDAMENTAL (TLDR)

Hanzo is one of the few heroes in the game that can play both short, and long ranges. His storm arrow allows him to take surgical, short to medium ranged angles with his sonic arrow allowing him to scout the angle he takes. Use his ultimate to zone, look to take aggressive angles with your lunge or wallclimb to get the most out of your storm arrows, and play your appropriate ranges.

—

STORM BOW

Details

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

Hitbox Manipulation/Micro

Starting off with some hitbox manipulation, particularly against enemy hitscans you're dualling, 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. Apologies fellow console players.

Another bit of micro is to charge your arrow in between your jump and wall climb so that you don't have to spend as much timing charging your arrow after your wall climb.

Timing Angled Pressure

As with any DPS hero in the game, on Hanzo, you need to pressure from an angle, and time it during the teamfight. For [instance, on Oasis University](#), you could take the

highground surrounding your team, and wait until the enemy backline push through. I should mention that you ought to have a arrow charged when you already take this angle, to immediately land that burst of damage, instead of having to spend time charging the arrow up when you're on the angle.

Longer Sightlines

Of course, as Hanzo, you'll mostly be playing longer sightlines against most heroes. You just straight up lose to heroes like Cassidy in close quarters, and if you are looking to play short to medium sightlines, you need to have your storm arrow available. [Insert Spilo Clip]. A key nuance to this would be playing up against a Widow who is greatly favoured at longer ranges as she's hitscan and you have inconsistent projectiles.

[Referring 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.

Advantageous Duals

Speaking about taking advantageous duels, I've spoken about this extensively in my Ashe Guide covering basic corner theory as well as a few advantages. For example, pocket advantage (IE Having a support pocket you, usually mercy), peekers advantage (The person peeking the corner can see the enemy before they see them), highground advantage, infravision/walls advantage, etc.

However, there's the unscouted/repositional advantage where you fire the first shot without the enemy noticing you, by repositioning to a different angle. =

Generally speaking, you achieve this by timing your splits for when your tanks are baiting attention, as already mentioned prior with the Junkertown example. However, as I'll mention later on, Hanzo's Sonic Arrow is quite vital in determining where and how you can flank.

—

STORM ARROWS

Details

Hanzo's first ability, the 'Spam Bow.' Makes Hanzo fire several arrows instantly, each dealing 65 damage each with a 10 second cooldown. Hanzo's overall DPS in storm arrows is 270, which for reference, is one of the highest DPS' in the game, and Hanzo has 5 of these arrows.

Aid Flank Pressure

The fundamental use to Hanzo's storm bow is to use it to aid your flank pressure. Whilst some renowned hanzo mains have argued in the past that you should use storm arrows for spam - I personally disagree with this advice. To be fair - Having to land 4 out of 5 of your arrows just to kill a squishy isn't great. But the much higher DPS and removal of your movement speed makes it much more forgiving to use after firing your first normal arrow on a flank.

So, storm arrows should be used to win key flanks and hence help you gain map control. For example, on [Route 66 3rd Point Attack](#), if you get into a duel against the enemy it will be significantly easier for him to land shots and his sticky nade due to the movement penalty. As a result, keep a distance of 10 to 15 meters, and land your arrows.

Tank Pressure

Now of course there is a time and place to use storm arrows against tanks and that's when they're jumping or diving directly onto you. A Winston, Doomfist, Ramattra or Rein going balls deep into you and your backline, will need to have their aggression checked by a 300 damage worth of arrows.

Arrow Rebounding

Before I move on, I'll touch on the fact that your arrows can bounce. In edge case scenarios, if someone is hiding behind a wall, you can try and bounce your arrows to hit them behind cover. Almost like a Junkrat shooting and bouncing his nades off walls and geometry.

—

SONIC ARROW

Details

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. The arrow is also on a 12 second cooldown.

Pre-Sonic'ing

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.

Clear/Scout A Flank

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 Cassidy or a flanker about to peak, you should charge and line-up a shot as soon as they peek. However, if there isn't anyone on that flank, you can then take it with safety.

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. We all know peeling is a rarity nowadays in Overwatch 2 so any information you and your backline could get on where the enemy flankers might be, can certainly be of use. Like on [Blizzard World](#) for example, just sonic to your left to check if a Sombra, Ball, Tracer, or any flanker for that matter might be going for a hard flank onto you.

And lastly, there's using sonic arrow just to help with your mechanics and lining up your shots. If you're already on an angle, sonic-ing a corner or a general area as to where squishy targets are moving, you can line up and land some easy headshots. For

example, on Midtown 1st Point defense, you can use sonic on the choke from highground by the train, wait for them to push through, and land your free headshot.

You could also sonic down the train for those defensive reasons mentioned with the Watchpoint Gibraltar example.

—

LUNGE/WALL-CLIMB

Details

Makes Hanzo leap 8 meters forward, on a 4 second cooldown. I'll also bundle in his wall-climb here which does what it says on the tin.

Gain Highground

With your wall-climb, it's really just as simple as using it to gain highground for good spam angles. Other heroes wish they could get to positions that you could get too, with maps like Numbani and Paraiso being perfect examples to where your passive comes in handy.

With Hanzo's Lunge, just treat it like Cassidy's Roll. In other words, use it to reach angles faster, and/or to escape danger quickly.

—

DRAGONSTRIKE

Details

Makes Hanzo summon a spirit dragon dealing 150DPS per dragon, with the DPS decreasing at the edges, combined to deal 300 DPS at the centre.

Micro

1. There's three bits of micro with Dragonstrike. The first is to try and use your lunge during the cast animation. This just makes your movement less predictable since you won't be standing still.
2. The second bit of micro is to hold down left click to fully charge an 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.
3. The third bit of micro is to just dragonstrike into walls if you're scared that it's going to get eaten against a D.Va

Splitting/Zoning

In terms of usage, you'll mostly be using dragon strike to force the enemy team to split, zoning some areas of the map, and allowing for easy clean up.

Here's an example of such on [Kings Row 2nd point defense](#). If you dragonstrike whilst the enemy Rein pushes forward, the entire enemy team have to make a decision at once - Either everyone awkwardly pushes through the dragonstrike, or the backline and frontline will be split. And as a result, can allow your own team to push in aggressively.

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POSITIONING/PLAYSYTLE

Let's just breeze through the 4 rules of positioning, with an example on Eichenwalde.

1. [Firstly, have a corner, or some cover](#). And be sure to not swing wide or expose your hitbox unnecessarily
2. [Secondly, have line of sight onto the enemy team](#) so you can actually shoot them.
3. [Thirdly, have good distance from angles](#) so that the enemy Ball or flanker doesn't sneak up on you
4. [And the last guideline is to have good options to rotate](#). This is just taking different angles in the midfight, and taking these positions will give you good opportunities to land kills with your storm arrow.

Playstyle/Compositions

Now with your playstyle - There isn't anything too specific with Hanzo honestly. The main thing I'd say is ensuring that the sightlines you play are in accordance with your abilities and against the enemy team.

Poke Brawl/Brawl

So against the typical Poke Brawl composition, you generally want to take harder splits from range with medium ranged 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. You could push in hotel with your storm arrows, but again, it's dependent on the enemy team. If they're running Cassidy Junkrat, I'd think otherwise. But if it's Soldier Ashe, then that could be an option.

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 and control highground from range, and since the enemy team don't have any mobility, they can't really mark you.

Vs Dive

Now when playing against dive, the opposite is true. Likewise to many DPS heroes with little mobility, you typically don't hard flank since you'll just become the dive target. I gave an example of this in my Ashe guide on Ilios, go check that out for more details.

Vs Poke

In full on Poke comps that you'll typically come across on long ranged maps like Junkertown, Havana, or Circuit Royale, the key is short sightlines, utilising your storm arrows. Most of the time, you just don't win the Widow duel from afar. Either sonic the widow and line up your arrows, or sonic the widow and take angles around her where she's not looking.

JUNKRAT

FUNDAMENTAL (TLDR)

Gone are the days of mindlessly spamming down chokes as Junkrat. Now, you lean heavily into a dualling or flanking playstyle, engaging from quirky off-angles to oneshot someone with your nade and mine combo. Alternatively, you can look to spam and control tight, narrow, short-sightlined and enclosed areas of the map. Think about the timing of your tire, threatening enemies in close range with your oneshot combo, as well as avoiding the sightlines of heroes that outrange you.

–

GRENADE LAUNCHER

Details

Makes Junkrat launch grenades that deal up to 120 damage on direct hit, firing 3 shots every 2 seconds with 5 bombs in a single clip.

Short Sightlines/Holding Enclosed Spaces

A key thing behind Junkrat's Grenade Launcher is the fact that his sightlines are to be kept short, despite the fact that he's got quite a bit of poke damage. The reason for this is because his DPS is unreliable from afar due to the slow projectile speed and arc of his nades.

It's why Junkrat also loves to hold tight, narrow and typically enclosed spaces - There's the old but gold example on [Kings Row Hotel](#), where if anyone dares to walk into hotel, they insta die to your oneshot, and you can threaten the oneshot onto enemy squishies playing in archway. Here's another example on [Rialto 3rd point](#) where either flank to your left or right is relatively enclosed, giving you a safe spam angle and a place to threaten oneshots.

Now this isn't to say that other angles are necessarily bad for Junkrat, and you should still take them when you can, like Dorado 2nd, but these longer, open sightlines make junkrat more prone to longer ranged hitscan heroes.

Blind Spamming

Now, before I end off this section, I'll quickly cover blind spamming. Blind Spamming is just spamming into areas where you don't know exactly where the enemy is/you don't have LOS onto them. Junkrat's mines bounce quite a bit to where you can land damage or even kills into areas that you don't even see yourself - To maximise your blind spamming, fire your nades at slightly different angles so they all bounce and arc slightly differently.

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CONCUSSION MINE

Details

Makes Junkrat trigger one of his homemade mines dealing up to 100 damage in a 3 meter radius, with 2 charges, with each one being on an 8 second cool down. The mines do have falloff damage from the centre.

Micro/Tech

Starting off with the most generic, bronze level tip in the world - Just jump after you mine to gain extra momentum.

Also use a mine just before you tire so that after your tire finishes, you effectively get 3 mines. Same thing when rolling out at the start of attacking rounds.

Now the most common and important piece of tech is of course the one shot combo, simply done by shooting a grenade and then mining afterwards. There's a reason why this combo was nerfed going into season 3.

Defensive Usage of Oneshot Combo

I've already touched upon using the combo defensively to threaten anyone who jumps you, so I'll elaborate on this a bit more. The defensive oneshot combo relies upon corners and extreme close ranges to pull this off consistently - You essentially play an area, and if an enemy peeks you around a corner, that gives you a prime opportunity to oneshot a target.

Proactive/Aggressive Oneshot Combo

There's also the proactive or aggressive oneshot combo, where you use one of your mines to engage to get into close range first, then you pull off the oneshot combo. [Here's an example of meta1 doing this pretty much to a T.](#) A key thing to note here is that since you won't have a concussion mine to escape, you need to have an escape planned, which will typically be using cover of some sort. In this example, meta just uses the cover towards the left side of point to stay safe, but in other instances, like when you're mining up to highground, you need to be ready to drop.

Referring back to that example, I also want to bring attention to the timing. Note that the oneshot combo is timed for when the teamfight begins, and you can see this, because the Rein drops point to touch, meaning he engages, giving Junkrat the perfect opportunity to assassinate the Baptiste.

General Dualling

Now there's also a third general use of concussion mine which is to just use it when dualling at short to medium range. 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 once again, or just spam from highground.

Mobility

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.

–

STEEL TRAP

Details

Makes Junkrat toss out a trap dealing 100 damage with 100 HP, locking the entrapped enemy for 2 and a half seconds. The trap is also on a 10 second cooldown, and I'll also group in his passive which makes Junkrat drop 300 damage worth of grenades.

Defensive/Aggressive Usage

Fortunately, trap usage is very easy to cover - There's defensive, and aggressive uses. The defensive uses arise when you want to deter flankers from contesting your angle. Referring back to the [route 66 example](#), tossing a trap by your feet, or by the stairs, can deter a Genji from dashing into you, and can give you information as to whether anyone is coming up to lorry to contest you.

Now the aggressive uses arise by just tossing trap into the middle of the teamfight for random spam. This is quite useful when the enemy team aren't running flankers or just aren't jumping you, so you find it difficult to get any value out of your trap. As a result, you might as well just toss it somewhere in the enemy team.

-

RIP-TIRE

Details

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.

Timing of Rip Tire

I know a lot of Junkrat players (even in the high ranks) who love to use their tires very early just to get a pick so they make the fight easier, but a lot of the time, their tire ends up getting destroyed because it's easy to focus on when the other 4 players aren't pushing. They also have every cooldown known to man to throw towards your tire. If you tire when either team engages, or even later in the midfight, your tires will be harder to deal with.

Utilising 10 Second Duration

There's also utilising the 10 second duration to either threaten the enemy team, or to help make your tire less telegraphed. Most Junkrat players will know that jamming your tire against the wall produces no sound, which can be good to do at the start of your tire so the enemy team don't know when or where it's coming from.

Additionally, you can also use tire for map control purposes and winning out key flanks. Using the highground on [Rialto 2nd](#) as a good example - If anyone dares come close to your tire, it's pretty much a free kill.

Utilise Roofs

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.

Tiring From Safety

And lastly, although a pretty rudimentary tip, do make sure to use Rip-tire in a position where you yourself aren't going to be vulnerable. Remember - The goal with rip-tire is to get your free kill, not be the free kill.

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POSITIONING/PLAYSTYLE

With positioning, there's 4 rules I always mention, so let's use Blizzard World 3rd point defense as an example.

1. [First rule is cover](#). Especially important on Junkrat where you want to avoid heroes that outrange you like Ashe.
2. [Second rule is line of sight](#). Again this is actually quite important on Junkrat specifically, since you want to see and look for enemies who you could oneshot.
3. [Third rule is distance from angles](#), so that heroes like Tracer don't sneak up on you. This actually doesn't really matter for Junkrat that much since every hero is scared to fight close to you due to your oneshot combo but it's still something worth mentioning.
4. [And the last rule is rotations](#). This is where you can look to take different angles to spam, or you look for certain positions to execute your oneshot combo, like if any DPS are playing highground for example.

Now onto your playstyle - **General Overview**

Just like in Overwatch 1, Junkrat has two predominant play styles - One of which is spam based, and the other is to play as a short ranged, explosive, dualist flanker. Note that throughout a single teamfight, you'll likely be flowing between the two playstyles.

Spam Based Playstyle

The first playstyle works best against comps that just have no range, or it's just something you'll do at the start of a teamfight. It's essentially the same thing I talked about in my [Echo guide](#), where you soften up the enemy brawl team before a fight, and then you look to pounce on the enemy backline as the fight breaks out.

Dualist Playstyle

Speaking about that latter, more explosive playstyle - It's more appropriate against immobile compositions, who can't easily punish you for taking aggressive flanks, and who just straight up outrange you, making your spam playstyle very limited.

Playing Vs Dive

So I've talked about playing against brawl oriented teams, playing against poke oriented teams, and somewhere in between. But what about against dive teams?

Fortunately for Junkrat the playstyle is quite similar to other heroes like in my Cassidy or in my Ashe guide. Looking to take soft off-angles to land spam damage early on, absorbing the dive and pushing up afterwards. If, for example, on [Busan Downtown](#), you and your team get dove, you can use your concussion mine to escape and/or threaten your oneshot combo. You're also within range to get peeling from your supports too.

MEI

FUNDAMENTAL (TLDR)

Mei is one of the best close range dualists in the game, thanks to the high utility in her wall, and the high sustain in her cryo. Your wall usage is all about isolating targets, and aggressing onto them. This could be as simple as walling off the enemy Rein and walking onto him, or walling off the enemy tank and walking onto the supports, or walling off enemy DPS to get into close range and dual them. Always look for those opportunities to take on the enemy squishies when possible, don't get greedy with your blizzard, and get creative with your positioning against immobile, ranged comps.

—

EXOTHERMIC BLASTER

Details

Makes Mei fire a stream of frost dealing 100DPS, slowing down a target by 40%, with 150 ammo in her clip. Alternatively, she can also fire icicles every 0.8 seconds dealing 75 damage with no fall-off.

Sightlines x Usage

Look, it doesn't take a genius to say that in most situations, you use your frost mode in close range, and at longer distances, you use your icicles instead. Some exceptions would be trying to oneshot a Tracer up close with an icicle for example.

With regards to the sightlines that you play, it's all about what you're playing up against. If you're playing up against something like an Ashe Hanzo comp, then that's where you want to play shorter sightlines, pouncing onto them where possible.

—

ICE WALL

Details

Makes Mei generate an ice wall split into 5 pillars, each worth 250 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 in the video version, this almost takes up half the guide. This is going to be a lot more than simply 'Split enemy Rein 4Head.'

T.I.T.S.

Now generally speaking, there's 3 key tenants for a good wall, nicely denoted in the acronym 'T.I.T.S.' - or Timing, Isolation, Target Priority, and Space. (*And yes this is a corny reference to Logic's album 'TITS' or 'The incredible true story.'*) For clarity, this excludes walls used for mobility like walling up, and it excludes walls done for rotations - Both of which are more niche uses, so I'll talk about them after.

Timing

As for the first principle of timing, this is the easiest one to wrap your head around. This just means you time your walls for when your team can actually get value out of them.

Here's a good example on [Kings Row 1st point defense](#). Mei's will commonly be playing close to point, and yet they'll try and look for a wall past the choke.

Alternatively, the Mei could be playing at the choke looking for a wall, but the rest of their team aren't holding or playing there at all. This all means that when you're aggressing, your team isn't, so the wall gets limited value.

Isolation

Moving onto the second and broadest principle - Isolation. This means splitting or cutting off line of sight between one target and another. It could be between a tank and their supports, a DPS and their supports, or a DPS and their tank.

Target Priority

Just because you wall off a tank, doesn't mean that you then have to focus them, especially if you're playing against someone like Orisa. If for example, the enemy tank goes deep into your team and you wall them off, splitting them from their backline, you could very well turn around and focus their backline, rather than the Orisa. Now this is somewhat hero dependent, but against most heroes, you win in close range here thanks to your cryo.

Now not in all scenarios will you be able to access backline, and just pressuring the enemy tank is fine since you'll force out multiple cooldowns and get a good trade off. But when you see the opportunity arise, you should definitely take it.

Space

Now the last type of wall is one used for space. When I say this I'm referring to where you hold an off-angle, and because you're such a good close range duallist, if anyone decides to contest you, you wall them off to control the space that you're holding. [For example, on Kings Row](#), you could be holding hotel, and if a Genji or Hanzo decide to aggress ont you, you just wall them off and kill them. This could also be done around the statue too on defense, and is best done when you have shorter sightlines. [Insert Spilo Clip].

Defensive Wall/Buying Time

Now I want to delve into the more niche walls. First off, you can wall defensively to buy you and your team some time, if for example, you're getting run over by a Coalescence, Beat, Bap Window etcetera.

Verticality

Verticality is just really simple - You wall yourself up to highground and utilise the fact that you're a great close range dualist. There's this infamous clip of backbone doing this on Collosseo against the atlanta reign in the midseason madness.

There's also using the verticality of your wall, to reposition immobile heroes in more powerful positions. There's also another clip playing in the background of a Contenders team doing the same thing, but on Havana 1st Point Attack, walling up a Cassidy to high noon. The key thing here is to be *creative*. Utilise the cart to get extra verticality, and if you're in a team or in a more coordinated environment, this should definitely be something in the back of your mind.

Rotations

There's also using your walls for rotations. I can't find any examples but I remember Backbone doing this on the Spitfire a while ago on Midtown 1st Point attack, to move into the building adjacent to point.

Cancelling Wall

And lastly, make sure to cancel your wall if you end up blocking the LOS of your teammates, and note that you can wall Bap's Lamp to deactivate it.

As you can see, Mei's Wall is one of the most complex abilities in the game, so those are the overwhelming majority of use cases covered.

—

ICE BLOCK

Details

Makes Mei regain 50 HPS for 3 seconds paired with a 12 second cool down. You also restore 15 ammo per second, block all lines of sight, and become invincible in Cryo.

Defensive Usage

Similar to Orisa's Fortify and Ana's sleep, since this is a defensive cooldown, you should only use it when you need to, instead of actively looking to get value out of your cryo. It should be a failsafe or a get out of jail free card for when you get pressured.

Dualling

The only time you'll be aggressively or proactively using cryo is when you're trying to dodge or cleanse certain abilities in a 1v1. For instance, dodging a widow headshot, Ana Sleep, Ashe dynamite, etcetera.

—

BLIZZARD

Details

Makes Mei emit snow in a circular area with a 10 meter radius, dealing 20DPS, lasting 4.25 seconds, taking roughly 2 seconds to freeze a target. Note that the freeze progress is greatly increased by using your primary fire.

Avoid Greedy Blizzards

The most applicable piece of advice is to not always look for these massive clumped up Blizzards - Catching 1 or 2 enemies should be plenty to win the teamfight especially if it's paired with a good wall. If you wall off the enemy Rein for example and Blizzard, you can guarantee a kill there with decent certainty.

Placement

There's also the placement of your Blizzard. If you are trying to catch some squishies in the backline, it's important to chuck the Blizzard where you think they might be moving or retreating too, because keep in mind, the 10 meter radius of Blizzard isn't too big

Timing

The penultimate thing I'll touch on is the timing of your Blizzard. Just as with most ultimates, use it in the midfight since there'll be less cooldowns like Amp, Suzu, and Zarya bubbles, to escape from your Blizzard.

Counter Rushes

And lastly, you can use Mei ult defensively to protect yourself and your team if you get rushed on. .

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POSITIONING/PLAYSTYLE

Now for those who've watched my stuff before, you'll know that there's 4 key guidelines taken from coach Natter, which I'll show on Eichenwalde 1st.

1. [The first rule is to have cover or a corner](#). Now cover or corners ensure that you can stop taking damage at any moment, but corners can also give a nice cue to be able to get a solid wall of. Simply walling a target as they turn the corner can force a lot of cooldowns from the enemy team in response.
2. [The second rule is to have line of sight](#) so you can see what and where you're shooting.
3. [The third rule is to have distance from angles](#) so you have plenty of time to react to flankers
4. [And the last rule is rotations](#). Now on every map, you won't be able to do this, but where possible, these rotations can be done either before or after you use your wall. Remember, you're a great close range duellist, so heroes like Cassidy or Soldier will struggle fighting you. Especially Cassidy, who, keep in mind, you greatly benefit from the flashbang change since you just ice block it.

Vs Dive

When playing against a dive comp, you want to play soft off-angles. You don't want to be hard flanking and playing split, but you also don't want to be stacked on top of your backline. I recommend checking out my Ashe or Cassidy guide for more details since the same logic applies to them.

Vs Poke

Against poke heavy comps, short sightlines are key. [Here's an example on Kings Row](#). If you're playing up against Ashe Widow Hanzo, or heroes who want to split and take angles, you could place yourself on those angles in the first place, and if they get close, you dual them. And you can use your wall if you'd like.

Vs Poke Brawl/Brawl

Now against brawl or poke brawl, there's nothing too much to say unless you're playing a mei brawl mirror, which can get pretty complicated...There's things like walling first or walling second, playing stacked with your team or playing split, and honestly most of it is pretty team based. If you're one of the very few people who are interested in that, I recommend checking the Mei section of my [old brawl guide](#) from a while back.

PHARAH

FUNDAMENTAL (TLDR)

Pharah's playstyle in Overwatch 2 is actually pretty similar to Overwatch 1, in that you're either spamming around corners up in the air, or you're pouncing onto enemy squishies using your concussion blast to get into range. Watch your fuel management, use your concussion blast to set up and make your dives easier, and time your barrage in the midfight when there's less cooldowns to stop you.

—

ROCKET LAUNCHER

Details

Makes Pharah fire rockets that deal 120 damage on direct hit, at a fire rate of 1 round per 0.85 seconds.

Sightlines

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. This is one of the most important concepts in the guide. Being a handful of inches away from a corner can really be the difference between life and death, and if you're dying a lot on Pharah, this is likely one of the key reasons.

Rotations From Cover To Cover

Whilst still on the topic of cover, doing rotations from cover to cover is vital in toning your aggression and having the ability to fall back. 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, and the distance between each piece of cover isn't too long either. If you want to go an extra level deeper than this, do these rotations whilst your tanks are engaging, as your tanks will be baiting attention away from you, allowing you to go more and more aggressive.

Target Priority

In terms of target priority, the biggest concept to grasp is to shoot what's easy, and what's dangerous. Too many Pharah's will be busy wasting time duelling the other Pharah missing rockets with no splash damage, so unless your name is Yzsna or LBBD7, focus on wearing down tanks and ground supports as even if you miss, you should land some splash damage. You should only really shoot the enemy pharmacy if they're being excessively aggressive, and you're confident in hitting your shots.

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 them in that section.

—

BOOSTERS

Details

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.

Fuel Management

The most fundamental aspect when flying with Pharah is your fuel management. In short, tap your fuel in short, methodical pulses, don't stack your passive hover jets with your boosters, and when using your boosters at the tip of your red fuel gauge, you'll fully gain back your hover jets at the apex of your boosters.

Now if you want to actively practice your fuel management on Pharah whilst firing rockets, there's a workshop code called '**DKKKD**' which forces you to learn rocket jumping, fuel management, and rocket aiming.

Highround = Helipad

With the broader uses of Pharah's jump and hover jets, there is a general rinse and repeat routine that you perform from highground. In short, you want to treat highground like your helipad, or in other words, a place from you to depart and return to safely. If you've watched my Echo guide you'll be familiar with this idea, but I'll use an example on Dorado to illustrate what I mean.

Here, [on Dorado 2nd](#), you'll initially start on highground and that will effectively be your helipad. [Then, you can do either of your playstyles which I'll talk about](#), maybe diving and dualling squishies with your concussion blast, dropping on enemy squishies below you, or spamming out the enemy tank. Then, when you're low on fuel, you'll return back to highground and use either of abilities to help you stabilise.

—

CONCUSSIVE BLAST

Details

Makes Pharah launch a wrist rocket that knocks back enemies by 8 meters, deals 30 direct damage, and is on a 9 second cooldown.

With concussion blast, there are two overarching uses of it which is for displacement, or for mobility.

Displacement

Displacement can involve booping enemies to prevent cooldowns and ultimates, like denying a Rez, Follow-up from a Rein shatter, and can prevent someone like Ramattra from getting close with his annihilation.

For displacement, there's also using concussion blast to peel. Some of those uses I just listed like denying a Ram ult is a form of peeling, but more generally speaking, if a Doomfist, Winston or Wrecking Ball is diving your backline, a simple concussion blast help quite a bit.

There's also displacing people off the map, or in other words, getting environmental kills. Ilios is probably the best example where you can do this. And lastly, there's booping or displacing an enemy into your team to help follow-up on them. [For example, on Kings Row Defense](#), if the enemy rein is low or is playing a bit too aggressive, tossing a concussion behind him can buy your team enough time to aggress onto the Rein.

Mobility

Now onto concussions associated with mobility. This is mostly for setting up a dive or a duel onto a squishy target as Spilo explains here. Since this heavily ties into the broader playstyle of Pharah being a surgical dualist/flanker, more on this will be featured later on.

—

BARRAGE

Details

Make Pharah release a barrage of mini rockets that can deal up to 3000 damage in 2.5 seconds.

Tech

In terms of tech, there's a few things. Firstly, you can fire a rocket and then immediately barrage to cancel the animation, and get a free extra rocket. Secondly, for surprise mobility, you can concussion blast off the ground, then booster up, surprising anyone on highground with your barrage.

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.

Timing

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.

Win Flanks

Lastly, a niche but still useful use of barrage is to win duels with it on flanks. For instance, on **Route 66 3rd Point Attack, by the lorry**, you could concuss into barrage when duelling a hitscan who wants to use the highground. Since you are stationary and vulnerable to burst damage like a Soldier Helix, I recommend doing this when those kind of abilities have already been used, or when you have support like a mercy pocket, DVA DM, or Zarya Bubble.

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POSITIONING/PLAYSTYLE

In terms of general positioning, there are 4 guidelines, which I'll showcase on Lijang Control Centre.

1. [The first is to have cover](#), which I've already covered (no pun intended), but here, the small piece of highground not only gives you cover but can act as your helipad, as discussed prior.
2. [The second guideline is to have L.O.S.](#) onto the enemy team. Here, you have really nice and tight sightlines onto any squishies who may rotate in white room.
3. [The third guideline is to have good distance from angles](#), so that an enemy flanker, can't sneak up on you, whilst also being close enough so that you can quickly dive or pressure a Hitscan up close.
4. [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.

Playstyle

With the overall playstyle of Pharah, it boils down to either spamming congested areas, or taking duels. Normally, at the beginning of fights, you'll be spamming those areas/big targets from afar, utilising and rotating from cover to cover, to be able to pounce on a squishy target and two-tap them.

Poke Brawl/Brawl

Moreover, applying this to Brawl, if you are keen in playing Pharah with a Lucio Bap or Lucio Moira, your input will have to be very surgical and akin to the flanker or dualist playstyle, because you're not gonna get any healing to be frank. This means that every engage you take has to be well-timed, and you can't afford to take any chip damage, making things like corner discipline even more important.

Against Brawl, without a Lucio Bap or Lucio Moira, spamming chokes from angles is likely the best play. For instance, on [Oasis City Centre](#), using the central piece of cover on point to spam from afar and soften up the enemy brawl team, then diving once the enemy backline become vulnerable, is likely the best play.

Poke

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.

Now, when playing against a harder poke composition like Zen bap up against a dive comp, spamming the enemy team's core with the aid of heal orb to prevent their dive is vital. Force bubble, speed boost, nade, heal orb, as well as overall HP, before the dive even happens.

Dive

In Dive, it mainly revolves around your dualist playstyle. Getting ontop of squishy heroes and two tapping them, using cover and concussion blast to help you do so. One thing I haven't talked about is your synergy with mercy, who can really help you not only spam out groups of enemies, but make you one of the most lethal dualists in the game. 150 damage rockets aren't anything to fuck with when a Pharah's ontop of you.

Mercy Communication

If you have a mercy and you have some communication, try and tell your mercy to tell you when they stop pocketing. If you can't, then try your best to keep track of when mercy leaves you. This is to help tone your aggression as you may want to not do a certain play without a pocket, and vice versa.

REAPER

FUNDAMENTAL (TLDR)

Just like in Overwatch 1, Reaper has 2 main playstyles - A frontline tank buster, or a backline flanker. As the teamfight progresses, you'll have to make decisions on which playstyle to go for, and they could swap on a whim. Your cooldown cycles are also quite basic - Either walking or teleporting in, pressuring with your shotguns, and then wraithing out. Look for short sightlined flanks and rotations to make, flank and pressure from where your team are fighting from, and the greedier your blossom is, the later it has to be timed.

—

HELLFIRE SHOTGUNS

Details

Makes Reaper dual wield shotguns dealing 108 damage per shot, with fall-off starting at 10 meters, allowing reaper to deal up to 216 DPS in the perfect circumstances.

Target Priority

A big concept with Reaper's shotguns is range, and target priority. Regardless of which playstyle you're doing, which is either frontlining against the enemy tanks or flanking and assassinating squishies, you don't need to be upfront taking unnecessary damage and in fact, you ought to be playing a little bit of distance to prevent any damage from getting onto you.

In terms of target priority, just like with any hero, it depends upon how easy they are to kill and how dangerous they are. This does tie a lot into your playstyle, because if you want to flank and their backline aren't really easy to kill, you're not really gonna be targeting backline a lot, but as the fight progresses, your target priority can switch.

The penultimate piece of advice is trigger discipline. Alike to Hog, Tracer who also focus on landing their shots in close range, taking the extra half a second or so to realign your crosshairs will help you land more meaningful damage. Not to mention, if you're flanking behind the enemy team and you're unscouted, landing the first shot is critical as it's essentially a free damage that you're missing out on if you mess up your shot.

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 and do the plat habit of walking forwards and abandoning cover. Keep in mind, you can still land respectable damage from a few meters away, you can conserve your HP with smart cover usage.

—

WRAITH FORM

Details

Makes Reaper become 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.

Cooldown Cycle - Defensive Wraiths

The general rhythm or cooldown cycle of Reaper's gameplay is very simple. Just like Orisa and Mei, you're reliant on your cooldowns to be aggressive. In Reaper's case, you either walk forward or flank behind, apply pressure with your shotguns, and use wraith to escape back to your team. And just rinse and repeat, which therefore means that the main use of your wraith is gonna be defensive.

You really don't want to use your wraith loosely, being careless about where you end your wraith. Use corners and tone your aggression when your wraith is forced.

Cancelling Wraith

You may want to cancel it slightly earlier in a duel to dodge stuns, reload your clip, or to catch the enemy off-guard. Just be intentional with using it in this manner, making sure it's not too risky to do.

Finishing Wraith

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. Here, you're still toning your aggression with your wraith, because you're playing more passive to get your HP back, but just something to think about it to make your cycles more effective. Not to mention the room with the mega is enclosed in itself, which should in theory, aid you with most duels if anybody decides to chase you.

I will say though that this advice can be dangerous when doing this against mobile comps like DVa Tracer Lucio. This is because you'll just get marked down and hunted when you're isolated alone like this, so I only recommend doing this against comps with less mobility.

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SHADOW STEP

Details

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 one of his 2 playstyles which I'll talk about at the end of the video, I'll introduce the more basic concepts here.

Timing

The most key aspect to Reaper's teleport is timing. The most common mistake is teleporting too early, which means the enemy team force you out for free, effectively making the team fight a 4v5.

Teleport Positioning

Additionally, a very obvious tip is to not teleport in front of enemies or atleast, teleporting when they're not focused on you. I believe there's a few frames at the end of your teleport animation where someone like a Widow can still headshot you, so if you're gonna do greedy and aggressive teleports, they have to be timed later into the teamfight when attention is elsewhere, and they have to be in positions ideally with cover.

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DEATH BLOSSOM

Details

Makes reaper empty both of his shotguns at breakneck speed, dealing 170DPS in an 8 meter radius for 3 seconds. Shotguns are also automatically reloaded.

Tech

The first bit of important tech is to shotgun animation cancel before you blossom in order to gain an extra bit of burst damage. Just like how you shoot a Pharah rocket just before you barrage.

Timing

The most important aspect to your Blossom which will determine how much value you receive from it, is your timing. The matter of a few seconds can decide whether your Blossom gets a 4K, or you get caught in 4K feeding your brains out. The greedier, more dangerous and more aggressive your blossom, the later it needs to be timed.

Using Wraith To Dodge CC/Damage, Then Blossom

I also wanna quickly cover using wraith in conjunction with your blossom to dodge those key cooldowns that can stop your blossom. So say you're on [Route 66 3rd](#) and you're fighting over lorry - Probably the most important piece of map control on this section of the map. If you're fighting against a Cass Mercy, and the cassidy throws his nade onto you, you could wraith, then blossom straight after, catching both the mercy and cassidy. By blossoming 2 targets you also get that passive health regen too.

The same thing could be applied if you're fighting an Ana, where you wait to dodge her sleep and/or her nade if she uses them preemptively.

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PLAYSTYLE

Normally in these guides I cover positioning first, then the playstyle, but because Reaper is a very simple character to understand in terms of what he can do, I'll start off with playstyle first.

Flanking Vs Frontlining

As mentioned throughout, there are two main play styles - Flanking or Frontlining. Flanking pertains to, well, flanking - Teleporting to different angles in order to pressure the enemy backline/squishies. Frontlining pertains to taking short-sightlined angles on the enemy tank.

If you've been in tune with Overwatch 2 for quite some time, you might be aware of the Reaper Zarya meta at Pro League in one point - Where Zarya would bubble Reaper when he'd either teleport in the backline (so the 'flanking' playstyle), or where Reaper would aggress on the frontline with a bubble.

So which do I do? Well, if you're playing against immobile, glass cannon-type squishies (Ashe, Widow, Hanzo, Soldier, Ana, Zen, Bap, Lifeweaver etc.) then the flanking playstyle is more appropriate. If you're playing against a squishier frontline (Zarya is the best example of this - She's super squishy) and/or a more slippery, mobile backline (Kiriko Lucio Moira etc.) then frontlining is likely your best option.

Now what about if you're playing Reaper against a comp that you hate frontlining, and flanking into? Or what if you're unsure? What if you play Reaper into Orisa or Dva, Cass Torb, and any mixture of Brig Ana Lucio? Well, my initial instinct would obviously be to tell you to swap off, but if you're really keen on playing into that comp, I'd advise frontlining first, then flanking later

But why? Well, as the teamfight goes on, more and more attention is being diverted. Your tank is likely being shot at and focused down more, so what does this mean? Well, it opens up opportunities for you to flank in the midfight.

Maybe you begin the fight pressuring the Torb and Cassidy from short off-angles, and then later into the fight, you could look to teleport onto a support. Maybe in the midfight, the Brig decides to go with the Cassidy, giving you an opportunity to go on the enemy Ana.

Still though, your life would be easier if you swapped...

POSITIONING

Let's start with the 4 rules of positioning I always state in these guides.

1. **First rule is cover or a corner**. You don't wanna get your wraith forced out for being sloppy and lazy with your corner discipline.
2. **Second rule is line of sight**. For reaper, this is useful as it gives you information on whether you should flank, who you should flank if you decide too, and when you should flank in relation to where your team are playing as well.
3. **Third rule is distance from angles**, so you don't get snuck up on by a flanker
4. **And the last and arguably most important rule, is rotations**. This is what allows you to go for those flanks in the first place, maybe it's just taking a short-sightlined off angle, or maybe it gives you the opening to go for a teleport flank in the backline. And whether you frontline or not, can change as the fight progresses.

SOJOURN

FUNDAMENTAL (TLDR)

Explosive Angled Pressure. Utilise your power slide to quickly enter flanks and abuse your vertical mobility as much as possible to end up on highgrounds, alongside utilising your disruptor shot and railgun in duels. In Spilo's words, Sojourn's advantage over her counterparts such as Soldier is her 'railgun and vertical mobility.'

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RAILGUN

- **Primary Fire Numbers** - Projectile. **9 Damage** per bullet, **800RPM, 120 DPS** (Soldier deals **180 DPS**, Sombra deals **160 DPS** in Overwatch 1 - This might sound drastically low but the rest of Sojourn's kit makes up for it). Each bullet that you land will give you 5 energy, giving you 10 energy if you land headshots, damage boost, armour, shields, bubbles will alter energy gained.
- **Secondary Fire Numbers** - Hitscan. **130 Damage** on Bodyshot with Full Charge
- **Breakpoints** - You only need to charge up to **65 Energy** (As in, shooting a squishy target with those bullets) to be able to oneshot bodyshot a 200HP squishy hero. To 1 Shot Headshot, with no prior primary fire shots required, **80 Energy** is required
- **Sightlines** - Midrange. Against longer ranged comps (Widow Zen Hanzo etc.), play shorter sightlines, and against shorter ranged comps (Rein Mei Sym I.E. Comps YOU outrange) play longer sightlines. You also have no fall-off, making your DPS at longer ranges more in line with your hitscan counterparts
- **Forcing Duels** - With your secondary fire railgun, think of it as a buffed version of Soldier's Helix rocket. You deal **MORE DAMAGE**, it's **HITSCAN**, there's **NO COOLDOWN**, aside from shooting to charge it, and it can **HEADSHOT**. As a result, think about charging your railgun by shooting tanks or shields, then looking to force a duel on a DPS, making them 70 HP before the duel even begins or even straight up oneshotting them. E.G. [Route 66 3rd Point Attack](#), charge your railgun when you're busy closing distance, then take the flank by the lorry, looking to

beam someone with your railgun from highground, or if someone is already there, you would beam them obviously.

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POWER SLIDE

- **Description** - Makes sojourn perform a ground slide that can be cancelled into a decently high vertical jump, with a 7 Second Cooldown.
- **Vertical Mobility** - The Key Fundamental to Sojourn, is the vertical mobility behind her power slide allowing you to reach places heroes like Soldier can't, or even if he can reach them, it'll take him a year to do so. [Here's 5 Examples.](#)
- **Defensive Uses** - I initially theorised that you won't need it as much in Overwatch 2 considering there's less players on the field to contest your angles, but Spilo mentioned to me that her slide cooldown feels longer than it actually is, and how you need it more defensively than you think. He mentioned that he liked using it aggressively to take an angle, and then using it defensively wherever possible, since shifting forward only works if your team is baiting aggressive attention, or you have a pocket, or if the enemy team simply can't reach highground.

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DISRUPTOR SHOT

D.U.C.K.S.

1. **D - Duelling.** Due to the damage and slow of disruptor shot, in conjunction with your burst mobility in your power slide and your burst damage in your rail gun, disruptor shot can be a powerful tool for winning duels on key flanks (Refer To Route 66 3rd Point Attack Example by the lorry)
2. **U - Ultimates.** Essentially, combo your disruptor shot with ultimates such as Sigma's Flux, Tracer's Pulse Bomb, or even Orisa's new Terra Lance to allow her to land that full 250 Damage.
3. **C - Chokes.** This is probably the most conventional case use for disruptor shot. For example, on [Hanamura 1st point Defense](#), firing your disruptor shot when the enemy team start to walk through the choke would be a great way for your team to capitalise and punish whoever walks through. However, referring back to the 'D' in the acronym, if the team aren't really utilising the choke and are playing a bit more split, you'd probably want to swap to using disruptor shot on duels and

flanks and areas around the choke, with the [window on hanamura being an example.](#)

4. **K - Kiting.** Essentially, if you're playing Sojourn in a more static comp that wants to play at range and is it a bit more immobile, you can fire disruptor shot to kite backwards. Kiting is just a synonym for retreating.
5. **S - Supports.** This is by far the most aggressive use of disruptor shot and will likely be one of the most common. Refer back to any power slide visual example, where you have a good angle to fire a disruptor shot onto the enemy backline/supports.

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OVERCLOCK

- **Numbers** - 7 Fully charged shots deal 910 damage, and 11 shots at 61 charge deal 780 damage, and Sojourn's shots do not pierce through shields.
- **Buffed Tactical Visor** - Use it to enhance the lethality of your flanks of which I've shown multiple options prior, but unlike tactical Visor, sojourn's ultimate actually requires mechanics to use, and there is the possibility that you end up missing the majority of your shots. But to resolve this, you better have...
- **Trigger Discipline** - Essentially, don't spam your shots as soon as they gain a decent amount of charge. Take half a second to readjust your crosshair when firing your normal primary fire, to then land that railgun shot. Better players won't have to do this, but it's a sure fire way in guaranteeing atleast some value out of your ultimate if your aim isn't great.
- **Piercing** - As a side note, don't bother sitting main trying to pierce the enemy team. It's likely they'll have a shield and even if they don't, sitting main praying that you land pierce shots just means that you're shooting from one angle with your team.

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POSITIONING

4 Rules - Cover, Lines of Sight/LOS, Distance from Angles and Aggressive/Defensive Rotational Options

To explain this I'll again refer to some the power slide angles I've mentioned before, and since I've used this map a lot already, let's go back to the Route 66 example.

- [Cover](#) - First off, you have the gas station sign as cover, or the highground itself.
- [LOS](#) - You have plenty of it, being able to see the enemy supports, or anyone past the first corner.
- [Distance From Angles](#) - This just means how far you are away from being flanked or attacked, and as it seems, you have a decent amount of distance to escape from danger.
- [Rotational Options](#) - You're essentially looking for any route that can make you play more aggressive, or any route that can make you play more defensively. In this case, you can drop off the highground and still hold an aggressive angle under gas station, or you can drop off and retreat back to cave or grab the mega underneath the gas station.

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PLAYSTYLE/COMPOSITIONS

- **Poke** - Whilst I know that compositions such as Double Shield are dead now in Overwatch 2, alongside Orisa's rework to be more brawler, but the general playstyle of playing from distance utilising ranged poke with heroes like zen, mercy, ashe, hanzo, widow and Sigma still does exist. With that being said, let's start off with Sojourn in more poke based compositions.
- **Dive** - Similar to her more static DPS counterparts, you want to balance between stacking main and having no angle at all, and fully isolating yourself on a hard off-angle. When playing with dive or poke dive compositions, look to get a good angle onto where your one tank will be engaging onto – This area is typically called a killbox. For example, on [Temple of Anubis 2nd Point Defense](#), you might see a lot of teams try and rotate into cave, which is where your killbox will be. Say you're playing a tank such as Ball, Doomfist or Winston who will try and engage onto that killbox – That's when you want to follow up. You could powerslide through main, and fire your railgun and disruptor shot on that killbox.
- **Brawl/Brawl Dive** - You'll want to rotate as a team to close the distance to allow a rush onto the enemy team, or just force objective pressure to close the distance anyways. Here's Temporal detailing how the composition works on [Ilios Lighthouse](#)

SOLDIER: 76

FUNDAMENTAL (TLDR)

Soldier is played for his sprint, and consistent output in damage thanks to his biotic field. I've always described Soldier as a hybrid between the traditional static hitscans like Cassidy and Ashe, and the flankers like Tracer and Sombra. Your sprint gives you mobility to take deeper angles that heroes like Cassidy can't take, with your biotic field allowing you to stay on that angle for longer. Keep your range against heroes like Sojourn and Cassidy, be disciplined with your corner usage, and track to the best of your ability.

—

HEAVY PULSE RIFLE

Details

Makes Soldier fire his rifle at 540 Rounds per minute, dealing 18 damage per shot with 30 ammo, with a bit of recoil. Your DPS is also decently high at 162, compared to Sojourn who's DPS is 126, Ashe's DPS at 150, and Cassidy's DPS at 140.

Sightlines Vs Most Heroes

The most fundamental concept with Soldier is to typically maintain longer sightlines against most heroes. The reason for this, is that your contemporaries often have big, consistent bursts of damage up close, that you just don't really have. At close range, you lose to Cassidy due to his mag nade, and you also lose to a sojourn sliding at you with a fully charged railgun for similar reasons.

That's why on Soldier you really shouldn't be getting up close against these heroes, and you should be fighting them at mid range. Not to mention, Soldier got a notable recoil buff recently, allowing him to fight at longer ranges compared to Sojourn who got a spread nerf to her railgun, limiting her range options.

Sightlines Vs Snipers

Now against snipers, you want to maintain shorter sightlines typically paired along with surgical angles

Here's an example on [Numbani 3rd point attack](#), where instead of playing long sightlines down main, you can flank around either the left or right side, beaming down the enemy sniper. In my clip on Havana I did mention to play like 'Tracer: 76' and I'll build on this more flanky play style in the latter sections of the guide.

Trigger Discipline/Mechanics

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. Trigger Discipline is just taking some time (EG Half a second) to readjust your crosshairs, without shooting, when your crosshair isn't on the target anymore.

In order to help your tracking, trigger discipline and recoil management, I recommend iostux's aim trainer 'JPYHG,' of which I definitely do not have a cameo in whatsoever.

—

SPRINT

Details

Makes Soldier move 50% faster. Thank you Overwatch Devs, very creative.

Animation Cancel

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.

Aggressive Rotations

With sprint usage on a broader level, you should predominantly utilise sprint to rotate into more aggressive positions quickly. For instance, rotating around the central pillar on

Eichenwalde 1st point defense. Whichever way the enemy frontline pushes, you sprint around and flank the other side. 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. If you do this too early, your angle will get cleared and you'll likely die because again, you haven't got any burst mobility, CC, consistent close range damage, or increased HP, all of which a Cassidy has compared to you.

Kiting/Escape

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 dives by multiple heroes, it's typically better to sprint away as early as possible. However, if you're duelling heroes who you think you could outmechanic and/or force their cooldowns, like against an Echo or a Tracer, that's when standing your ground with your biotic field can be a better alternative. A few shots or a helix onto a Tracer, Echo, or Genji, can seriously put a dent in how aggressive they can be. And if you're getting help from a Lucio, Brig, or Mercy, that's even more reason to stand your ground.

—

HELIX ROCKETS

Details

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.

Fortunately, Helix is one of the simplest abilities to use. Unfortunately, Helix is now kind of a worse version of Sojourn's Railgun and Cassidy's Mag Nade.

Opener Vs Finisher

Regardless, there's 2 main uses to Helix - Either as an opener, or as a finisher. Generally speaking, even when you're unscouted on an angle, it's better to save helix to finish off a

target rather than to open with it. That's mainly because from range, you're just not going to hit a direct helix on a moving target.

However, you can open with helix onto big hitboxes like Bastion, because then you're more likely to not whiff the helix. Same with immobile targets like Ana or Widow when they're scoped, or on a Sigma before he uses grasp. In most other cases though, just use it as a reliable finisher with the splash damage.

Helix Jumps

You can perform some helix jumps by using helix at your feet, jumping, and sprinting forward. It functions very similarly to how you'd do so on Bastion with his own grenade, and you can see some examples of Helix jumps on Kings Row alone in the video version of the guide. So, if you're a dedicated Soldier main, I recommend going through some maps in custom games to find these spots which can be useful to set up some unexpected angles.

—

BIOTIC FIELD

Details

Makes Soldier plant a biotic field dealing 35 healing per second over 5 seconds, in a 4.5 meter radius, paired with a 15 second cooldown.

Sustaining Angled Pressure

The general rule of thumb with biotic field is to use it after you finish your first peak and head back into cover. The main reason for this is that as soon as you peak an angle on full HP, enemies aren't going to be immediately shooting you, so some healing will go to waste. Of course if you want to hard commit on this angle with visor, where you haven't got time to place down your biotic field, then you'd plop it down as soon as you peak.

Micro - Corner Placement

You also want to plant your heal station by a corner rather than out in the open. The 2 reasons for doing so are very micro related but it just encourages good corner discipline

by not swinging out in the open, and it also gives you a tad more healing if you decide to run away from your angle.

Winning Flanks/Duals

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 may 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. Just use it to extend how long you're on an angle for - That's it.

–

TACTICAL VISOR

Details

Makes soldier gain aimbot for 6 seconds. Thank you again Overwatch devs, very creative.

Animation Cancels

1. You can cancel biotic field with visor
2. You gain a fresh new clip after entering visor meaning you don't have to reload
3. Utilise the last 0.5seconds of your visor to get a quick reload, to exit visor with a fresh clip

Increase Lethality

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.

Zone Space

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, I feel like I shouldn't have to say this, but please don't use Visor in Grav. You actually deal less damage more often than not, whilst wasting an ultimate - So I don't know why people tend to do this. However, do feel free to Visor when the enemy mercy walks or when the enemy Pharah uses her boosters. Any aggression by an aerial hero can quickly be punished with visor.

—

POSITIONING/PLAYSTYLE

In terms of positioning, there are 4 Key Guidelines which I'll show on Numbani 3rd point Attack.

1. [Firstly, have cover, as mentioned prior.](#)
2. [Secondly, have line of sight](#), so you can actually see and shoot the enemy team.
3. [Thirdly, have good distance from angles](#) so that enemy flankers don't sneak up on you, allowing you to land early damage in before they engage.
4. [And 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. And this is where your sprint comes in really useful since you can rotate and reach these flanks faster.

Vs Poke Brawl/Brawl

In more brawly comps, or comps that don't really have much range or mobility, you may want to take longer sightlined hard flanks. For instance, on [Ljiang 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 Lucio and their other DPS to mark you, which gives you some safety. If their Rein decides to pin all the way to you, that also creates some space for your own team to cross the bridge.

Vs Dive

In Dive, likewise to almost every other DPS, you want to find a balance between playing split and playing stacked. Refer to Ashe Guide for more details (since the same concept applies)

Vs Poke

Now against Poke, or just against comps that haven't got much mobility but often outrange you, you need to be hard flanking, almost like a Tracer 76/

In short, if teams aren't running heroes like Tracer, Sombra, Genji, Ball, you have a lot more freedom to hard flank and utilise that sprint to your heart's content. If you are playing against those kind of comps, keep the range and take soft-off angles.

SOMBRA

FUNDAMENTAL (TLDR)

Sombra is a Mid-Range Flanker, with 3 key things you need to keep in mind. - When are you pressuring, where are you pressuring from, and who are you pressuring? In terms of when - You need to time your pressure with your team, and in terms of where it's from, it needs to be with cover and usually with distance if you outrange your target. But that's the thing - Who is the target you'll be pressuring or hacking? In short, that comes down to range. Basically, if they outrange you, like a Widow, Ana, Zen, Ashe or Hanzo, that's who you'll be focusing. But if they're running something like a Lucio Moira Reaper Tracer, then you'll likely be farming their tank.

—

MACHINE PISTOL

Details

Makes Sombra shoot her SMG at 1200 rounds per minute dealing 7.5 damage per shot with an ammo capacity of 60 rounds. Your normal DPS is 150, and if you're shooting a hacked target, it gets closer to 190.

Just as a note - So much of Sombra comes down to your general playstyle against a variety of different heroes so these ability specific sections will be a bit shorter.

Range

The main usage of your Uzi will actually be trying to utilise the range as much as you can. Now again this does dip into the playstyle section, but against comps you outrange like Winston Lucio Kiriko, you can even be standing as far as 20 meters away poking down a tank with the majority of your shots landing. This is a USP (Unique selling point) that other heroes unfortunately don't have

—

TRANSLOCATER

Details

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.

Safe x Active

The biggest and most obvious problem with Sombra's translocater is that players often don't know how or where to place it. The key thing with translocater, is to put in a position where it's safe, but also active. When I say 'active,' I mean that once you translocate, you're not gonna be out the fight for 5 plus seconds. You're still gonna be actively contributing to the fight soon after you translocate (Visual example on Eichenwalde further below).

To also ensure the safety of your translocater, you want to make sure the enemy team don't have LOS/line of sight onto it, to destroy it as well.

Here's an example on Eichenwalde 1st with [5 different translocaters](#). A, B, C and D are probably the best options because they're safe and hidden, whilst also being active in that it won't take you very long to get back into the fight. Just make sure with C, you're not placing it in the building otherwise it could be seen. With E though, it is in open space, meaning it's not that safe, and you're very far away from the teamfight. In short, just don't toss your translocater in open space, or too far away from the actual fight.

Aside from that, there are times where you want to use translocater aggressively in order to reach highgrounds or to even set up your EMP. Just don't forget to set your translocater afterwards.

—

STEALTH

Details

Makes Sombra turn invisible with a movement speed buff of 50% alongside a potentially infinite duration, and a cool down of 6 seconds. You can also hack from invis, but I wanna talk about that more in the playstyle section.

Tech

In combination with your EMP, ensure you cancel invis before tossing your translocator to EMP. Otherwise, you'll translocate, then have to spend time decloaking before you EMP. EMP already has a significant enough cast time to be cancelled - No need to add onto that.

In terms of usage, there are two main uses. The first is mobility, and the second is scouting.

Mobility

Dealing with the former, use the added speed buff from invis to perform rollouts and move into position quicker - Either to farm a tank or to get behind for an assassination.,

Scouting

With the scouting, you typically want to scout heroes and the positions they're coming from. For example, on Lijang Night Market - You could see whether the enemy team would push highground, or push from somewhere underneath.

—

HACK

Details

Makes Sombra temporarily disable all active and passive abilities from one enemy for 1.5 seconds, and makes that target take 25% more damage. Your hack has a range of 15 meters, a cast time of 0.85 seconds, alongside a 4 second cooldown. I'll also couple in your passive, which allows you to see enemies who have under half HP through walls.

Tech

In terms of tech, similar to Mercy's Beam, there is a small grace period where your hack can extend beyond **15 meters**. Nice to do if you need to keep the range.

In terms of usage, there's two rudimentary uses of Sombra's Hack, both of which I'll elaborate on in the playstyle section.

Ult Charge/Lethality

The first is to hack to farm ult charge. An example would be hacking a Hog or a D.Va and farming them from range. 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 is better suited for pouncing on immobile and/or isolated squishies.

With your passive, the main way you'll utilise this is by calling out enemies who are half HP or under. That's basically it.

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EMP

Details

Makes Sombra discharge electromagnetic energy in a 15 meter radius, taking 0.35 seconds to activate, lasting 5 seconds, applying the effects of hack to anyone caught in the EMP.

Just like in Overwatch 1, the biggest and most important aspects of your EMP is the timing. Simply, EMP when either team engages/when you can guarantee follow-up on the targets you EMP. This can look simple (and most of the time it is), but if both teams have a Sombra and they both have an EMP, then as you might guess, EMP'ing first can give you a large advantage, and diminish any value their counter EMP gets.

Whilst you can't deny basic shield HP anymore with EMP, you can still cancel things like Coalescence, Sound Barrier, or amplification matrix, so if you're being run on, EMP can quickly disable and cripple that engage.

POSITIONING/PLAYSTYLE

Likewise to my Reaper Guide, I'll start off with the playstyle stuff first - Not because it's really simple, but for the opposite reason.

I want to start by going through an example on Oasis City Centre, but don't focus on the map too much here, and focus moreso on the heroes.

Say you're playing Sombra against a [Lucio Moira Rein Tracer Ashe based comp](#). Here you have a few options and some are certainly better than others, and this refers back to the question I put at the start about who do you target.

The first option or playstyle that you have, is to mirror or clear flankers. Mirroring just means matching or facing them, [so here](#), if their Tracer decides to flank onto your backline, you could clear her out by hacking her from invis. So why would you ever want to do this? Well, if your backline is very squishy, like an Ana Zen, you can help keep them alive. And generally speaking, an Ana Zen will get more value than a Lucio Moira due to their higher damage and utility.

The second option is going for [backline supports](#). This isn't really a viable option here, because both Lucio Moira are slippery supports who, get this, don't have much range.

Now the range is important here because, [for the third option in just farming down their tank from highground](#), a Lucio Moira just don't have the range to deal with you. You're in this weird middleground where you have more range than a Lucio Moira, but less range than a Zen Ana or a Bap Zen

But, here comes in the [fourth option with the Ashe](#). If you stand on highground farming their Rein, the Ashe does have enough range to toss a dynamite and potentially kill you, or atleast force a translocate. As a result, your option here is to dual the Ashe, potentially getting behind, landing a hack from invis, and blitzing her down, which honestly is one of your best options here.

The way I'd play this out is wait for their Rein Lucio Moira to drop from highground, and then to quickly assassinate the Ashe, and afterwards, I can just farm their Rein from

highground. Or, if you're running a super squishy backline, you can just hunt down the Tracer or whatever flanker it may be. It could even be a Wrecking Ball in this instance. If their Ashe or any other immobile hero decides to hard flank, then you also pounce onto them, because you win that dual up close.

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So as you can see, what you do on Sombra is heavily dependent on what your team's running, and what the enemy team are running too. And it's not always gonna be clear cut. But the key thing to make playstyle simpler in-game, is to always ask yourself the question of range. Do the enemy DPS and supports outrange me to where I have to get up close from behind, or do I outrange them to where I can just take a soft-off angle and beam them from 15 or 20 meters away?

Of course there's gonna be exceptions to these rules, and there will be times where maybe you have EMP and you wanna focus down that Moira who just wasted her heal orb or her fade, but these general guidelines should help you a lot.

Now before I end things off, some quick notes on your timing and positioning, referring back to the first 2 questions I put at the start of the guide.

Positioning

With your positioning, you really want to make sure that you have atleast some piece of cover in order to increase your uptime. In that Oasis example, the highground there was my cover, decreasing the chances of my translocater getting forced.

Timing

And lastly, your timing. When you're timing your pressure, whether it be either of those 4 options, it needs to be timed for when either team are engaging, so they get value off the attention you're baiting.

SYMMETRA

FUNDAMENTAL (TLDR)

Symmetra is a highly versatile poke brawl hero, who, in match-ups like a Reinhardt mirror, can melt down the enemy tank by farming up her beam, whilst also having the flexibility, thanks to her teleport, to flank, and split attention behind the enemy team. Depending on the comp and the map, look to either control enclosed spaces with your turrets, flank around a split focus, split focus in the midfight with TP bombs, or set up more defensive turret traps to catch enemies off guard.

PHOTON PROJECTOR

Details

Makes Symmetra emit a ranged beam dealing from 60 DPS to 180, levelling up every 1 second. The beam decays from level 3 to level 2 in 2 seconds, and from level 2 to level 1 in 1.5. Her alternate fire releases an explosive energy ball that deals up to 90 direct damage with a 2 meter splash radius, taking 1 second to fully charge.

Crosshair Placement

Considering Sym doesn't do critical headshot damage, you should always be aiming for the torso or the legs depending on where the hitbox is bigger. For most cases that'll be the torso but in cases like Tracer, you should aim for her legs since the hitbox is the biggest there.

Beam vs Orbs

Symmetra's Beam is one of those hit or miss weapons where you'll either be able to consistently charge it to level 3, easily melting the enemy tank, most commonly against Rein teams or where you can charge your beam off shields, or you'll struggle getting much value at all particularly against split compositions. However, your beam has a limited range so do be careful when chasing enemies who outrange you. And that's where your secondary fire comes into play.

Orb Technicalities

Your orbs should always be released on full charge, and are actually quite easy to hit as they have a much bigger hitbox than what is visually represented. Combine this with their high speed and some decent aim, and they're practically undodgeable, and are really annoying to play against - Especially when doing your TP bombs.

Lastly, spam orbs in between fights and the start of them, since you'll charge a large chunk of your ult from it.

TELEPORTER

Details

Makes Symmetra place a teleporter up to a 30 meter distance, with 200 HP, a 10 second duration, a cast time of 1 second paired with a 12 second cooldown.

Firstly, because of how versatile TP is and how many uses there are - Don't try to force yourself to follow a strict set of rules on how your TP usage, just apply these uses where you see fit in your game.

Spawn TP's

Firstly, to get out of spawn quicker. Whilst there is a 10 second duration, you can and should still use TP where you see fit, to skip certain pieces of map geometry. For example, on **Nepal Shrine**, just teleport from spawn to the highground, meaning you don't have to go all the way around.

Diving Enemy Backline

Secondly, you can dive the enemy backline, and you can optionally do so with a TP bomb. A TP bomb is just tossing turrets through your TP, typically into aggressive positions. A basic TP bomb is tossing one turret down on the ground, TP'ing, then tossing another 2 turrets through, but again, this is optional.

So for example, on [Lijang Control Centre](#), if you see a squishy flex support like an Ana or a Baptiste, you can pull this TP bomb off relatively quickly, and atleast force a few

cooldowns like Nade, Sleep, Regen Burst or maybe even lamp, and you're safe whilst doing all this because if you're feeling the heat, you just TP back. I will say that against mobile, slippery backlines like Lucio Kiriko and Moira, you shouldn't often be doing this, similar to how you wouldn't normally teleport into those kind of backlines as Reaper.

Contesting Enemy DPS

You can also contest enemy DPS, optionally with a TP bomb. Referring back to that [Lijang](#) example, if there's a DPS playing in white, you can pressure and contest that DPS with a TP, and then teleporting back if you're feeling the heat.

Force Cooldowns

This is already linked in to the previous 2 uses showed on Lijang, but perhaps you don't even take the TP, because the enemy team just prefire a bunch of cooldowns destroying the TP immediately.

Highground

You can also use TP to reach highgrounds that you couldn't reach beforehand, and your teammates can also use your TP for this same reason. The highgrounds on Kings Row 3rd Point are a good example.

Comboing w/ Abilities/Ults

Speaking of teammates, you can also use your teleport to combo with abilities and ultimates. There's a flurry of them you can combo with, like RIP TIRE, Blossom, Dva Bomb, Shatter, High Noon, and Terra Surge.

Rotations

There's also using TP to rotate yourself or your team past dangerous areas of the map - Particularly at chokes. For [example, on Nepal Village](#), if the enemy team are holding close, you can double back and TP main, or TP straight past the choke.

Kiting

If you need to run away from Grav, or to disengage from a Valkyire, Coalescence, Rally, or Beat, a defensive TP can greatly help with that, and in a similar vein, TP can also

allow you to play more aggressive off-angles as it gives you a free escape. And speaking of escape, you can chase down enemies who are trying to escape you.

SENTRY TURRET

Details

Makes Symmetra launch up to 3 small turrets, each dealing 40 DPS and a 15% movement reduction. The airpods are packing 30 HP, and are on a 10 second cooldown per turret.

Enhances What You're Already Doing

To put it simply - Turrets allow you to do what you're already doing to a greater degree.

1. Firstly, If you're playing to dive the enemy backline, as I've talked about with your TP in the last section, you can then use your turrets in a TP bomb to dive the enemy backline harder.
2. If you're playing to peel your supports, you can put turrets around you to peel them more, and if you're playing to mark flanks, you can put turrets on the flanks to mark them, giving you early information as to where they might be coming from
3. You can also use them to melt down the enemy tank to distract them from your beam, allowing you to melt them further. Just make sure to put your turret high up, as well as on off-angles to do this

So on [Lijang](#) - Just covering those three uses - You can put your turrets through the entrance to the point, you can put a turret by coast side to mark any flankers, or you can put a turret or two by your supports if they need some peel.

Distraction/Trap

Turrets can also be used to distract the enemy and by setting up a trap, drawing more attention away from the frontline. For example, on [Kings Row 1st Point](#) Defence, you can place 3 of your turrets in the corner of the choke, making it really annoying for a flex support to deal with.

If you happen to be dualling in a 1v1, you can also use turrets on the ground while fighting them to give you a slight edge, forcing their attention away from you.

Utilising Hitbox

And lastly, one overlooked detail of turrets is that they can actually block things thanks to their hitbox. Use them in dire situations to block incoming one-shots like a Widow or Hanzo shot, a high noon shot, or even Sigma's Rock.

PHOTON BARRIER

Details

Makes Symmetra deploy a 4000 HP barrier across the map lasting 12 seconds.

Aggressive/Defensive Usage

There's two fundamental uses of Sym's Wall - An aggressive and defensive use. For aggressive uses, place the wall straight, or vertically, and for defensive uses, place the wall flat, or horizontally.

If your team are running Lucio speed or are engaging head first into the enemy team, doing an aggressive wall will likely be the play. However, if you need to react to something like a High noon or a Bap Window, then walling defensively to cut off that ultimate might be preferred.

Unsure?

If you're unsure of what to do, just wall straight towards the enemy and you'll guaranteed get some value

Try and also wall on corners to cut the map into as many playable sections as possible as emcee explains [here](#). Try and also consider where the enemies will run to if you wall and wall in a way that you can chase them (https://youtu.be/GBPuN_-0ekU?t=999)

[Playstyle Done By Top 500 Symmetra Meta1](#)

TORBJORN

FUNDAMENTAL (TLDR)

Torb is picked for his added sustain and chonkiness in comparison to his hitscan counterpart Cassidy. If you can nail down the easier parts of his kit, being his turret and overload, then the biggest skill curve comes with landing his cheeto shots consistently, in order to keep up with the damage that heroes like Cassidy or Soldier will be constantly outputting. Turret flanks or off-angles, overload when dove, ult to zone space, and land those shots!

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RIVET GUN

Details

Makes Torbjorn fire rivets every 0.55 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, taking up 2 ammo per shot.

Range/Sightlines

Now it doesn't take a rocket scientist to understand that shotguns are good at close range, and not so good at other ranges. So the only time you'll be using your alternate fire, will be in close quarter combat, to consistently land a good chunk of damage - Especially against tanks, where you can guarantee every pellet will land. You could be ballsy and try to oneshot them with your standard cheeto, but to me, that's the equivalent of trying to oneshot someone as widow in close range. Sure, it looks and feels good when you do it, but it's not practical, it's less consistent, and it's just taking unnecessary risk.

Unless you're up against small hitboxes like a Tracer, meaning the spread of your shotgun is less forgiving, or you're up against slow moving targets in close range like a Widow or Ana scoped in, there's no real reason to not use the shotgun.

As for other occasions, 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, because you still definitely should, but just note that you may struggle a little more.

With that out the way, the range and sightlines you want be playing on Torb can vary wildly depending upon the enemy composition, just like with most mid-range heroes. If you're playing up against longer range snipers, utilising cover and flanking with short sightlines is likely the play. However, up against a more flanker based composition who have more lethality at shorter ranges, you're gonna need to be playing longer sightlines with cover. In a case like Hollywood attack 2nd Point, bunkering underneath utilising your turret and overload defensively, or pushing highground as a team unit, are likely the calls to make.

Increase Aim Consistency

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 counterparts. I am once again recommending iostux's aim trainer 'JPYHG', of which I have a nice cameo in.

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DEPLOY TURRET

Details

Makes Torb deploy a self-building turret with 225HP, 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 mains 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, just turret the flank that you think is gonna be more commonly used, and try to place the turret with cover, so it doesn't easily get destroyed.

The second type of turret is to use it as an extra angle of damage. So going back to **Blizzard World**, this would be on the highground right behind where the enemy team are pushing. The reason why off-angle turrets are so useful, is that the enemy team need to turn away from the frontline in order to destroy it, meaning that damage from you and your team is more likely to land onto them. Not to mention, your turret is more likely to shoot HP rather than shields when it's at an angle, meaning you actually gain ult charge from it.

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.

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.

Instead, if your team are holding by the green bus initially, tossing your turret by the coast side mega is much better. The turret has cover and can only be seen when the enemy team pushes forward, it's also a 2 in 1 in that it also acts as a burglar alarm for any flankers coming through left side, whilst also providing off-angle pressure.

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 flankers like 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.

But regardless of which turret you go for, your turret should almost never be front lining.

You should also be adjusting the position of your turret in accordance to what the enemy team are playing, and where they're pathing. If your turret isn't getting use at all, then reposition it in a different area.

Before I end off this section, there's an unusual use to turret which is to throw and use it aggressively when taking a duel, using the turret as makeshift cover. For instance, if you're duelling a Cassidy on **Route 66 3rd**, 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 cover. Not to get too much into the micro as well, but this can also block Cassidy's Mag Nade if he decides to toss it early.

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Torb's second ability, 'Angy Dwarf.' Makes Torb gain 100 additional overhealth, and 30-40 % buffs all around to his movement speed, fire rates and reload times - All of which has a 5 second duration, paired with a 10 second cooldown.

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 [Insert Spilo Clip].

A visual example of both of these uses being put into play would be on **Numbani 1st point defense**, where if the enemy team decides to rotate through highground and push out onto it, especially if they're on a comp that lacks mobility, you can activate overload to punish people walking out in the open.

However, if they're running a standard dive comp, a defensive use of overload would be to peel off a dive. This allows you to punish the enemy Winston or whatever the dive tank may be, whilst simultaneously giving you more survivability.

Another use of Overload, linking onto the last use of torb's turret, is to use it to gain an advantage in duels. Referring back to the Route 66 example, you could pop overload against this Cassidy, who needs six shots to kill you, whilst you have a slightly increased fire rate, movement speed, ammo capacity and reload speed over Cassidy. Do note that you do need to be able to aim your primary fire which can still be difficult.

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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 and a half seconds to deploy your molten core, and the pools last for 10 seconds a piece.

In terms of usage, one overlooked use 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 frontline, so they have to quickly back up, allowing your team to push past the corner.

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. By zoning these spaces, heroes like Genji or Echo or anyone with vertical mobility, can more easily take the highground.

There's also using molten core defensively, to zone the space around you, so heroes like Winston, Genji and Tracer, can't get on top of you as easily. Combine this with your overload and your turret, and you can see why Torb has a great set of anti-dive tools at his disposal.

Lastly, you ideally want to time molten core in midfights as Spilo explains here.

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

As discussed prior, Torb's overall playstyle hinges on what the enemy team will be running. If they're running short to medium range heroes or heroes that you outrange, you're going to be playing like a sniper almost, still taking angles, but the ones you do take will have longer sightlines.

A perfect example of this would be against a dive comp, where you outrange heroes like Sombra, Echo, Genji, Tracer, Doomfist and Winston, meaning you play your range as much as you can before they dive, and once they do dive, you pop your overload and should hopefully have a defensive turret set up. Make sure to be taking soft off-angles instead of hard flanking against dive - A concept I talk about a lot in my Ashe and Cassidy guides.

If however you're playing against comps that do outrange you, mostly being the sniper stuff, then you're forced to play short sightlines, being creative with your turret, and likely using most of your cooldowns aggressively to shorten the gap.

And if you're playing somewhere in between, like in a Poke Brawl Hybrid comp like Ramattra or Reinhardt, with heroes like Mei Cassidy Soldier and Sojourn, then those aggressive windows still apply. **For example on Kings Row 1st**, if you're playing Torb in brawl mirror, flanking through hotel fishing for a pick, and using your overload accordingly will likely be the best play. You could even toss your turret inside of the Hotel, marking anyone who dares come through it.

TRACER

FUNDAMENTAL (TLDR)

Tracer is best at controlling flanks thanks to her incredible mobility and high damage as a flanker. Depending on composition, you may want to dual the enemy backline, or discourage enemy squishies from taking angles - Almost like a Shepherd herding sheep back to its herd. Have good trigger discipline, use terrain during your blinks, try and pulse bomb squishies, and time your engages well.

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Tracer's weapon, the 'One Clip Machine.' Makes Tracer shoot her pulse pistols, dealing 5.5 damage per shot, at 1200 RPM with 40 Ammo.

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, when in fact, this is one of the biggest fundamentals on the hero that can make or break your ability to dual in 1v1s.

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, and/or start to slowly close the distance.

The last bit of Tracer micro I want to touch on, is Cover Usage, and reloads. This does link in with your blink management, but using cover and corners allow you to get a reload off, as well as dodging and duking any shots from the enemy. Only when you have a full clip or close to it, should you then be aggressing with your blink, looking to dodge the enemy's damage. Speaking of your blink...

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Tracer's first ability, 'Blink' 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 1v1s.

Knowing this, there's a few implications.

Firstly, you should be dodging and dinking when you actually have ammo to shoot the enemy. If you don't have any ammo, then play corners and cover to buy time to reload. Utilising cover is actually really really important on Tracer during your engage, because if you blink out in the open, you're gonna run out of blinks really quickly. Here's Ex Contenders Coach Sword giving a good example of terrain usage to conserve blinks, also coming up with the 1.5 blink rule meaning you should always have 1.5 blinks available at all times.

Linking onto that, you should avoid blinking when the enemy is reloading. Most reloads are 1.5 seconds which, while it doesn't sound like a lot, when you're trying to conserve your blinks, every bit matters.

On a broader level, most of the time, you don't want to use blinks to reach your target, but rather to use it when engaging an enemy. This is really important in Solo Q environments, since, if you're in a team and you want to get in position quicker, you can communicate to say that you need more downtime to get all your blinks back before you engage.

You also want to ideally finish off a target with a blink remaining to have an almost guaranteed route of retreat. For example, on **Rialto 1st Point attack**, say you're dualling the enemy backline and things are good. You're utilising terrain well to conserve your blinks and get reloads off, and your trigger discipline is on point, and you send their zen to spawn. What do you do now? Well, hopefully you still have atleast a blink available, meaning you should blink out to the nearest piece of cover. If you're in a really tight situation then recalling here is also another option. Regardless, if you're blinking behind the enemy team, grab a healthpack and re-engage from behind once again. Or you could blink in a position closer to your team, where you can receive some support.

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Tracer's second ability, 'Ite, I'm boutta head out' Makes Tracer rewind the last 3 Seconds of what happened, taking 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, in terms of broader usage, recall is your last resort. It's your

get out of jail free card, using it to primarily escape duals that aren't in your favour, allowing you to gather back HP, giving you some breathing room. The duration of recall also gives you a bit more time to charge up a blink, allowing you to make your escape easier. It's not uncommon to see Tracer's recall and blink out. And perhaps something you could do that I haven't seen talked about, is that during the recall animation, you could use that time to think about where to blink out too, instead of blinking out in the open.

Because of the lengthy cooldown, and the fact that you want to maximise your uptime on Tracer, only recall when you need too. And as I've talked about prior, doing the basic fundamentals of Trigger Discipline, Reload Management, Blinking to Duke, and utilising terrain or cover, should all help you put less reliance on your recall.

One last thing I want to touch on with your recall, is linked onto unnecessarily using it. For example, the amount of Tracers that triple blink and recall after they pulse bomb amazes me. Sure it looks flashy, but it's impractical from an uptime perspective. Blink out from danger if you can, instead of always resorting to recall.

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Tracer's Ultimate, 'Tick Tick Boom' 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.

Now comes in target priority. Do you pulse bomb tanks, or squishies? Now despite tanks being easier targets to hit thanks to their bigger hitboxes, I still think pulsing squishies, since it's a guaranteed kill, is the right move to make. I believe at the pro level, pulse bomb attach rates are above 60%, and considering that sticking a pulse bomb on a squishy is pretty much a guaranteed fight win, there's no real reason to stick tanks unless you can confirm the kill.

In essence, 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.

—

Aside from that, there's not much to pulse bomb. Now onto the most important section of the guide; Positioning, Playstyle and Compositions.

Before I get onto that bit though, I quickly want to cover timing. In short, the more aggressive and lethal your engages are on Tracer, the later you want to time them into the fight. This is because as the fight goes on, your frontline will be drawing more and more attention away, allowing you to be more aggressive in the back. This is really important if you have pulse bomb, but if you want to just split attention and create some space for your team, then going a bit earlier isn't a bad idea [Insert Spilo Clip].

Now onto the playstyle stuff. Tracer is one of the most versatile heroes in the game and can fit into pretty much any team composition. This is why I'm gonna use a similar example to the one I used in my Sombra guide to help explain Tracer's different playstyles, and the benefits and drawbacks of running Tracer over Sombra.

So don't place too much attention on the map right now, just focus more so on the team composition of Rein Lucio Moira Ashe and Tracer, and the different playstyles you have.

The first thing you can do on Tracer, and is a classic, traditional playstyle, is to flank behind and go for backline. Now I actually advised against doing this in my Sombra guide because Sombra lacks the damage and mobility that a Tracer has. As Tracer you could pretty easily dual a Moira or Ashe, but to avoid that Lucio, make sure you time your engage later into the fight, as Spilo talked about in that Eichenwalde clip.

Another option you have is mirroring or clearing flankers. Mirroring just means matching or facing a hero, so here, if their Tracer decides to flank onto your backline, you could clear her out, using all those tips I talked about earlier in the video. So why would you want to do this? Well, if your backline is very squishy, like Ana Zen, you can help keep them alive. Your Zen can also give you orbs, which make you have the advantage in the dual, and generally speaking, Ana Zen will get more value than a Lucio Moira due to their damage and utility.

Your third option, which is linked onto that, is to control flanks. Now by dualling and mirroring their Tracer, you kind of are doing that, but this is more broadly referring to their Ashe. If their Ashe decides to hard flank or take an angle, you need to be on top of that. And this is what Tracer is really good at - Almost acting like a shepherd, herding the Ashe back to the herd of her teammates. [Insert Spilo Shanghai Clip]

And that's pretty much it for Tracer. Unfortunately, you don't really have the range of Sombra to farm their tank consistently, although if you have cover and a good angle you could still do that I suppose.

In short, Tracer's amazing ability to dual pretty much anyone in the game, and her ability to be pretty much anywhere on the map, allows her to easily control anyone who dares to flank, as well as giving her the flexibility to dive the enemy backline. Depending on how much of a glass cannon your backline is, you may want to mirror or clear flanks before heading straight onto the enemy backline.

WIDOWMAKER

FUNDAMENTAL (TLDR)

You obviously should be playing long ranges - That's a given. And your mechanics are important - That's an even more obvious given. But the difficulty in widowmaker comes with timing, and especially in sniper duals, the angles you take. Don't peek angles too early especially if they're aggressive, and try and stack as many advantages in your favour when taking a dual. Actually use your SMG Up close, venom mine flanks, and don't waste your infravision.

—

Widow's primary weapon, 'Chipsa's Demon.' Makes Widowmaker fire scoped distanced shots dealing 120 or 300 damage with a fully charged shot to body or to the head. Widow can also switch to an SMG dealing up to 130 DPS, dealing 13 damage per bullet. For reference, that's 10 more DPS than Zenyatta shooting his orbs normally.

I'll begin with your SMG because it's actually quite a simple yet overlooked aspect of your kit. Simply put, your SMG is gonna be the thing you'll be using up close. I know people like to try and get all MLG and getting that headshot up close, but it's simply too risky. Unless you know that you're gonna die so you might as well try and get a trade, SMG'ing does more DPS, and preserves your mobility [Insert Jayne Clip].

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 flankers have a tough time reaching you,, or where hitscan damage starts to enter in heavy fall-off ranges. I'll also talk about this example again in the positional section of the guide, with regards to vision and lines of sight.

Building off of this further, you always want to be constantly repositioning yourself and almost never peeking the same angle twice in sniper duels. The enemy sniper is gonna know where you are, and you'll have lost your advantage. [Insert Spilo Clip]

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 friendly teammate occupies and distracts their sniper.

Next, linked onto that Spilo clip, I want to talk about corner usage. I explain all of this in my Ashe guide and whilst I don't like reusing certain clips or concepts from my other guides, I think this is really important and useful for widowmaker especially when taking into account different positions you can be in, so I'll play the clip here.

Now going even further - I've already talked about a few advantages you can have on Widow, being to reposition yourself and to acknowledge the different advantages you have with regards to corners. Here's ioStux detailing a bunch more that you should keep in mind.

Now onto the timing of your peeks and your pressure on Widowmaker. Generally speaking, the more aggressive or greedy your angle, the later you have to time it. Make sure to not time your pressure when you're scoping in too early, otherwise you might get picked off early since the entire enemy team have time to focus on you.

Lastly, In terms of improving your aim and mechanics, I've already recommended this a few times, but use iostux's aim trainer '**JPYHG**,' which progressively overloads how difficult your aiming has to be.

—

Widow's first ability, 'Batman's Grappling Hook.' Makes widow launch a grappling hook from a maximum range of 20 meters away, with a cool down of 12 seconds.

A bit of micro to start off with, especially if you're new to playing widow, is to ensure **your grapple sensitivity** is low to prevent you accidentally grappling things that are miles off your crosshair.

There's three main uses of Widow's Grapple, the first being to use it defensively to escape danger.

There's really not much to this, just grapple as far as you can when you're getting dove, to create as much distance from whoever's diving you as possible.

The second use of Widow's grapple is to obviously take high ground angles where possible. For instance, on **Havana 1st Attack**, as soon as your team turn the corner, you grapple up to highground and you have a nice angle over the enemy team. I'll also refer to this in the positional section too!

The third and last use of grapple is for the grapple hookshots. I talked about advantages in taking sniper duels in the last section, and this is quite a big one for Widow. Especially on maps like Circuit royale that don't have many different angles you can take, grappling up and dynamically changing your position mid-air makes you harder to hit, whilst your crosshair remains relatively still. [Insert Spilo Clip]

—

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. As for the target who gets hit by the venom mine for the 5 second duration the venom mine has.

The main use of venom mine is to use it defensively, almost like an alarm bell, to alert yourself of potential flankers. That's basically it. For example, on **Rialto 1st Point defense, you could place your venom mine by the stairs, or you could place your venom mine close to you, so if a Genji dashes onto you, they get hit by** the mine by proxy.

The biggest thing with venom mine is that even though it's extremely simple to use, so many Widow players forget to use it, or they toss it straight into the enemy team. Sure, if the enemy team aren't running any flankers, then venom mine is kinda useless, but the last thing you want is to lose a fight because a flanker was left on 1HP, who could've been killed with your venom mine.

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. Back in Overwatch 1, there was an infamous use on **Hanamura 1st point defense, but** for Overwatch 2 maps, I don't know of any other examples - Maybe the comments can give some suggestions down below.

—

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 short, by seeing the enemy team's position,

you can take certain flanks that are often more aggressive, knowing that you're gonna be safe. 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 myself explain here, from about 2 years ago.

And that's really the main thing with infravision. Pop it as the teamfight begins, and use the information to take certain positions that you might not be confident taking otherwise.

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Onto the Positional, Playstyle and Compositional section of the guide.

In terms of general positioning, there are 4 key principles which I'll showcase on **Blizzard World 1st Point Defense. The first rule is to have some kind of cover, in order to stop taking damage at any moment. The second rule, and this is really key, is to have a** good, wide LOS. In this example, your LOS is mediocre, but that's mainly down to map geometry. Here's Spilo giving an example of why having a level of vision over the map, is good for controlling and zoning space. This actually why maps like Junkertown and Havana are so powerful for Widow. You can literally see the majority of the map due to the lack of flanks, cover, and long sightlines. Blizzard World 2nd point is also a good example of this.

Anyways, when you're not on those maps which are clear cut cases, do try and keep this in mind, and back to the rules. The 3rd rule is distance from angles. This is where you have plenty of distance from a flank, in order to react in time in case a Tracer or a flanker sneaks up on you. And the last rule, is rotations. This is where that infravision information can come in handy, since you can take these more aggressive rotations knowing a flank may be clear.

Now onto your playstyle against different comps.

There's two key factors that dictate your positioning, which is the range and mobility of the enemy composition.

Against comps with high range, but low mobility, so your typical poke brawl hybrid, or a straight up poke comp, because there's low mobility, the key thing is knowing that you can go for more aggressive and greedy flanks, because nobody is going to be marking you.

On Rialto 1st point attack, for example, you could legitimately flank all the way around the coast side and take the back highground if you're not playing against any mobile heroes, or in other words, any flankers. Again, you've got cover, a nice, wide LOS, and distance as talked about prior. Now the less risky play is to just play on the other piece of highground and that can still provide plenty of kill potential. But if you're struggling, then going for the more aggressive play can be an option.

Now what about playing against comps with low to moderate range, but high mobility? In other words, playing against some variation of dive, or playing against flankers?

Well the key thing is to stay within range and LOS of your supports, taking soft-off angles to pressure out anyone who peeks, including their tank. Once you get dove, grapple away, and you should hopefully receive some form of peel.

ANA

FUNDAMENTAL (TLDR)

You as Ana should generally be using your sleep dart defensively, and your biotic grenade offensively, looking to move and rotate to positions in the midfight to find cheeky angles to toss your nade aggressively and land big purples. However, if you're against a full dive composition, your priority is survival, and you're still moving and rotating in the midfight, but to positions of cover, and to where your team can help you.

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BIOTIC RIFLE

Details

Makes Ana shoot out darts dealing 75 damage or healing dealt over time. If Ana zooms in, the shots will be hitscan, and if not, the shots will be a small but fast moving projectile. The rifle has a magazine size of 15, and when scoping in, you also experience a movement speed decrease of 65%, which I'll get into why this is important later on.

I'll cover some technicalities first.

- 1) Firstly, 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) Next - Quickscopeing . When holding the ADS 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.

But, Why Quickscope?

- 1) Firstly, As the shot fired is hitscan, you don't need to predict the movement of your teammate. This is especially useful when you're at range and a genji is double jumping in mid-air, since it's hard to predict that kind of movement.
- 2) Quickscopeing minimises the movement penalty, and the decreased field of view

Now onto the Healing Vs Damage dynamic. In short, don't just healbot. If your Reinhardt is missing 50 HP whilst there's a Pharah aggressing in open space, focus the Pharah. Generally speaking, target priority in general comes down to what's dangerous, and what's easy to kill. A pharmacy hovering and firing damage boosted rockets to your team is relatively easy to shoot, and can be relatively dangerous.

Lastly - Scoping Vs Hipfiring.

In short, scoping in means shots are easier and faster to land than projectile shots, but the cons are that it's easier to be 1 shot due to your reduced movement speed, and the reduced FOV may mean you suffer from tunnel vision. Here's Mineral explaining the distance differences when it comes to hipfiring, or scoping in.

Considering all this, you should avoid staying scoped in for more than 4-5 Shots unless you're playing in Narnia, which you shouldn't be doing anyways as you're likely not able to get good angles for your nade. Speaking of which...

—

Ana's first ability, 'purple goop.' Makes Ana toss a grenade dealing 60 damage and 100 healing to enemies and allies respectively, in a 4 meter radius, with a 4 second duration, and a 10 second cooldown. The affected allies receive 50% more healing than normal, including from health packs, whereas affected enemies cannot receive any healing at all. Nade is cleansed by Kiriko's protection suzu.

Before I get onto usage, I thought I'd say that if you wanna purchase coaching from yours truly, just join my discord down below, or DM me for more details!

The main way you'll be getting value out of Ana's Nade is by aggressively nading squishies, when your team can follow up. This is heavily tied to the positioning section of the guide, but here is me giving an example of when and where you should be looking for these game changing nades.

There's also the timing of your nades too. You could be the best 5 man anti nade in the world, but if your team can't follow-up, then it's kinda pointless. Not to mention, it's easier to nade when your team are doing stuff since not only can they follow-up, but it's more likely that your nade will hit in the first place. These 2 reasons are exactly why you nade when your Reinhardt swings, or when your monkey dives in.

There's also defensive nades where you just nade yourself to stay alive, or you nade a teammate for the burst healing. Again, this is heavily tied to the positional section.

And lastly, something I don't see many Ana guides talk about, are set nades. These 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 in a specific spot. There's a workshop code 'M9G6P' which is up on the screen right now, so you yourself can find some of these nades by watching their arc. I also recommend checking out KarQ's set nade video for more details.

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Ana's Second Ability, the 'Only CC Support Ability.' Makes Ana fire a dart rendering an enemy unconscious for up to 5 seconds, with the sleep dart being on a 14 second cooldown.

Sleep dart is one of those abilities you don't often proactively use to get value, since it's a defensive ability. Think of it like Orisa's fortify - You're not actively looking to get value out of fortify, you just use it when you're reactively pressured to stay alive, and the same is mostly true with Ana's sleep dart.

However, there is one main exception, and that's just when you don't get pressured at all. If the enemy team have no flankers you need to worry about, tossing a sleep dart and hitting the enemy tank is just free value you could be missing out on. But be weary that doing this against teams with high mobility heroes who can dive you, since this can provide a window for them.

—

Ana's ultimate, 'Finka's Adrenal Surge.' 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.

Back in Overwatch 1, ML7, Top 500 Ana streamer, made a Google Spreadsheet, link in the description or in the top right, and a video covering what heroes to aggressively nanoboost. Obviously there have been new heroes to Overwatch 2 as well as some reworks, but his sheet still mainly applies.

In essence, aggressive nanoboost usage enhances a high damage, or high mobility, or ideally both traits in a teammate. It's why nanoblade is such a threat since it enhances Genji's damage and indirectly enhances his mobility by him being able to get his dash reset more often.

But an aggressive teammate may be a Reinhardt or Ramattra pushing in, or a Junkerqueen who's ulted in the enemy backline, a Sojourn or a Soldier taking an angle using their ultimate, or a Zarya aggressively graving backline - You get the picture.

The other two uses are to revert pressure, or for defensive reasons.

Reverting pressure means you nanoboost someone who might be losing a duel, like a DPS on an off-angle, or a Reinhardt getting run over by the enemy Reinhardt, and all of a sudden, the added HP, damage reduction, and damage boost, immediately swings that duel and reverts any and all pressure that was once on them.

Imagine you're on Junkertown 3rd and your DPS are taking a duel, and all of a sudden, your DPS gets chunked pretty bad, and they get pushed on. Now when you nanoboost, you catch the enemy off-guard, your DPS now wins that duel, you've just won a vital piece on the map, and you're now a man up, almost guaranteeing you this teamfight.

And lastly, nanoboosting for defensive reasons, refers to saving a teammate's life. For example, sometimes in the Overwatch League, you'll see Ana players nanoboost their Zen or mercy when they're being pressured in order to keep them alive, and maybe even revert pressure too since a nanoboosted zen can dish some damage.

—

Now onto the positioning and playstyle section of the guide.

Before I want to get into the nitty gritty of positioning with not only Ana, but supports in general, here's egoistcat giving a general, broad overlook of how supports play in Overwatch 2. [Insert Clip]

Positioning can be broken down generally into 4 rules for most heroes, which I'll show as Cover, Lines of Sight, Distance from angles, and rotations. But, unlike other heroes, all 4 of these rules are extremely important for your own survival as Ana, as well as your ability to find those nades.

Here's an example to express this on Lijang Gardens. Here are all the points on this side of the map with cover but let's say you're playing this side of the dojo. Here, you also have line of sight onto point, onto the rest of coast, and into dojo. Line of sight is important because not only does it mean that you can actually help and heal your team like normal, but it also means your team can help you if you're in danger. If you're all the way stuck over bridge and you get dove, you have no line of sight, meaning nobody can help you. [Insert Spilo Monke Clip]

The third rule is distance from angles, or flanks. This just means keeping as much distance as possible from different flanks or threats so you have time to react, land damage, and run away from flankers. This example on Dojo, means Tracer has to travel a very long distance to get to you, and you also have enough time to react to threats coming to Dojo.

And lastly, you also have many rotations to different angles and positions with cover. Both aggressive rotations, where you might want to look for a nade, like through Dojo, or defensive rotations where you look for health packs, places where you can retreat, or where you move to your team for help. [Insert Spilo General Clip]

When you go for aggressive rotations, refer back to the thing about nade timing. You wanna go for these rotations when your team are doing stuff, because nobody's looking at you - They're looking at the tanks drawing attention.

That entire section might be a lot to digest so let me simply summarise it in 6 Words - Aggressively or Defensively Move With Cover. Staying static, regardless of what composition you're against, is a death sentence for you in Overwatch 2. If you're playing against more static, immobile compositions, look to move to aggressive positions where you can fish for big anti nades, and maybe even sleep darts too. If you're playing against more mobile, divey compositions, look to move to more defensive positions with cover, and/or where your team can see you to help out, using your sleep and nade defensively.

I know I only went over one example in high detail, but hopefully the principle of teaching a man how to fish for life rather than giving him a fish for a day, carries across here.

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Now onto Ana's Backline Synergies.

Ana Kiriko: A high utility, versatile support duo. Kiriko makes up for Ana's lack of mobility, and the greatest downside of this duo is that it's a bit of a jack of all trades, but master of none kind of thing. It lacks the brawl capability of Ana Brig, it lacks any speed compared to Moira Lucio, and it lacks the double hitscan effect of Ana Bap. But for most situations, you shouldn't complain about this pairing.

Ana Moira: Ana makes up for Moira's lack of utility, and actually, in the higher ranks, because Moira's in top 500 mainly play as flankers, you'll be hogging up most of the healing. Nothing too much to say here other than Moira lacks any ability to peel and if your Moira healbots, you have to be going for aggressive anti nades.

Ana Lucio: This pair optimises Ana for brawl comps, due to Lucio's speed. Don't tunnel onto your brawl tank healbotting them - Still look for gaps and areas to find value off your nades, and Lucio's speed can also be useful to help you rotate more aggressively or defensively as discussed prior.

Ana Mercy: A good mercy will mainly be pocketing the DPS - I'm sure you all know about the SOJourn mercy crisis currently going on. This relieves the burden of healing off you to just your tank, and your ability to once again fish for those nades. If you are playing defensively for whatever reason, like you're up against a hard dive comp, stay in LOS of your mercy, and keep your distance from those flankers. Cover is really important here.

Ana Zen: The classic glass cannon duo. High utility, high damage, strong ultimates, and relatively high though inconsistent healing. This is best suited for longer ranged maps though at that point, Bap Zen or mercy zen might be the better pick, hence why you need to make up for it in the value you get with nade.

Ana Bap: Just play this duo against pharmacy. In higher ranks atleast, Bap Ana is pulled out when your team is really struggling with Pharmacy, and your Bap acts as a 3rd DPS. In fact, the Spitfire back in 2021 pulled this out against the Paris eternal to deal with pharmacy specifically. The issue with Bap Ana is that it struggles against dive, so be weary of that.

And lastly, Ana Brig. It's unfortunate that Brig lost her stun in Overwatch 1 which made this duo quite powerful, but Brig can still do a solid job puppy-guarding for you. Make sure to rotate together and maintain LOS, and let Brig pack her DPS whilst you do the rest.

BAPTISTE

FUNDAMENTAL (TLDR)

Baptiste obviously has his high utility immortality field, but make sure you are getting use out of your gun damage wise. Don't just healbot - Look for different angles to take and rotate to in the midfight with the help of your exo boots and amplification matrix, to take the fight into your own hands and become a 3rd DPS. Also, don't waste your regen burst, and toss your lamp around corners when your team are about to die.

—

BIOTIC LAUNCHER

Details

Makes Bap shoots a 3 round burst dealing 25 damage per round. Alternatively, he can fire healing nades, dealing 50 splash healing or 70 direct healing, with a fire rate of 0.9 seconds, and an ammo capacity of 13. The reload time is 1.5 seconds.

The most important part of your gun, is to interweave the healing and damage. Too many Bap's either just healbot completely, or just solely deal damage whilst their team is low. The general rhythm is to shoot twice, then heal, but you can also shoot heal shoot heal, if that's more comfortable, or if that allows you to land your healing more accurately - Here's Spilo explaining when and how to do the min maxing.

However, we can go a step further with your target priority, and who you should be damaging. Generally, your target priority comes down to who's the easiest to kill, and who's the most dangerous person on the enemy team. Therefore, shooting an aggressive Tracer in the backline, or a frontlining Reaper walking forward, or a backline supports who are in open space, take priority over autopiloting and shooting the enemy tank. [Insert Spilo Clip].

Next - You can fire Your Heal Nades Into the Air Before a Teamfight to increase your healing output by double, or to deal damage whilst your nades fall from the sky. You'll

do this stuff on defense at the beginning of a teamfight - Think Blizzard World 1st Point Defense.

—

Bap's first ability, 'Secretly The Most annoying ability to play against.' Makes Bap activate a burst of healing in a 10 meter radius, dealing 100 burst healing, or 50 burst healing, depending on whether you're below or above 50 percent HP respectively. It also deals 50 healing over 5 seconds no matter what. The cooldown is a lengthy 15 seconds.

The biggest mistake players make with their regen burst is that they don't actually hit their teammates. Guys, 10 meters is a short ass radius. It doesn't have the range of Brig's inspire, and considering it's on a lengthy cooldown, you can't just be wasting the cooldown because you were 5 meters out of range.

With that being said, once you activate regen burst and allies receive it within the radius, they can go out of range and still receive the healing. But if they're out of range or line of sight initially, then they move into range or line of sight, they still won't receive the healing.

In terms of usage, regen burst is pretty easy to use, but it's also pretty easy to misuse. Regen burst should be used when either you or a nearby teammate are under pressure and they need the extra burst healing. Conversely, regen burst shouldn't be randomly used for general additional healing, since if you do this, when your tanks actually need the extra burst of healing under pressure, your regen burst will be on cooldown. Obviously, again, make sure your team are actually within range to catch your regen burst.

And lastly, try to not stack your regen burst ontop of your lamp since it's kind of inefficient. Just use your lamp first, then your regen burst after, or vice versa.

—

Bap's second ability, 'Samito's Arch Nemesis.' Makes Bap throw out a disk-like device that emits an immortality field for 5 seconds, where allies cannot drop below 10% of their HP. The device itself has 150 HP, and has a lengthy cooldown of 25 seconds.

The most basic thing with using your lamp is to just toss it around corners so it lasts. The reason why corner lamps are more effective is that it forces the enemy team to turn the corner out into open space, to just get rid of the lamp.

But generally speaking, how and when do you lamp? Well I see 2 main factors - HP, and aggression, both of which are intertwined. Obviously if a teammate is on critical HP, then they're likely taking a lot of aggression, but I think aggression should be the main factor as to whether you should lamp, and ignoring this is likely why you lamp too late or just when a teammate dies. If a teammate is full HP, but a nanoblade genji has just dashed after them, you should probably be lamping immediately. If your Reinhardt is full HP but is getting walked over by a nanoboosted ramattra with speed boost, he's gonna need that lamp, because of the aggression that he's gonna be taking. So if you misuse your lamp it's likely because you used it when there was no aggression at all, or you were too slow to recognise the aggression.

—

Bap's Passive, The 'Jumpy Bois.' Makes Bap charge his boots when he crouches, to provide enough force for him to jump in the air up to 9 meters.

There's no super big brain use to these other than trying to attain highground, which I'll briefly touch on in the positioning section, or to avoid ultimates like shatter. Just make sure you don't become one of those pogo jumping Bap's who get their head dinked on by a widowmaker.

—

Bap's Ultimate, the 'Goalkeeper.' Makes Bap create a matrix that amplifies healing and damage by 100%, lasting 10 seconds. The orientation can be changed by pressing the ultimate button again.

There's two main matrixes I see - The first is to zone and take space, and the second is for selfish, independent damage. Let's talk about the first matrix.

Here, you generally matrix on corners out into open space, and then your team pushes forward and/or onto highgrounds [Natter Clip]. Here's also another example on Blizzard World 2nd, where you matrix the highground to deter the enemy team from staying there.

And then there's the second type of matrixes, which are more selfish, and focus on you dishing out your own damage from a different angle. [Insert Natter Clip].

In Overwatch 2, where the map is often more open and you can't just heal bot, individual or selfish windows are super important to find in the midfight, which leads me nicely onto the positioning section of the guide!

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For those who've watched my guides you'll know that for most heroes, there's 4 general rules of positioning - Cover, Lines of Sight, Distance from Angles, and Rotations. But Bap is special in that, unlike heroes such as Ana or Zen, Bap has vertical mobility, which is important for rotations. I'll use Kings Row 3rd point to illustrate these 4 rules.

Firstly, here, you have cover. Cover is super important because it allows you to stop taking damage at any second, and it prevents you from wasting cooldowns out in the open. [Insert Spilo Clip].

Secondly, you have line of sight, meaning you can see the entire battlefield. As a general rule, the further back you are, the more you can see and the wider your FOV is. If you were bunched up right next to your tank, you'd be able to see fuck all around you, like whether there's dual going on right by the mega, or whether your DPS need healing from highground.

This leads me into the third rule of distance from angles - This just means you have enough distance to react to enemy flankers, like here on Kings Row, you have enough distance if a Tracer decided to flank by mega.

And lastly, rotations. This just means being able to move to more aggressive positions, like on highground, which ties back into your exo boots. Note how this position also gives you cover, line of sight, and a great angle for a selfish matrix to carry the fight as talked about in the last section. Then, you could look to rotate to the other piece of highground when the enemy team are coming back from spawn. Just make sure you do these rotations in the midfight, when your tanks are drawing attention, so you don't get caught out moving in open space.

—

Now onto Bap's backline synergies.

Bap Kiriko: Of course there's the classic double immortality but what's more interesting in my opinion is that you really have all of your bases covered with this duo. Kiriko can cleanse Anti's, you both have enough sustain, mobility and damage - Just like with ana

kiriko, you shouldn't be complaining if you get this duo on your team, though some swaps like to lucio or mercy may fit some compositions better.

Bap Brig: This is built for peel and aoe healing. Whilst this combo isn't as strong as it once used to be, and that there are better alternatives who offer different utility, if you want damage and sustain, this is likely your go to.

Bap Zen: This is the most alike to a glass cannon, with a high amount of range and poke damage, hence why you should be playing this on maps like Havana, Circuit Royale, and Junkertown - All of which have long, narrow sightlines. If you plan on playing this combo on other maps or against dive for whatever reason, make sure both of you rotate as one, that you keep as much distance as possible, and are surrounded by cover.

Bap Lucio: This duo is heavily optimised for brawl comps as the London Spitfire showed in the last season of pro league. Try not to run any DPS that might want to play completely separate from your core, since there isn't much ranged healing here. Keep good LOS on your team and interweave that healing and damage when your rein's feeling the heat.

Bap Mercy: This is like when you're playing mercy zen but you're getting rolled on zen, so you decide to go kiriko, bap, or brig. Your mercy will take care of your DPS giving you time to deal your own DPS. Nothing too special about this duo here.

Bap Moira: This duo has the most raw, area of effect healing in the entire game, but that's not what you're playing this for believe it or not. Moira's in top 500 actually fully lean into the DPS playstyle, and you can too since you also have enough sustain. Both moira and baptiste can dish out their fair share of damage by taking aggressive positions, thanks to their sustain.

Bap Ana: Just run this if you're struggling against pharmacy, and don't run this against dive.

BRIGITTE

FUNDAMENTAL (TLDR)

Thanks to Brig's newly founded burst healing in her repair packs, Brig is now the ultimate peel, or protection support. But, not just for her other support, but for her DPS too - Look to position yourself on off-angles not only to help your DPS, but to also threaten the angle yourself thanks to your bash and flail. Pack squishies, play cover, and look to brawl in the midfight.

—

ROCKET FLAIL

Details

Makes Brigitte swing her flail dealing 35 damage in a 6 meter radius for as long as she wants.

There honestly isn't much else to your regular flail. You could use it to trigger inspire up close, then to bash out immediately after, but most of the time, you could just achieve the same thing with your whipshot. You can also turn your camera to hit multiple enemies at once, but that's about it.

—

WHIPSHOT

Details

Makes Brig throw her flail a distance of 20 meters, dealing 70 damage, and with a cooldown of 4 seconds.

I.D.K.

There are three main uses to Brig's Whipshot, which I'll use under the acronym '**I.D.K.** - Just like the rapper**. ** This stands for: INSPIRE, DAMAGE, and KNOCKBACK

Inspire

Simply put, flail large hitboxes and tanks who off-angle or push aggressively,, flail when a Sigma drops his shield, flail when a Rein uses fire strike, flail after Zarya uses a bubble, and flail as soon as the enemy wrecking ball reaches his apex with his piledriver.

Damage

I'm sure you guys know of the old oneshot combo, which used to be bash, flail then whipshot, which does 155 damage. However, there's a bug with brig's shield to where you can cancel it with whipshot immediately, meaning the new combo is to flail first, then bash and whipshot, meaning you can burst down a tracer if she's close to you.

There's also whipshotting to finish off a target, or for general pressure. With this, I will say that you should definitely be looking to land your whipshots on a Tracer if possible. You immediately half her HP with a 4 second cooldown, meaning you'll likely force a recall if she's not getting healed. 70 damage to a tracer who has 150 HP, is a lot more meaningful than 70 damage to wrecking ball who could have 4 Digit HP.

Knockback

There's the environmental kills you can net with this, but the knockback is moreso for peeling purposes. For example. Whipshotting a Winston jumping at you so you force his bubble early, whipshotting a Ball using his piledriver so he misses, whipshotting a tracer so she can't track as easily, etcetera.

Not Whipshotting

There's actually an additional use of Whipshot which is, not whipshotting. This is because the knockback you deal might actually end up booping a target to safety - Though I will say that scenarios where you whipshotting actually causes a lost teamfight, are few and far between.

—

REPAIR PACKS

Details

Makes Brigitte throw a ranged healing pack that heals an ally for 100 healing over 2 seconds, as well as immediately giving them 25 HP. You have 3 charges,, with a 6 second cool down per charge, and a maximum range is also 25meters.

Pocketing DPS

The Fundamental use of repair pack is to time it on your DPS for when they are aggressing; Particularly when they are taking duels. This could be an echo diving highground, a Tracer fighting for an angle or diving in the back etc. and especially with the...

Burst Heal x Peel

Because of the new 25 burst healing repair pack does, you can stack these ontop of eachother to make one of your teammates essentially unkillable. [Here's An In-Game Example](#) where the Brig Double Packs the Zen against a Top 500 Ball Tracer dive, and is basically unkillable.

That doesn't just apply to Zen of course, but also to any other squishy teammate.

Wastage

A last note before moving - Please, don't waste your repair packs. If you waste them, you won't actually have them for when you need them, and can easily cause a lost teamfight.

–

SHIELD + BASH

Details

Gives Brig a 300 HP barrier that gets put on a 5 second cooldown when destroyed. Her bash makes Brig charge forward 12 meters dealing 50 damage on a 5 second cooldown.

General Shield Usage

Brig's shield is often just viewed as a medium to use her Bash, but good use of Brig's shield can be a lifesaver. Your shield will mainly be used to make rotations safely, and/or to survive or threaten a duel. With the latter, I'll elaborate more in the playstyle section.

Shield Dancing

This'll be particularly useful when dualling - Just weave in your shield with your swings, allowing your armour and inspire to relieve the pressure off your shield. If you're dualling a Soldier on an off-angle for example, you'll want to save your shield in anticipation for his helix rockets, because of it's burst damage. However, you can regularly weave in your shield with his normal primary fire since it's small increments of damage that your armour and inspire can slowly absorb/heal up.

3rd Person Scouting

Holding Brig's shield also puts you in 3rd person, which can be useful for scouting where the enemy team are coming from, and may change how you want to position.

I.D.M.

HolyShiftKid covered this in his Brig Guide on OW2 release but likewise to your whipshot, there's 3 uses of your Bash - For Mobility, Damage, and Inspire.

Mobility

You'll be using Bash to escape danger especially on off-angles. [For example, on Rialto, say you're holding either of these off-angles with your DPS.](#) If there's too much pressure, you can simply bash for mobility to escape these scenarios.

Also jump at the end of your bash to conserve a bit of momentum

Damage

Here, you'll be using Bash to finish off an enemy or to quickly burst one that you think is killable. [For example, again on Rialto, if you're holding this highground on first point defense](#) and a Genji, Hanzo or Ashe decide to come up to it, you can use bash aggressively to put pressure on these squishies, which should force them off highground or atleast force them to get healing. The 155 combo can also come into play here as well. HolyShiftKid advises using Bash as a finisher in these scenarios since if you use it too early, you might need it to escape, which is a fair point.

Inspire

Using bash for inspire is pretty niche and really comes by proxy of using Bash for damage as touched on prior. Speaking of your inspire...

—

INSPIRE

Details

Makes Brig deal 15 healing per second for 5 seconds in a 20 meter radius.

Proactive Procking

Even though your inspire is passive, you can look to proactively prock it, and it's simpler than you might think.

It's as simple as, walking up. You're a melee character after all. Where complications start to arise is when and how to walk up, especially if you're playing a fragile backline like Brig Zen - You can't just leave your Zen. Again this is linked to the playstyle section but the solution is:

1. Are flanks clear?
2. Is my frontline aggressing/pressuring?

And if so, then you can walk up, melee, prock inspire and start contributing to the fight by helping out in duals and whatnot.

[Here's a In-Game example of what not to do.](#) Here, the Brig is practically glued to the Zen in the backline even though she could be getting value on highground - Not just for the reason of procking inspire but to also physically control this area of the map. Again, you can't just walk up and leave your Zen, hence the solution is to walk up together as will be explained later.

—

RALLY

Details

Makes Brig instantly gain 100 armour, a 15% movement speed, a 750HP Shield which is much wider, and your bash can also stun. Your allies also still receive the overhealth overtime, 15 every 0.5 seconds.

Take/Hold Space

Since Brig's rally is getting reworked in Season 4, I'm not gonna go too in-depth on it's usage.

In short, Rally should be used to either take or hold space. [For example on Junkertown 3rd attack, if you wanna take highground](#), Rally can help you do so. [And if you're defending this highground on Junkertown 3rd, using rally can help you hold the highground](#), or to retake it if you've already lost it.

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POSITIONING/PLAYSTYLE/COMMUNICATION

Positioning - 4 Rules

There are 4 key general guidelines coined by Contenders Coach and Head Coach of Team India, NatterOW, [which I'll showcase on Havana 2nd Point Attack](#).

1. Firstly, have cover or a corner. Super important in order to save your HP.
2. Secondly, have line of sight onto the enemy team, and onto yours too.
3. Thirdly, have good distance from angles in order to whipshot any flankers early on, before they get ontop of you
4. And lastly, have defensive and aggressive rotation options in order to either rotate back to safety, or to push up and support your DPS aggressing on either angle.

Playstyle - Supporting DPS/Off-Angles

I already covered this with regards to your repair pack. But you yourself can also physically take and threaten these angles as I've touched on before.

Here's Some Examples:

- There's the one on [Rialto 1st Point Defense](#), where you control the highground either by yourself, or with a teammate.
- [Dorado 1st Point Attack you can control the shop](#)
- [Dorado 3rd Point Attack where you push and control highground](#), ideally with another DPS.

Playstyle - Peeling

There's even more nuance to this though, since this aggressive playstyle of holding and threatening angles with your DPS, can change depending on your backline, specifically if you're playing Brig Zen.

There's the issue of wanting to be up close and brawl to get value as just explained before, but also being within range to help peel for your squishy backline - So what do you do? Whilst this does feel like you're stuck between a rock and a hard place, ideally, your other support or backline squishy moves up with you instead of staying in the back 24/7. Whilst this does require coordination, fortunately in your average ranked game Brig Zen isn't going to be seen and when it does, it's often at the higher ranks where the Zen knows he has to be within his Brig's range.

Communication - Rotations

Especially in Brig Zen, and especially in team environments, communicating when you're moving is super important in order to stay on the same page with your team. For example, your Brig Zen Ashe make a rotation, whilst your Ball Tracer are busy staging/setting up their dive - Then your Brig Zen Ashe get dove and destroyed because you essentially took a 3v5.

A quick fix to this, as Brig, is to simply say 'We're ready to rotate.' And then this'll prompt your dive crew to say 'We're ready to Dive, or 'Wait...Now we're ready.' And then you rotate and dive as one, making the rotation much easier and safer. Your tank player can also be calling the dive too, not just the Brig.

—

SUPPORT SYNERGIES

Brig Kiriko

You're both self-sufficient, with Kiriko being able to utilise off-angles in a similar vein to you, but Kiriko can also heal your tank too. Your ability to control off-angles should be high, and coupled with Kiriko's utility in her kistune rush, teleport, and suzu, 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. Nothing really changes about your playstyle here - Just look to support DPS and off-angles where necessary.

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 helped cause 2 months of PTSD in the Overwatch league. Obviously this works best with short range brawl comps and ensure you use your packs with purpose. Look to utilise corners and hard cover to regenerate your packs as well as your own HP.

Brig Zen

The duo with the greatest potential, but can also greatly flop. This'll certainly test your awareness on Brig looking out for flankers, as well as your pack management - Saving enough packs to burst heal Zen, but also balancing that out with healing your tank.

KIRIKO

FUNDAMENTAL (TLDR)

Duel, Poke, or Support. Against ranged compositions, look to dual the enemy snipers from close flanks when and where possible, two tapping them, then teleporting back to your team when under pressure. Against more brawly compositions (EG Rein/Winston Rush), look to support your team on small off-angles, farming kitsune rush by healing your tank, and poking whenever you can.

–

OFUDA

Details

Make Kiriko fire some healing talisman, that seek targeted allies dealing 13 healing per talisman, with a maximum 35 meter lock on range. The yellow talisman show that your healing has been locked on, whereas the blue talisman do not. However, the blue talisman can still heal. Kiriko can dish out a significant amount of healing, dealing 72 Healing per second, although the projectile speed can reduce this, which leads me onto my first piece of advice, which is to maintain short to medium sightlines.

Sightlines

This means that your healing ofuda will get to your ally faster due to a reduced time to travel, and it reduces the chance that your healing ofuda miss and get blocked by your ally turning around a corner.

Single Target Healing

Also, try and focus on single target healing rather than spreading your healing across multiple teammates. The reason for this is because you could be missing your healing ofuda when trying to flick your healing between teammates, and for you to stop healing and to heal someone else just takes too long.

A key thing to mention before moving on, is to ensure that you interweave your Kunai and your Talisman like Baptiste's gun. So you might fire a full set of talisman, shoot your kunai once or twice, then continue the cycle. Note you can also animation cancel your melee with your Kunai. Speaking of which...

--

KUNAI

Details

Makes Kiriko throw Kunai dealing 40 damage to the body, and 120 to the head. They travel, at 70 meters per second, with a fire rate of one kunai for almost every half second. For reference, Zen's orbs travel at 90 meters per second, and by just doing some math, Kiriko's DPS from just bodyshots, is 72.7. In comparison, Zenyatta's DPS is 120 from just bodyshots, no discord.

Sightlines

Likewise to your healing ofuda, maintain short to medium sightlines. Your Kunai have a relatively slow projectile speed, hence landing them from afar is going to be more inconsistent than landing them up close.

Narrow Angles

Another piece of advice is to try and find narrow, tight angles to where you can spam your Kunai, aiming at head level, in order to maximise your chances of landing headshots.

Target Priority

The best advice for your Kunai, is target priority. The two general rules for target priority are to shoot what's easy, and/or what's dangerous. You don't want to be shooting 40 damage Kunai's into shields, but instead, you want to be landing 120 damage Kunai on squishies and tanks.

Just imagine two tapping an unaware sniper like a Widow or Ana - An EASY target, or a Sojourn walking in a straight line fishing for a railgun 1 shot - both an EASY and DANGEROUS target.

–

SWIFT STEP

Details

Kiriko's first ability, 'Moira fade but better.' Makes Kiriko teleport directly to an ally, even through walls, with a max range of 35 meters, alongside a cooldown of 7 seconds.

Note that Swift Step has a brief cast time that can be interrupted, and can cleanse most negative effects. Also note that you can use the stock sensitivity of your swift step to help guide your healing ofuda. You can increase the sensitivity of your swift step to be able to flick to an ally to escape easier, but this will come at the cost of your ofuda accuracy.

There are two main uses to Swift Step - Aggressive, and Defensive. Let's go through the latter first.

Defensive

What seems to be a unanimous stance amongst coaches and guides out there, is to initially take an aggressive position or angle as Kiriko, then use your teleport defensively to escape danger - As ioStux described it, an 'Oh Shit' button.

Unlike Moira fade, you have to do a 180 degree turn to teleport to a teammate on Kiriko. So getting comfortable and ready to do your flicks to quickly escape danger, will be vital for staying alive.

Utilise Invulnerability Frames

You can also utilise the invulnerability frames of your swift step to avoid things like Sombra's EMP. For example, [on route 66](#), say a Sombra tries to EMP you and your Zen. If you anticipate the EMP, you could swift step to your zen, avoiding the EMP entirely, and then Suzu your Zen afterwards to save his life.

Aggressive Swift Steps

However, I want to take this idea a step further, leading me onto aggressive swift steps.

Whilst some guides out there have advised against using swift step aggressively, there needs to be more nuance and development of this idea. Of course, teleporting to your Genji whilst he's deep in the enemy backline, or teleporting straight to your Zarya whilst she's on critical HP, is not a good idea.

However, teleporting to a healthy DPS player who's taking an aggressive position, to either dish out damage yourself, or to help support your DPS, seems more appropriate.

Scouting

The last use of teleport I'll go through is for scouting purposes. So [for example, on Lijang Tower Nightmarket](#), you could wallclimb on the highground to scout where the enemy team is coming from, and then teleport straight out to your team.

—

PROTECTION SUZU

Details

Makes Kiriko throw a suzu that dealing 50 healing, makes allies invulnerable for 1 second, as well as cleansing the majority of negative in the game like biotic nade, hack, etcetera. It is also on a 14 second cooldown.

There are 2 main uses of Kiriko's protection suzu - To use it selfishly, or to use it selflessly. Since using it more selfishly is more simple to explain, let's start off with that.

Selfish

Selfish suzu's are most commonly used when you yourself are in danger, likely from taking an aggressive position. For example, if you and Genji are duelling another Genji, and you happen to be low HP, you might want to Suzu yourself to prevent death. You could also TP out of there, but you'd be giving up some map control.

Selfless

The selfless Suzu's are a bit more complicated. As a general rule of thumb, look for teammates who are aggressive, and are likely to be pressured, and get ready to suzu them if need be - Refer back to the Sombra Zen example I gave in the last section. More simple examples could be using your suzu on a Reinhardt who just got anti'd, whilst you're busy on an angle shooting at the enemy team, or it could be a [Tracer taking a](#)

[duel and she got hacked by the enemy Sombra, in which case you can teleport over to her](#), suzu your tracer, and fend off the enemy Sombra.

This refers back to my stance on aggressive teleports, where in this example, you're aggressively teleporting over to your Tracer but it's unlikely that you or her are in any great danger even after your protection suzu.

Summary

Kiriko is therefore almost akin to a support tracer, in that she can instantaneously relieve pressure anywhere on the map, using her teleport and protection suzu, to immediately swing the duel in favour of her team. There is simply no other support in the game who has the flexibility to do this in the game, which is why, unlike some other guides have stated, you **can** play Kiriko in split compositions, but I'll get onto that in the last section of the guide.

--

KITSUNE RUSH

Details

Makes Kiriko summon a fox spirit that rushes forward, accelerating movement speed by 50%, rate of fire by 50%, reload time for 50%, cooldown reduction by 60%, all lasting 10.5 seconds, with a 25 meter max range. There is also a 1.5 second lingering effect if you step outside of Kiriko's Kistune rush.

To my eyes, there seems to be two main uses - To either run it down main, or to win a flank.

Run It Down Main

Running it down main is the simpler and more obvious choice. Your movement becomes incredibly elusive, your DPS is drastically increased thanks to the fire rate, reload and cooldown reduction, and the speed boost ensures that the enemy team will have a tough time of running away from your kistune rush.

Just imagine this ultimate on a map like Colosseo with a very long mid section, and it's basically a guaranteed teamfight win as long as you time your kitsune rush with your team's aggression.

Open Space

An additional but key tip to this use of Kitsune rush, is to try and use it when the enemy team are in open space. The reason for this is because enemies cannot run away from your Kitsune rush as easily if they're in open space, compared to them being around a corner. [So for example, this Kitsune rush on Lijang Nightmarket](#) is good because the enemy team are in open space and have to move some notable amount of distance to get too safety. Obviously, make sure you time this kitsune rush, with your team's aggression, in order to capitalise on this misplay by the enemy team.

The other use of kitsune rush, in that of winning a flank, seems to be quite understated. But frankly I could see this being used in very split compositions to win key areas and flanks in the map - Think route 66 3rd point attack by the lorry. Whilst you could argue that this isn't an optimal use of Kitsune rush, you're much more likely to win the teamfight if you win the lorry.

—

PLAYSTYLE

Now this is where it gets complex, so to help simplify the concepts down a bit, I have cut up Kiriko's playstyle under 4 subheadings, being to scout, rush, peel, or to control flanks and angles.

Since I've already gone over scouting, with the Lijang Tower example, that leaves us with 3 options. Since controlling flanks and angles is the most important playstyle regardless of what composition you play, I'll cover that first.

Controlling Flanks

I've broken down the controlling flanks section into 3 further parts - Duelling, Poking, or Supporting.

Duelling is as simple as it seems. You take an angle, a DPS will likely duel you, and you rely on your mechanics in hitting headshots to win out that duel. For instance, on Watchpoint Gibraltar 1st Point Defense/Attack, where you try and control the blue box on highground.

Poking is also pretty simple. Because your Kunai's have no fall-off as Kiriko, and you have a teleport as an escape, you could literally just hold an angle and spam Kunai's at the beginning of fights. For example, on [Route 66 attack 1st point](#), you could take the highground, wait for your team to dive and spam Kunai's in the meantime from your angle.

Lastly, **supporting** just means supporting any DPS on an angle. I have already gone through this in prior examples like in Kings Row with Genji.

Rushing x Peeling

To help explain both these concepts, I'll use a top down view of Blizzard World 1st Point Attack.

Say you're playing a very split comp, being [Kiriko Zen Sombra Tracer D.Va](#). If you want to adapt the [Rush playstyle, you're gonna need Kitsune Rush. Here, you could teleport to your Zen](#), drop Kitsune Rush in mid, and push in deep with your Sombra and Tracer pincering from behind.

[Alternatively, with the peeling playstyle, say he gets hacked by the enemy Sombra - You could teleport to your Zen](#), drop your protection suzu, and he lives.

Also note the playstyle of controlling flanks also applies here. You could sit up top **POKING** from range, you could **SUPPORT** your Sombra from afar or teleport to her if she needs help, or you yourself could go in very aggressively looking to **DUEL** the enemy team, and teleport straight out. Again, referring to the 3 subpoints of Kiriko controlling flanks and angles.

This very example shows why Kiriko is so hard to play, and why this guide was so hard to make. You're such a flexible hero that you have so many options to choose from, and each will come down to how each teamfight plays out.

Before I end off I'll briefly touch on positioning. There's 4 rules I always go over, being cover, LOS, distance from angles, and rotation options, all of which are covered here with the initial Blizzard World image. If you need further clarity, check out the positioning sections on any of my other guides.

LIFEWEAVER

FUNDAMENTAL (TLDR)

This is the best way to play Lifeweaver in Overwatch 2. Lifeweaver excels in close to mid range highground control, saving teammates who've committed cooldowns and are in deep danger with his life grip, using his petal platform for self-peel or highground contest, and saving your dash if you get dove on. His ultimate is best used in trades against the enemy team, like being dove upon, or giving your tank that extra edge when he's low. Keep a wide LOS of squishies you can heal or peel, fight for highground with petal platform where possible, and fix your keybinds if you haven't already!

—

HEALING BLOSSOM

Details

Makes Lifeweaver charge up a healing burst taking 1 second to fully charge. It can deal anywhere between 10 and 65 healing, with a 30 meter max range. You also receive a 25% movement penalty whilst healing.

Keybinds

First off, before i actually get onto any usage, I need to quickly cover keybinds. Lifeweaver is pretty clunky from the get go, mainly because of the extra input you need to switch weapons. As a result, I recommend keybdining the 'Next Weapon' keybind to your right mouseclick, to quickly swap between the two modes.

For me personally, it's also more comfortable having my petal platform as E, my Life Grip as C, and my crouch as left control. Hopefully your dash ability will also work in a way similar to Hanzo's Lunge in the future.

Usage/Sightlines

Now in terms of actual usage, your blossom isn't that complicated. You should be charging up to atleast 40 to 50 healing per blossom, ideally charging the full thing,

instead of spamming 10 healing. If a teammate obviously needs healing ASAP, then do a faster charge to get healing to them faster.

I wish there was some big brain tip with your healing but likewise to Kiriko's ofuda, you just use it when your team are low, and/or you can't get any value from your damage. Because of the travel time with your healing, as well as the projectile speed of your thorns, I recommend keeping short to medium sightlines. 20 to 25 meters should really be your upper limit when you're in the midfight. Not to mention, anything beyond 30 meters and you can't even heal anyways.

Target Priority

Also, try and heal singular targets, rather than multiple targets at once. And try and prioritise flankers or squishies, over your tanks. I'm sure we've all seen the clip of Flats trying to heal up 2 bots in the practice range, and your HPS is just so low that it's better to keep one out of 2 teammates alive, rather than trying to desperately keep them both up.

Also, one fully charged blossom on a Tracer or a Genji, will do a lot more than a fully charged blossom on a Reinhardt. Not to say that you shouldn't heal your tank especially if there isn't anything else better to do, but squishy heroes in particular benefit from single target healing the most. And as we delve deeper into the playstyle and positioning section, you're likely gonna be taking angles with your DPS anyways.

—

THORN VOLLEY

Details

Makes Lifeweaver shoot out 2 projectile thorns, each dealing 5 damage, at a fire rate of 660 RPM. You deal up to 110 DPS, with 60 ammo in one clip.

Sightlines

The key thing with your thorns, is again, the sightlines. Thankfully this goes hand in hand with your healing blossom, but maintaining short to medium sightlines to minimise the projectile speed and more importantly, the spread, are gonna be key things to keep in

mind. For example, on **Dorado 1st Point Attack**, instead of stacking main shooting the highground from 30 meters away, you can platform up to either highground, utilising cover whilst having a shorter sightline. You can also dash between either highground.

There's some more fitting sightlines throughout the first point too that help minimise the spread of your gun, whilst still being solid positions to play around.

Target Priority

The penultimate thing I wanna touch on with your thorns is your target priority. Just like with any hero, target priority comes down to who's the easiest to kill, and who's the most dangerous. In my Kiriko guide I gave this example of taking highground on [Kings Row 3rd, and shooting the soldier behind the Reinhardt, instead of the Reinhardt. But considering Lifeweaver's damage is much more consistent than Kiriko's, if you can't deal any meaningful damage onto the Soldier due to the spread, then pressuring and burning the Reinhardt](#) is likely a more consistent, and easier option. [Now if the soldier was taking an angle](#) he then becomes your target priority. He's more dangerous when he's on an angle

Trigger Discipline

And the final thing I wanna touch on, is trigger discipline, especially in close quarter combat. Trigger discipline just means taking up to half a second to readjust your crosshairs, for more accurate aiming., instead of mashing down M1 and firing your entire clip into thin air. You only have 60 bullets in one clip, and if you're dualling a squishy up close, then the last thing you want is to die because you ran out of ammo. Take your time, line up your shots, and don't just spray and pray.

—

REJUVENATING DASH

Details

Makes Lifeweaver dash just over 6 meters, healing him for 25 HP, being on a 5 second cooldown. Ensure you jump at the end of your dash to conserve some momentum.

Thankfully, the dash is the simplest part of your kit. Either use it for mobility, or for self-sustain, or both.

Mobility

I've already briefly mentioned the mobility usage in that Dorado example, but using your dash to reposition to or across highgrounds, or to get back from spawn faster, are good examples of mobility uses.

Mobility x Sustain

However, especially when playing up against dive heroes, you kinda need to be using and saving your dash for that added sustain, as well as the mobility. If a Winston jumps you, then you obviously want to get out of range by dashing away, as well as gaining back any HP you lost. So when you're playing against dive, try and not waste your dash and spam it off cooldown. It kinda reminds me of when Bap players in Overwatch 1 wasted regen burst, then they got dove and had nothing to live against it.

Dualling

Dualling is also another overlapping case of using your dash for mobility and sustain. If you're in a 1v1 then you'd dash to get the HP, and to make your movement more elusive.

—

PETAL PLATFORM

Details

Makes Lifeweaver toss out a platform in the shape of a petal, that can raise anyone in the lobby up to 8 meters once they stand on the platform. The platform itself has 400HP, lasts for 10 seconds in the air, but can last infinitely if it stays on the floor. The cooldown is also 12 seconds.

Funnily enough, the platform is used in a similar manner to your dash - Both for mobility, and for self-sustain.

Mobility

The mobility usage is pretty obvious. Using it to gain highgrounds, or if you're lucky and in a coordinated stack, using it to move your team to clear highground, can be extremely useful.

As for self-mobility uses, using it to gain highground like on **Kings Row 1st, or 2nd, and most importantly, on Kings Row 3rd**, can be extremely useful, and is partially what defines lifeweaver compared to someone like Zen, who has higher damage and utility, but no mobility.

As for teamwide mobility, I see this being best used with Poke Brawl heroes like Orisa, Ramattra, and especially Reinhardt, all of whom have limited vertical mobility, and struggle clearing out highgrounds.

For those who don't know, clearing highgrounds just mean pushing out heroes from highground, before you push in main. For example, [on Hollywood 1st](#), you could petal platform up the highground, clear out any DPS like a pocket Sojourn perhaps, and then your Reinhardt can drop and push main. As for yourself, you could stay on the highground too, life gripping your Reinhardt if he gets low, but more about that in the next section.

Self-Sustain

The self-sustain use of your petal platform is also pretty simple. If you get dove, simply place the platform at your feet to raise yourself in the air. Again this does overlap a bit with mobility, but the platform also has 400HP. I could see this being particularly useful on **Esperanza** where there's no ceiling or room to block how high your platform goes.

Now I do advise doing this with caution since raising yourself in the air can make your vulnerable against long range hitscans like Widow, or any hitscans for that matter, but if you're playing against some short-range dive that features a Doomfist, Tracer, Winston, Genji, Reaper, Sombra, or even Echo, then this is definitely a viable use case.

Preplacing Platform (*I recommend using the video for visual aid*)

You can also preplace your platform before the actual dive, keeping the platform out of their LOS, then when you get dove, you hop straight on the platform. **For example, on Dorado 1st point**, you can be spamming from highground, then if you get jumped by a Doomfist or Winston, you can just take the platform.

However, there's two issues with this. Firstly, teammates can just ruin the preplaced petal platform entirely, and secondly, this is quite a bit harder to do on attack, when you might be moving a lot more, and you don't want to be stationery, rooted to where your preplaced platform is. A solution to this is to preplace your platform in the prefight, before anything happens. Then if you get dove, you take the platform, and if you don't, you can move up and then if you get dove, just toss the platform at your feet.

For example, on Esperanza, you can place the platform next to you on highground in the prefight. If you get dove, take the platform. If you don't and you can safely take space, you can move up. Then, if you get dove whilst you're moving up, you can toss the platform at your feet.

You can and should also use the bottom of your platform for cover, and I find that this works best for rooms with moderately high ceilings where you can cover the entire room. (EG Dorado 2nd Point Mega, underneath highground)

The last use of your platform is to set up plays for your team. I'm sure you've seen Cassidy high noon work in tandem with your platform, so if you have the facilities to set up your DPS on aggressive angles to make plays, then take them.

—

LIFE GRIP

Details

Makes Lifeweaver pull an ally to his location from up to 30 meters, giving them an invulnerable shield. This is on a 20 second cooldown.

Saving Lives/Overaggression

Despite all the controversy surrounding this ability, it's actually fairly simple to use. The goal is to grip teammates who you believe to be in excessive danger and are playing way too aggressively. In other words, by life gripping them, you save their life.

Tracking Tank Cooldowns

The main principle with life grip, is that with tanks especially, you need to keep track of their defensive cooldowns and their ultimates. For example, you don't want to pull and Orisa during her cycle, when she still has fortify. Let her use fortify first, then if she needs help and is too deep, then you life grip. Same with Winston - If he still has his bubble, or he has primal and can go in further, then life gripping him can easily be a throw. And the same applies to most tanks - Ramattra Nemesis form, Doom's Ultimate, D.Va's ultimate, Hog's vape, and Zarya's Bubbles and Grav.

Thankfully, most support and DPS cooldowns you don't really need to keep track of. Maybe Reaper's Wraith, Mei's Cryo and Tracer's recall, but the majority of your focus should be on your tanks.

Using Petal Platform and Life Grip

You can also combo your petal platform with your life grip, which can be useful for a dive. You platform yourself, then you pull your other support with you. This can be a bit awkward in the heat of combat and ceilings can make this more awkward, but if you can do this safely, then it's a solid form of peel.

Also, this'll tie into the positional section, but keep in mind that if you're in a bad position, then whoever you grip will also be in a bad position. Most of the time though you'll atleast be somewhere safe when using life grip.

—

TREE OF LIFE

Details

Makes Lifeweaver spawn a tree with 1000HP, that instantly heals teammates for 150HP, then pulses every 1.75 seconds, giving teammates 50HP. The tree can pulse up to 8 times.

Win Trades/1 on 1s

In terms of usage, it's again pretty simple. Either use the tree to give your frontline an edge in the tank trade, or use it to win 1 on 1 skirmishes on key flanks, or when you're being dove.

So for example, on [Kings Row 1st Point attack](#), you can tree somewhere in the frontline to give your Reinhardt or whoever your tank is, that edge in the frontline trade. Alternatively, if your backline or support get dove, you can tree for that instant HP, or if someone tries to dual you, you can also tree up there as well to give yourself the edge in that dual.

Now the tree also acts as a form of cover, but rarely will you be proactively using tree just for the cover. On maps like **Lijang Night market**, where the entire point is open, planting a tree in the middle, when the enemy team has committed, can be pretty annoying to play against. You get cover to play around on the point, as well as that passive HP.

—

POSITIONING/PLAYSTYLE

Yes I haven't covered his passive because there's no intentional skill in actually using it.

Your positioning, as always, comes down to 4 key rules. Let's use this example on **Kings Row** that I've already been through.

1. [First rule is cover or a corner](#). Considering that you have one of the biggest support hitboxes in the game, having a piece of cover to stop taking enemy damage is super important.
2. [Second rule is LOS or vision](#). This means that you can see as much of the fight as possible, giving you that awareness to land those key life grips when you need too.
3. [Third rule is distance from angles or flanks](#), to give you time to react if a flanker decides to dual you.
4. [And the final rule is rotations](#). This means you can take more aggressive or defensive positions as the fight goes on, which can be done with your platform.

Playstyle/Compositions

Honestly, Lifeweaver's playstyle doesn't really change that much against certain comps. I mean, against comps that outrange you, you're gonna have to play like a flanker trying to split attention on short-sightlined flanks, but for the most part, you'll be healing and

damaging from soft-off angles, contesting highground when you can, gripping your teammates when they're in danger, or platforming and dashing when you're in danger. The Kings Row examples on 1st point or 3rd point, showcase this perfectly, and even Spilo approved of it too.

SUPPORT SYNERGIES

Lifeweaver Ana

What I think to be the one of the best pairings, if not, the best pairing for this guy so far. Ana makes up for your lack of consistent utility and healing, whilst you provide some off-angle and highground pressure that Ana can't do because she has no mobility. The peel either of you offer isn't bad as well, and this duo can be played with most comps in the game right now. Pretty versatile.

Lifeweaver Baptiste

A similar case but Baptiste can also help with highground contest too. Maybe you'll lack some utility and damage against something like an Ana Zen, but both of you have more sustain if you run into a dive. If you're gonna run this, I recommend running this with a Poke Brawl comp. Try not to run this with dive or full on poke.

Lifeweaver Brig

Inconsistent healing, lacklustre range, but made up for with higher sustain. I think this works best with Poke Dive comps, since heroes like Ramattra, Orisa, and Rein are gonna need that extra healing.

Lifeweaver Kiriko

Because of how versatile Kiriko is, it's no surprise that any pairing that Kiriko has, can work with most compositions. Kind of a jack of all trades but master of none kind of case here. I can see this working fine with Poke Brawl or Poke Dive hybrids.

Lifeweaver Lucio. Imma be real, don't run this. Lucio likes to be in brawlier compositions but Lifeweaver just hasn't got the healing to play with him. Ana, Bap, Brig, Kiriko, and

Moiras are more suitable pairings with Lucio, where you can at least run some kind of brawl hybrid.

Lifeweaver Mercy

Because Mercy wants to spend most of her time pocketing her DPS, and because Lifeweaver has lacklustre healing, it's best to run this when your tank doesn't require much healing. I imagine this works best with some kind of Poke Brawl, or Poke dive hybrid.

Lifeweaver Moira

Regardless of whether you have a TikTok Moira on your team, your general playstyle shouldn't change all much. Works best with Poke Brawl hybrids, and keep in mind that your team may struggle against the utility of something like an Anti-Nade.

Lifeweaver Zen

Pretty low healing, with Lifeweaver adding some sustain and mobility that Zen lacks. Best with full on poke comps or poke dive hybrids, and take those angles as shown on Kings row.

LUCIO

FUNDAMENTAL (TLDR)

Lucio has 3 main playstyles - Reddit, Run it, or Relieve It. In other words, you need to find ways to enable your team, and to disable the enemy team. The reddit playstyle looks to dual enemy squishies by their lonesome, disabling the enemy team. The 'run it' playstyle looks to utilise your speed to enable your own team, and the 'Relieve It' playstyle looks to enable your own DPS on off-angles, or to disable the enemy flankers.

—

SOUND AMPLIFIER

Details

Lucio's primary fire, 'Soundwave.mp4' Makes Lúcio shoot green projectiles that deal 20 damage, and are shot in a 4 round burst. Lúcio receives 5 of these bursts in one clip (Hence 20 shots in total) taking just under a second to fire a single burst.

Combo

There's one main combo where you land 4 headshots, then a boop followed by a melee, and you'll often perform this with momentum just as you come off a wallride. Even the best lucio's will rarely pull this off to perfection but aiming for it allows you to enter DPS duels with a burst of damage and speed. I'll develop this a bit more in the playstyle section.

Aside from that, Lucio's gun is one in the few instances where even landing a few shots from afar can have a big impact since it can help charge your beat faster. So investing some time into aim training whether it be in customs or tryhard FFA, is a worth while investment.

—

CROSSFADE/AMP

Details

Makes Lucio play one of two songs, which either heals your teammates for 16 HPS, or provides a speed buff of 25% in a 12 meter radius. I will also group up your Amp, which accentuates either songs to do 52 HPS to teammates, or a 60% speed boost.

Speed Vs Heal

So when do you speed, and when do you heal? Well it's pretty simple. If your team are looking to move - Either to aggress onto the enemy team, or to avoid the enemy team's aggression, stay on speed. Otherwise, you ought to be healing since you can passively gain ult charge whilst your team is stationery.

Volume of Aggression

Your amp usage depends on the volume of aggression. So if your team want to be really aggressive, which for example, could be if your Ramattra has nemesis form, your bastion has turret form, and your Symmetra is teleporting in, then you'd likely use your amp. Conversely if the enemy Rein is nanoboosted and speeding into you, you need to be amping speed away, because there is a large volume of aggression you need to avoid.

Speeding Core Vs Flanks

There's also the debate of whether you speed your core, so your Reinhardt, Ramattra, Zarya - Basically just your single tank, or whether you speed your DPS on off-angles. As a general rule of thumb, speed in your tank first, and then when they're in effective range, you can look to diverge and speed onto off-angle threats.

Amp Heals

With amp heals, you'll mainly be doing this if multiple teammates are low HP and running away just isn't an option, like if you're in a Zarya grav for example.

Dualling

Of course there's using crossfade and amp for yourself, and this'll likely be in 1v1 scenarios where you're dualling another support or DPS, where quickly switching crossfade, using amp, alongside your wallride and some good strafing, can all make you a very elusive target to hit.

Spherical Hitbox

Lastly - Keep in mind that your crossfade is also a sphere, and not a circle, meaning you can stay on highgrounds whilst still being able to speed or heal, like this highground on Hollywood 1st point defense.

—

BOOP

Details

Makes Lucio fire out a soundwave which boops enemies in an 8 meter range dealing 25 damage on a 4 second cooldown, consuming no ammo.

Enable Vs Disable

Usage of your boop will be in some way shape or form, used to disable the enemy team, for example booping someone off highground is a form of disabling. For example say you're on Havana 1st Point attack and there's an enemy Sigma playing on the highground. Booping him off would be huge value since, due to Sigma's low mobility, he can't just fly and take back the highground unless he invests flux.

Disable Enemy Flankers

There's also using boop and your own awareness, to disable the enemy flankers by messing up their movement and aim. This is super important when running Brawl into a dive comp or a comp with Tracer/Sombra. You need to be the one guarding your backline, keeping pesky Tracers away.

Summary

Aside from that, Boop is really just used to enable your own selfish aggression most of the time, whether that be to boop someone off the map or to boop someone whilst you're dualling them for added damage. Simultaneously boop can also be used to deter flankers, control highground, and add strain to someone's mechanics.

—

WALLRIDE

Details

Makes Lucio wall ride granting him 30% added speed, and receives a small burst of speed boost when detaching from the wall.

Wallriding Mechanics

There is so much to the mechanics of wallriding that I'm just not gonna go all into it for time's sake. I advise checking out the subreddit [r/LucioRollouts](#) or [r/LucioMains](#) for all the advice.

But, with that being said I will go over the 2 key basics for wallriding.

1. First off, the higher you look up whilst wall riding, the further you will travel in a vertical direction, meaning that this is how you can wallride to highgrounds easier.
2. And secondly, you can stack the speed burst you receive at the end of a wallride by 'wall skimming,' which is just,. wallriding then quickly jumping off, then immediately jumping back on, then repeating.

Attaining Highground/Off-Angles

In terms of the actual usage of wallride, the biggest one is to attain highgrounds and/or to reach off-angles faster. There's this old Jayne clip I used and annotated over back in my old Lucio guide that I still think holds up pretty well today, because of how important angle and map control are, so I'll play the clip.

Evasive Properties

There's also the evasive properties of wallriding, making you quicker and harder to hit, as well as being able to avoid ultimates like shatter.

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SOUND BARRIER

Details

Makes Lucio give all allies around him 750 temporary overhealth, which decay over 6 seconds. Just to note - There is a small but noticeable half a second 'GRACE PERIOD' where your beat can still apply to an ally if you just move into line of sight after you beat. Also, your beat doesn't feed ult charge.

Aggression

Thankfully, Beat is relatively simple to understand and use, and just like many abilities in Overwatch, Beat usage is centered around your own aggression, or aggression from the enemy team. It's why against a grav or nanoblade, you look to beat defensively because you want to absorb the enemy aggression. Same with Sojourn Overclock, Soldier's Visor, Mei's Blizzard, Rein's Shatter, Sigma's Flux, and countless other ults in the game.

But, if you're ult tracking and those aren't up, or if your team is looking to make an aggressive play, that's where aggressive beats can come in. For example, if your Reinhardt wants to run it down mid with speed, he very well might need beat to survive and to maintain his aggression.

Saving Beat

However, there are times when your beat just can't absorb the enemy team's aggression. For all my Overwatch 1 Homies back in 2019, during the Goats meta, some Lucio's wouldn't beat at all, because they'd still get shredded through it. And the same can apply in Overwatch 2. If the enemy team overult and use, say, Grav BOB and Nanoblade, then I'm sorry to say, but your beat is gonna do the square root of jack shit. It'd be much more efficient for you to accept the L that teamfight, and walk in aggressively with speed boost and beat to walk over the enemy team.

—

POSITIONING/PLAYSTYLE

4 rules...

1. **First rule is cover -** That hasn't changed. If you need to avoid a Widow Headshot, a Sojourn railgun, or any big burst of damage, cover is vital to have.
2. **Second rule that hasn't changed, is lines of sight.** This just means being able to see your team and the enemy team, giving you information on what to do and where to go in the fight.

3. [The third rule, which is the new one I'm introducing, is the ability to Disable or Enable.](#) I've already talked about this before, but especially with Lucio, this is your bread and butter. Here, you can disable any flankers from diving highground or even diving your backline playing low-ground, and you can also enable your tank by dropping down whenever and speeding your tank in when you need to. You can also disable the enemy supports with a bit of reddit lucio, by diverging and dualling those squishies.
4. [The fourth rule is rotations.](#) This does play into the last rule and just means that you have the potential to aggressively or defensively move positions where required.

Playstyle - Reddit, Run It, Relieve It

This has already been interwoven throughout with the Reddit, Run It, or Relieve It playstyles, so now the question is - When do I do which playstyle? The key thing here is that most of the time, you'll be fluidly moving between playstyles in a single teamfight, or maybe even doing them at the same time.

For example, you might do the 'Run it' playstyle first, looking to speed in your team, and then looking to diverge and reddit onto off-angles once your team are in range.

You might be redditing and relieving at the same time, by fighting enemy squishies with the help of your own DPS.

You might be running and also relieving it by disabling flankers, whilst also speeding in your team.

You'll have to use your own judgement to decide which playstyle to do when.

—

SUPPORT SYNERGIES

Lucio Moira

A bit outdated thanks to Kiriko, but still solid in ranked. Works best on close range maps and if you and moira are communicating, you might want to consider staying on speed as much as you can, to allow your Moira to charge her coalescence that bit faster.

Lucio Zen

All hail our lord and saviour 'NoHill' who tried to make this viable on the LA Valiant when they played New Queens Street. Unfortunately, it saw mixed results at best. If you are keen on running this, your amp usage needs to be pitch perfect when enabling your tank, and if they run a Tracer which they likely will, you need to disable her as much as you can. Otherwise go brig.

Lucio Brig

A niche but still solid combo as we've seen with the JOATS meta. Obviously look to enable your junkerqueen to get into close range, and then you can consider redditing if and where applicable.

Lucio Mercy

This actually works best with dive since both heroes have mobility, and are, in theory, undivable, though thanks to the guardian angel nerf, that's still up in the air. This is a bit of a contradictory combo since you as Lucio want to be speeding people in, whilst your mercy wants to keep the range, so you, your tank, and maybe 1 other DPS, should be looking to do their own thing, fighting for key areas of the map up close, whilst your mercy and her DPS get value off the attention you're drawing.

Lucio Bap

An optimised version of Lucio Moira for brawl comps mostly. Aided by Bap's higher damage and utility - Look to flex into the relieve it playstyle when necessary, and of course enable your Reinhardt.

Lucio Kiriko

I always end up saying this with Kiriko but her duos are so versatile. This works best with any form of brawl comp, whether it be the Winston comp seen in the 2022 playoffs, or with Zarya, Orisa, Rein, etcetera.

Lucio Ana

A more flexible version of Lucio Zen, thanks to Ana's higher sustain and healing output. You might need to relieve pressure of your Ana, you'll likely have to speed in your tank, and you might have to go reddit mode when the situation calls for it - A balance of all 3.

MERCY

FUNDAMENTAL (TLDR)

The fundamental reason to why you play mercy is your damage boost and mobility. Look to enable aggressive teammates whether that be Tank, DPS, or Support, and don't just autopilot and pocket a single target. Make sure you look around whilst you're beaming in order to maintain awareness, and whilst you should learn your fundamental techs, don't just spam them off cooldown. Use Valk to enable your team's aggression, don't spam your GA, and utilise cover.

–

CADUCEUS STAFF

Details

Makes Mercy either heal 45 healing per second to a single target, which is increased by 50% for teammates under half HP, or it applies a 30% damage increase to a single target up to 15 meters.

Beaming Aggressive/Active Teammates

Your beam, regardless of whether it's healing or damage boost, should be used to assist teammates who are actively aggressing onto the enemy team as much as you can. Aggression is the key thing here. If your Soldier is on a lethal angle, he better be receiving that beam unless your tank is critical, and if your Soldier is full HP then obviously that's when you damage boost.

There's obviously the pharmacy stuff too. The reason why you pocket pharah is because she's often in aggressive positions looking to get ontop of other squishies. But if your Pharah is playing way too aggressive, or especially if she's playing way too passive, like these positions here [on Busan Sanctuary](#), there's no point in pocketing her. You're either risking your own life, or you might as well be pocketing somebody else.

Awareness

When pocketing it's also not uncommon for the majority of Mercy players to lose their awareness and go full autopilot. Once your beam is locked onto an ally - Look around!

Keeping on this point of looking around and maintaining that awareness, it's also key to know who you're going to be flying too if the person you're pocketing dies. MineralOW (Ex Boston Uprising Head Coach + General Manager) coined this as your 'defensive pivot' - If you're pocketing a Pharah, if your Pharah dies, who are you going to fly too next?

Boosting Bursts of Damage

Linking onto this, there's also damage boosting specific instances or bursts of damage. For instance, damage boosting your Sojourn when she has her oneshot ready, damage boosting a Hanzo during his storm arrow, Rein when he firestrikes, Zen after he throws 5 orbs, Hog after he hooks, etcetera. If you're more aware of your surroundings, you'll be able to track and damage boost these instances of burst damage.

Your beam can also temporarily go through walls once it's latched onto a target. Use this to stay around corners as much as possible whilst beaming.

—

GUARDIAN ANGEL

Details

Makes Mercy fly towards a targeted ally at 17 meters per second, up to a 30 meter range, with a cool down of 2.5 seconds. Her angelic descent also allows her to slowly glide downwards at 2 meters per second.

There's about a bajillion mercy techs out there, I'm gonna cover the Top 8 Mercy techs that give you around 80-90% of the value you'll get on the hero.

Settings

As for mercy settings, since crouch triggers your ability to superjump, you need to have toggle crouch off. As for toggle to GA, I have it on, since it relieves a mental load off my mind having to constantly hold GA, and can allow me to look around a bit more, but I know some mercy mains like Skiesti has this settings turned off, so do whatever feels more comfortable.

I'm gonna split these techs into the Guardian Angel Techs, and the Superjump Techs. Starting off with the former.

GA Techs

1. Firstly - The Slingshot. Easy to do - Just jump and hold W to gain momentum after you GA to your target.
2. Secondly, the Sideways GA. Just hold either A or D on your keyboard after you jump, allowing you to strafe either left or right after you GA, without having to change where you look.
3. Thirdly, the Backwards GA. Guardian Angel, then hold S, then jump to move backwards. This is really useful to do if you're flying to a target who's in more danger than you initially thought, hence you want to quickly move away.
4. Fourthly, the Directional GA. Literally just turn your camera anywhere, and jump, and your guardian angel will automatically change directions. Really versatile and snappy, allowing you to quickly flow and bounce between allies, and is best used in Valkyrie

Superjump Techs

1. Starting off with just the normal superjump. Just crouch as soon as you reach your target to fly high in the air. The more charge your bar has, the higher you'll go up. Note that you can superjump anywhere in between you and your target. You can also superjump by just looking upwards. Superjumps are mainly used to avoid danger by reaching vertical pieces of cover - Most flankers like Tracer and Sombra lack any vertical mobility to chase you afterwards.
2. Next is the stationery superjump. Really easy to do - Just shift then immediately crouch afterwards.
3. The angled superjump. Press Shift, and then S, almost like you're doing a backwards GA. Then look down, and jump when you're close to your target. This superjump allow you to jump to highgrounds behind you, whilst being able to look at what's in front of you, allowing you to maintain that awareness.
4. The Super Jump Rezz. GA to a target, then look up and jump. Just as soon as you look up and jump, that's when you look down and rez. Make sure you jump instead of crouching since you'll be out of the resurrect range - Try doing this in the custom game code "KSPG8"

Wasting GA

Now onto the actual usage of your guardian angel and obviously you use it to reach a target to either heal or damage boost them. But, there's a lot of nuance with this ability, and I want to start off with not using guardian angel at all. A lot of mercies like to autopilot and GA to anything they see, when in actuality, this puts you in awkward

positions, and leaves you without GA on cooldown. Especially considering the recent guardian angel nerf and that extra second on the cooldown, you really need to be focused on why you're flying to a target.

Risk of GA

There's also the risk associated with GA. This refers back to the awareness point brought up earlier, but visually look at the environment around your GA target. If you fly to them are you likely to die?

Shortness/Length of GA

And lastly, there's the length and shortness of your GA. In other words, you cancel GA to utilise the cover around you, and to also look around and maintain that hyperawareness to what's is actually going on in the teamfight - Super important for Pharmacy.

—

RESURRECT

Details

Makes Mercy bring an ally back to full hp, taking 1.75 seconds to cast, with a 5 meter max range, significantly decreased movement speed, and a very lengthy cooldown of 30 seconds. If Mercy moves 7 meters out of range from her rez target, the rez is cancelled.

Tech

There's obviously quite a bit of tech with your rez. I've already covered the superjump rez which you use to minimise the movement penalty and to make you more evasive, but there's also crouching from highground to be within rez range, or falling off highground or flying around a corner to get the rez off. You don't actually have to maintain LOS with your rez target for the entire duration of the rez - Just for the beginning.

Usage - Risk

Rez usage is actually extremely simple. It's all about minimising the risk involved in going for the rez. That's it.

To do that, you can ask for things like a defense matrix or a Zarya bubble. Or you can go for the resurrect at the last moment when the enemy team likely have their attention

elsewhere. Ask yourself - Are there any enemies around the body of the rez? Is the body you're rezzing also around a corner that can minimise risk? If you're in walk, since you're more mobile, you may want to go for a rez because your movement reduces the risk involved.

Again, this is why awareness is so vital on mercy, because looking around your environment can give you the information to assess whether going for a rez is relatively safe or not.

—

VALKYRIE + PISTOL

Details

Drastically increases Mercy's movement speed, allows her beam to chain to targets within a 10 meter range, boosts mercy's healing per second to 60, and lasts for 15 seconds. I'll also couple in your pistol too, which does 20 damage per bullet with no falloff, and in valkyrie, your bullets move twice as fast.

Maximising Chain Beaming

If there's a clump of teammates together - Beam the teammate closest in the centre, in order to reach the most ally's.

Tempo Ultimate

In terms of the actual usage - Valkyrie is a tempo ultimate, meaning you use this to increase or decrease the pace of a fight. Just like with coalescence, valkyrie isn't one of those ultiamtes you pop and automatically kill 5 within 2 seconds. Rather, valkyrie can double or triple your effective output, giving your team that edge when they start to push into the enemy team, or vice versa.

Battle Mercy

Thanks to your increased movement and bullet speed, mercy can actually dual quite a few heroes up close and win out those encounters - Especially snipers. Say you're on [Blizzard 2nd point defense](#). At the right time in the right place, you could look to dual any of their squishies on highground or lowground. Just keep that awareness if you're going to do this.

POSITIONING/PLAYSTYLE/COMMUNICATION

Beginning with the 4 rules coined by Contenders Coach natter, here's an example on [Numbani 2nd point defense. Here, you have hard cover](#). Always important to minimise damage taken. [Secondly, you have great line of sight](#), allowing you to see who needs help where, giving you the information to assess whether flying to someone is too risky or not. [Thirdly, you have great distance from angles](#). Fortunately, the one angle behind you isn't really accessible by the enemy team, and for any flanker who wants to get ontop of you - You'll see them coming. [And lastly, rotations](#). This is kind of a weird one for mercy since it depends on where your team is playing, and is mostly linked to the second rule of LOS.

Now onto Mercy's playstyle. Honestly there isn't too much to say here. You're always going to be enabling aggression especially when your DPS take aggressive off-angles, and you're almost always looking to keep the distance due to your low sustain. It's why on maps like Lijang Control Centre, I advise not playing in white if you're keen on running mercy. You're just gonna get run over, and you could be getting way more value pocketing an aggressive DPS on the coast, keeping their distance, referring back to that 3rd rule of positioning.

And lastly - Communication.

There's a few key calls you can make

1. Firstly, if you're pocketing someone like a Pharah or Sojourn, and you decide to leave them for whatever reason, make sure you call that, so that they know to fall back. If a Sojourn has overclock but you tell her that you're leaving her, that Sojourn might rethink going for that aggressive play - Same with Pharah and her barrage.
2. Next, call when you're doing your rezzes, for the same reason prior.
3. There's also more team oriented calls like calling whether a fight is winnable or losable, ult tracking and fight planning for your team, and ordering your team to get back or to engage.

BACKLINE SYNERGIES

Mercy Kiriko: A versatile option that leans more on the poke side. Whilst Kiriko doesn't have the raw poke that a Zen or Baptiste has, she does have the mobility to go on cheeky flanks to fight off enemy snipers and then TP back, thanks to the burst damage in her Kunai's.

Mercy Brig: If you're getting dove, and still want to play mercy, this is the best option around, which is especially key now thanks to Brig's repair pack buff, and your GA nerf. Whilst Brig covers your sustain issue, there may be gaps in damage or utility that other heroes can fill.

Mercy Ana: A basic duo on paper where Ana focuses on healing the tank, as well as looking for cheeky nades, whilst you take care of your DPS. Keep eyes on your Ana if she gets pressured, and whilst this is a versatile duo, it doesn't offer the utility a Zen could bring, nor does it have the brawl capability of something like a Lucio ana.

Mercy Lucio: Both relatively mobile healers who spawned the undivable dive comp a while back. Just try not to run this with a brawl comp, especially Reinhardt.

Mercy Zen: A brittle, glass cannon combo, evident by the low sustain from each hero. But, what they lack in sustain, they make up for in range and utility. Best on long range maps like Junkertown or Circuit Royale, and best when paired with Sigma since he doesn't demand much healing.

Mercy Moira: Kind of a contradictory duo since Moira likes brawly environments, whereas you don't. Support your DPS as usual allowing your Moira to do her own thing, occasionally giving her a helping hand and maybe even boosting her coalescence.

Mercy Bap: A safer version of Mercy Zen, with Baptiste losing some range, utility and damage, in favour for higher sustain. Again, relatively versatile, akin to Mercy Ana or Mercy Kiriko. Consider boosting your Baptiste if he's on a juicy off-angle using his window.

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And that's it for the guide! Thanks for reading! Again the video version is [here](#) and feel free to leave any queries down below!

MOIRA

FUNDAMENTAL (TLDR)

DPS Moira is a legitimate playstyle if done correctly, since your playstyle heavily depends on the type of composition you're up against, and the one that you're playing. If your team doesn't require much healing, and you see an isolated squishy who you could pounce on, that's where you can utilise the mobility in your fade, as well as your own sustain to go DPS Moira. Alternatively. If your comp is suited for it, and there isn't an opportunity to 1v1, leverage the insane amount of AoE healing you can do.

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BIOTIC GRASP

Details

Makes Moira either beam enemies for 50 DPS in a 20 meter range, which also self heals, or makes Moira project a spray dealing 70 HPS in a 15 Meter Range, also applying a lingering healing affect afterwards.

Regening Heal Bar

Simply just tap your beam on a target on and off really quickly, and you'll charge your bar faster. People were saying that this had been patched out, but that's a myth.

General Usage

In terms of your actual usage between damaging or healing, it does link in quite a bit with the playstyle that you choose to adopt. But generally speaking, if your tanks are full HP, you can look for opportunities to duel DPS and enemy supports.

For example, on Eichenwalde 1st point defense, if your tank is full HP whilst you're holding the choke, and a DPS like an Ashe or a Hanzo decides to coach gun or wallclimb up, you can realistically take them by either fading up to the highground and dualling them with damage orb, or by tossing a damage orb their way and beaming them from lowground. If you do decide to fade up, just make sure you're able to drop or back off if need be.

Resource Management

A massive thing you need to nail down with Moira is your spray usage and resource management. Hold down the spray if your team really need the healing, and try not to waste half your bar healing a small hitbox DPS flying through the air like a Genji or an Echo. Tap your spray when you need too and remember that it's a projectile, meaning you need to lead your spray roughly in front of where you think your teammate is strafing. The last thing that should be happening on Moira is you entering a fight with half a bar full of resource

Awareness

The penultimate note I have is awareness. [If you're healing a tank at critical HP, but there's a DPS to your right who needs healing, don't ignore them](#). At the very least, tap your spray at them, and quickly return to healing your tank if they're still under pressure.

Deterring Flankers

Lastly - Note that your beam is actually a great deterrent against flankers. You can utilise the 20 meters to annoy and deter flankers like Genji, Sombra or Tracer, when you need too - Just don't solely focus on doing this since your team might need healing.

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FADE

Details

Increases Moira's movement speed for 0.8 seconds, whilst cleansing all status effects and granting invulnerability. Also - Really basic but just needs to be said - Jump at the end of your fade to conserve momentum.

Not Wasting Fade

When it comes to fade usage, my number one piece of advice is actually, knowing when to not use it. Fade most of the time should be used as a *defensive failsafe* to escape danger when you're feeling the heat. And of course there will be times to use fade for an aggressive play, but there are times where you just fade for no reason, you fade after tanking a Rein firestrike, an Ashe dynamite, or some random spam that you really didn't need to take in the first place. Think of fade like a get out of jail free card that you can use aggressively on occasion.

Aggressive Fades

Speaking of those aggressive use cases, this'll likely be when you see an opportunity to pounce on an isolated squishy. I actually recommend walking up to that squishy instead of fading to them, since you're then left without an escape button, but if someone's on highground and you can reach them, because your hero is a really strong dualist, you can realistically take them.

For example, if you're coming back [from spawn on Route 66 2nd point defense, if there's a DPS holding](#) highground, you could fade jump onto the highground, throw a damage orb, and if you get low, then you could just drop off the highground whenever.

You might be thinking - What if my tank gets healing. And my answer to that, is that your damage is your healing. If a pocket Ashe is busy shooting you because you're damaging her, she isn't shooting your Reinhardt, meaning you're technically indirectly healing him.

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BIOTIC ORB

Details

Makes Moira throw a biotic orb, either dealing 200 damage or 300 healing, lasting 7 seconds on a 8 second cooldown. The radius' are quite small, and the damage and healing per second numbers are basically the same as her biotic grasp.

3 Pieces of Tech

1. Firstly, you can cancel orb with fade which is super useful if you're low HP, in order to squeeze out some extra value.
2. Secondly - I'm sure you've heard of this a million times, but please try and use orb before coalescence.
3. With both your heal and damage orbs, look to bounce your orb downwards towards the targets feet to deal a smidge more healing or damage. You can see this with the footage in the background, where I did roughly 10 or 15 extra damage, because the orb travels a longer distance if you aim it downwards.

Orb Timing

The biggest quom with your orb is actually not which orb you should use, but when you should use it. Most obviously, look to toss out your damage orbs in between fights since

when the fight actually begins, your orb will be off cooldown. 3 or 4 years ago I actually made a video back when I was 15 going through some set damage orb spots where you can bounce your orb off walls, hitting the enemy team from spawn whilst you're in relative safety.

In terms of the actual fight, you want to use your orbs with purpose, meaning you want to time it with your team's aggression if you're damaging orbing, or you want to time it with the enemy team's aggression if you're heal orbing. Don't just randomly spam it down chokes and then be surprised when you don't have damage orb, for when you actually see an opening.

Heal vs Orb in Duals

Now, when you're dualling, what orb do you use? Well honestly, it depends on the match-up. I think in most cases, if you're fighting someone alone, damage orb is the better call. But if you're dualling someone who's pocketed, I think you should either damage orb and focus their mercy, especially considering the recent GA nerf, or you heal orb for more sustain and just buy time. Keep in mind if you're in a 1v2, the rest of your team are in a 4v3, so if you can waste as much time as possible in that 1v2, I think it's worth heal orbing to keep that trade going.

With your heal orb, you'll likely be using this when your team are rushing in, or your team are being rushed on. This is what spawned the Lucio Moira Winston dive back in Overwatch 1, because Moira's would stack their heal orb and their spray to make everyone unkillable for a few seconds.

Vertically Bouncing The Orb

Lastly, something niche but might be useful - Look to bounce the heal orb vertically in enclosed spaces like in Kings Row's Hotel, the place with the Mega, and just in small enclosed rooms in general, to maximise the orb itself, instead of it bouncing away from you. Can be super useful when dualling.

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COALESCENCE

Details

Yet another ability that only heals or damages. This time, it's in a 30 meter beam dealing 70 DPS and 140 HPS. A 50% movement buff is granted, alongside a juicy self heal, and lasts 8 seconds.

Tempo Ult

Just like with Mercy's Valkyrie, you're not gonna kill 5 with coalescence in a split second. Instead, you use it to change the tempo of the fight - Either to increase it by giving your team a resource advantage, or to slow it down if you're down a player or two, to give time for them to either come back, or to give time for one of your teammates to make a big play.

You can think of it simply like an aggressive, or defensive coalescence.

An example of an aggressive coalescence would be [taking a wide angle like this on Kings Row](#), damage orbing and heavily pressuring enemy squishies whilst your frontline push in hard.

An example of a [defensive coalescence would be heal orbing your rein and then using coalescence](#) when he's low HP, and getting walked over by a nanoboosted rein with speed. I personally like to think of this as a walmart transcendence.

In terms of the timing of your coalescence, look to use it in the midfight. This is because there'll be less cooldowns like Sleep Dart, Nade, Zarya Bubbles, and much more that could either outright stop your coalescence, or heavily limit the value you could get from it. Supports also tend to play closer and more aggressive as the fight goes on since tanks will be drawing attention, meaning you can exploit this aggressive positioning more with your coalescence the later a fight goes on.

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POSITIONING/PLAYSTYLE

Positioning is often a lot less strict and a lot more fluid with Moira thanks to your high sustain and fade, but the 4 rules of positioning that I use for every hero, still apply to you.

Let's take this example on Kings Row 3rd.

1. [First rule is cover](#)- Super important in order to not have things like your fade forced early.

2. [Second rule is line of sight](#) - You want to see and have awareness of both teams.
3. [Third rule is distance from angles](#), essentially meaning you want to have some distance to react to flankers like a Tracer or Sombra, in order to put some pressure on them
4. [And lastly, and arguably most importantly, you need rotations](#). This just means you have the ability to move to different, important areas of the map, and thanks to your fade, you can. There's some aggressive options here where you can fade to your left to dual DPS, fade back to retreat, or fade aggressively for a ballsy coalescence. Just make sure you time this aggressive, DPS playstyle well.

Speaking of playstyles, let's touch on that. [Fairytale, a Top 500 Symmetra and Moira player, mentioned to utilise highground if you're going to go for the DPS playstyle, and used a clip of Midtown to show this](#). Essentially, highground just means you get another angle on the enemy team, meaning you split their attention. [What is the enemy ana supposed to do if she's getting pressured by Moira from behind or to her side here](#), whilst her frontline are getting pressured?

Not to mention, you also cover most of the rules talked about prior.

Now the biggest error Moira mains make when trying to go for the DPS playstyle, is timing and context. If your tank has a good amount of self sustain, like a Zarya, Hog, or Sigma, and if you have another support with a high amount of healing, then that opens up more opportunities for you to DPS. Alternatively, if your tank or team needs healing, then it's probably best to top them up before you go and look for DPS duels.

You can go through Fairytale's twitter and see some of his DPS moira, and notice how every time he goes for this playstyle, it's when his team are healthy HP, and are either pushing in with him, or are drawing attention elsewhere. DPS moira is a valid playstyle - It just requires some nuance.

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BACKLINE SYNERGIES

Moira Kiriko: The two supports with get out of jail free cards. Honestly I don't think you can go wrong with Kiriko and another support at this point. More than enough healing and sustain, whilst also having great dual potential, as well as Kiriko making up for your lack of utility. Still, something like a damage boost might be more valuable on longer ranged maps, and something like speed might be more valuable on shorter ranged maps.

Moira Brig: On paper- The strongest Backline against Dive. Stupid amounts of sustain, solid brawl potential, and Brig can pocket your DPS which is something you're not great at doing.

Moira Zen: High Damage, Moira makes up for Zen's sustain and lack of healing, and Zen makes up for Moira's lack of utility. Plus, you get a Defensive Ultimate. There's legitimately a lot to like about this combo apart from the fact that it falls apart to a single dive hero. Moira is just not great at peeling since her spray is a projectile and is blocked by barriers. Not great. However, if the enemy team aren't running any dive heroes for some reason, you could actually get away with this greedy backline.

Moira Lucio: Great brawl potential, and allows Moira to play more aggressively as she doesn't need to Peel/Help other support as much. However, this heavily lacks any poke damage hence you have to be running some kind of comp that wants to eventually get up close, and Kiriko is kind of a better substitute than Moira in most scenarios.

Moira Mercy: High Healing, and on paper, enables both the Tank and DPS. However, this has close to 0 Utility, as well as weak(er) ultimates in comparison to the rest of the cast. Not a great duo, you'd be better off running any other support with mercy, especially against dive or on longer range maps.

Moira Bap/Moira Ana: I've grouped these two together since 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

FUNDAMENTAL (TLDR)

Orb your flankers and orb aggression as you normally would, but you need to keep moving and rotating with cover when you or the enemy team are aggressing. Be aware and keep your eyes peeled for flankers, because a single shot on a Tracer, Sombra, or Genji, can put a lot of pressure on them. Be disciplined with your positioning, orb aggression, and always be aware of flank threats.

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ORBS OF DESTRUCTION

Details

Makes Zen fire his orbs dealing 48 damage per shot, at 120 DPS. Zen can also charge up 5 orbs to release them all in one burst, dealing 240 damage in total, one shotting any 200 HP Squishy.

Firing 4/5 Orb Volleys

In most cases, you really want to get into the habit of only firing your orb volley when you have atleast 4 orbs charged. If you're constantly firing out 1 or 2 orb volleys, you might as well be holding down left click and getting higher DPS. Charge your orbs as you approach a corner, then toss them out, and then quickly duck back into cover. Corner discipline is really important here but I'll get onto that later on.

Dualling Advice

When actually dualling DPS, the best piece of advice is to not panic. Essentially, you need to have good trigger discipline. Don't start tossing your shots all over the place, but rather, pace yourself and adjust your crosshair to where you might think the enemy flanker will end up. Remember, one or two discorded shots will force a deflect, translocate, or a recall.

Splitting Shots and Discord

You might want to consider shooting and discording different targets. Of course, most of the time, you'll be shooting you discord. But because of how much value landing one or two bodyshots is on a squishy target, pressuring backline squishies or landing shots on a DPS taking on off-angle, should be prioritised over just spamming at a ramattra using his block.

But here, you could keep the discord on that Ramattra so your tank has an easier time, whilst shooting the enemy backline.

—

DISCORD

Details

Makes Zen choose any enemy to receive 25% more damage. If the enemy loses line of sight from Zen for more than 2 seconds, the orb will detach.

Orbing Aggression

This was kind of covered before, but really simply, orb targets who are aggressive, and/or targets who your team are aggressing on. If there's an Ashe taking an aggressive off-angle with a pocket, and a Reinhardt holding his shield up from 30 meters away, that discord should be going on that Ashe - Not the Reinhardt.

Controlling The Map

Now in Brig Zen, and in terms of the bigger picture, you can use orbs to control any section of the map. [Here's the example on Busan Sanctuary](#) that I commonly refer to, where you orb both tracers and control that coast-side area of the map. Don't just orb the enemy tank especially if they're just sitting on point and aren't even aggressing, or are being aggressed on in the first place.

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HARMONY

Details

Has the same mechanics as the discord orb but deals 30 HPS on a singular target.

Orbing Aggression

The exact same logic that I just went through with discord, applies to your harmony orb. Orb aggression - It's better to put harmony on a teammate who's about to take a lot of aggression rather than using harmony on a teammate who's low, but in relative safety.

Orbing Flankers

Try use your orbs to control those flanks and orb your flankers, since 60 or so healing on a tracer is gonna mean a lot more than 60 or so healing on a Reinhardt.

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TRANSCENDENCE

Details

Grants Zen invulnerability, a doubled movement speed, and makes Zen deal 300 HPS for 6 seconds to anyone who is standing within the radius.

Orbs Before Transcendence

First off - Really simple but needs to be said - Please use your orbs before transcendence! Especially if you're looking to use transcendence to go really aggressive on a singular target, if that target doesn't have discord, they could very well survive.

Typical Defensive Usage

Now onto the usage. The most obvious one, is to save transcendence for defensive uses like against a grav, flux, dragonblade, etcetera. Do note that you don't want to ult just because there's a grav or a flux. Assess the situation, look if anyone's gonna need the healing to survive, then you can trans. You'd be surprised to see how many Zen players pop trans just because they hear a genji pull blade.

Atypical Defensive Usage

There'll also be moments where you might need to use trans defensively, even if there are no big scary ultimates like Flux or Grav. If your Reinhardt, Ramattra or Orisa are just a bit too aggressive, you need to be ready to pop trans. The key to not using trans late, is anticipation. An Orisa Spear spinning into backline, or a Ramattra walking ahead in with Nemesis form might provoke you to think about using trans.

Hiding From EMP

Linking onto that, there's using your trans against EMP. Before, you'd have to hide against her since you'd be dropped to 50HP and fully hacked - Now that's no longer the case. However, if you are playing against a full dive composition, or one that can burst down a singular target very quickly, hiding against EMP isn't a bad idea.

Aggressive Usage

Lastly, there's aggressive uses of your transcendence. This'll likely be done when there's no ults you need to save trans for, and you want to buy a 6 second window for your team to push in aggressively. Maybe you're stuck at a choke and need to push through, or maybe their tank needs to be shut down. Your trans can greatly help with that.

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POSITIONING

This is one of the most important areas with Zen because of how immobile you are. The same rules I had in my Ana guide apply to you but even moreso, because you haven't got any defensive abilities like nade or sleep dart. I'll use this example on Kings Row 3rd.

1. First off, you need to have a [corner or cover](#). Because of how large your hitbox is, you need to have cover to where you can stop taking damage at any time whilst you're poking
2. Secondly, you need to have [good line of sight](#), to where you can see both teams. This isn't just so you can do damage and help your team, but also, your team can help you. This will also help your awareness because, as I get onto, you can see and deal with flankers like a Tracer flanking through the mega.
3. Thirdly, you need [good distance from angles](#), just meaning that you need some distance between you and the flanker that's going onto you, in order to have enough time to react and land some damage.
4. And lastly, you need [rotation options](#). This means that you have places to move throughout the fight, in order to keep up with your team and also to pressure the enemy team from different angles.

Rotation Timing

The key thing with rotations, is the timing. You want to be timing when you move, with when your team, specifically your tank, is drawing attention. That can be your Rein pushing in, Orisa Spear Spinning in, Winston jumping, Ball rolling or Doom punching in.

Positioning Vs Brawl

There's been a solid pretense throughout the guide when playing Zen against flankers. But what if you're not playing against any flankers at all? Against Brawl comps, that both lack range and mobility, you ought to be playing highly aggressive, taking angles around the brawl comp to degrade them from multiple different directions. Don't just stack on your either support, since both of you will be rushed over. If you, and say, Ana, are playing different positions, then the rush comp can only rush one of you, instead of both. It's what the Vegas Eternal attempted to do against Samito's Rush Comp recently.

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BACKLINE SYNERGIES

Zen Kiriko: Honestly, quite underrated. Kiriko can flank and TP back to you if you need peeling, whilst also having enough healing to take care of your only tank. If both players are competent and you play distance, there shouldn't be too much to dislike here.

Zen Lucio: Ran by Coach NoHill on the LAValiant last year, Zen Lucio's lack of healing is, in theory, made up for by their utility. Two defensive ultimates, speed and discord, as well as respectable damage. Move fluidly with your Lucio so he's able to peel flankers off you, though you may have a hard time healing your tank, as well as dealing with a coordinated dive. Also, don't stack your trans with beat.

Zen Moira: On paper, a good combo. They both make up for areas they lack in, with that being utility on Moira's end, and that being sustain on Zen's end. But because Moira is one of the worst peel supports in the game, a single dive hero can tear apart a composition built on Moira Zen.

Zen Bap/Zen Mercy: Combining these 2 together because they're both glass cannons of a support duo and are mainly played on the same long range maps like Havana, Circuit Royale, or Junkertown. Great poke, and utility, just look to mainly keep the distance on maps where you typically wouldn't play this, especially up against Orisa, Rein and Ramattra, who will run you over if you get too close.

Zen Brig: Where Zen Brig lacks in range compared to Zen mercy or Zen Bap, it makes up for it in sustain. Brig's repair pack buff makes her the ultimate peel support - Just ensure both of you rotate together. Always watch and look out for flankers.

Zen Ana: Kind of like a more rounded out version of Zen Bap or Zen mercy. Nade, sleep and discord are powerful pieces of utility, so make sure, especially when you're not up against dive comps, you're utilising angles to get the most out of your abilities.

SOURCES

The biggest one has to of course, be [Spilo](#). For those who don't know, Spilo was recently the former Overwatch League Coach for the London Spitfire, and has had multiple years and a long lasting history of Professional Overwatch Coaching. I strongly recommend you check his stuff out.

There's also been a plethora of other professional coaches I've sited and used in my guides before. **Temporal**, **ioStux**, **Egoistcat**, **NatterOW**, **SwordOW** all have coached in Contenders/T2 before, have credible liquipedia pages, and their own YouTube channels (with varying levels of activity...)

And of course there's the hero specific creators too. **Skiesti** and **Niandra** for mercy, **Yeattle** and **Chazm** for Wrecking Ball, **Bogur** for Winston, **Fuey500** for Torb, **GetQuakedOn** and **Chipsa** for Doomfist, **Meta1** for Symmetra, **Tesla** and **Fairytale** for Moira - The list goes on.

Especially at the earlier stages of my guide creation, these guys have been massively useful in me saving time, as well as giving high quality, clear visual explanations on how to actually play the hero.

CREDENTIALS/COACHING/PATREON

This is of course, completely optional, and why I've chunked it at the end.

In fact, if you want to support me, the **BEST** Way to do so (which funnily enough, is **completely free**), is to just leave the 8 Hour Video guide on in the background, to tick up the watch time so YouTube promotes it.

But, if you want to go a step further, I do personal 1 on 1 Coaching (on any hero, of course...) as well as Team Coaching. I'm currently Head Coach for a Top 3 Team in UK Collegiate (Warwick Angels, GM1 Average), and I've spent the last 2 years learning, and coaching the game across all ranks, all heroes, and all platforms.

I typically charge \$8 for 30 Minutes, and \$15 for 1 Hour, but you can also get some discounts if you head over to my [patreon](#).

If you're interested, shoot me a DM over discord (Kajor#5096), though if you purchase one of the patreon tiers to get a discount, you'll already get a role in my discord, so I'll know what level you're on.

Thanks for checking this out, and I hope you find it useful!