

Gemini said

Based on the transcript provided, here is an extensive guide for **Venture** in Overwatch 2.

The Comprehensive Venture Guide

Role: Close-Range Cyclical Brawl/Dive Hybrid

Playstyle: "The 16-Meter Menace" — You excel in enclosed spaces, using a cycle of cooldowns to land high-damage combos before escaping or re-positioning.

1. Core Philosophy: The 16-Meter Rule

The most important concept for Venture is understanding your effective range.

- **The 16m Limit:** Your primary fire (Smart Excavator) has a hard cap of 16 meters.
 - **Posturing:** Do not play like a Soldier or Sojourn. You must position like a **Reaper** or **Junkrat**.
 - **Enclosed Spaces:** You thrive in rooms and tight corridors. Open sightlines are your enemy.
-

2. Abilities & Mechanics

Passive: Explorer's Resolve

- **Effect:** Using abilities grants temporary shields.
- **Tip:** Using Burrow generates shields, and dashing generates shields. Properly cycling these keeps your effective HP high during fights.

Primary Fire: Smart Excavator

- **Stats:** 80 damage per charge (AoE), 8 charges per clip.
- **Usage:** It functions like Sigma's spheres but with shorter range. Use this for poke *only* if you are within that crucial 16m range.

Ability 1: Burrow (Invulnerability/Mobility)

- **Stats:** Moves 40% faster underground. Lasts 4 seconds. Deals up to **110 damage** on emerge.
- **Usage:**
 - **Engagement:** Used to close long distances safely.
 - **Disengagement:** Your "get out" card.
 - **Staging (Advanced):** Use Burrow to bypass the enemy team entirely, take a high ground position behind them (without engaging yet), and wait for cooldowns. This sets you up for a deadly pinch.

Ability 2: Drill Dash (Mobility/Burst)

- **Stats:** 100 Total Damage (40 impact + 60 DoT). Cooldown is halved (8s -> 4s) if used while underground.
- **Usage:**
 - **The Finisher:** Essential for the one-shot combo.
 - **Verticality:** Goes higher than a Burrow jump.

- **Defense:** If you are in a bad spot, Dash away to cover immediately.

Ultimate: Tectonic Shock

- **Stats:** 130 damage per shockwave. 4 charges. Lasts 7 seconds.
- **Type:** Tempo Ultimate.
- **Philosophy:** This is *not* a huge playmaking ult like Earthshatter. It is used to speed up or slow down a fight.
- **When to use:**
 - To clear a specific zone/high ground.
 - To secure a free pick on a lone support.
 - To enhance a dive (Burrow in -> Ult the backline).
 - *Don't hold it for the "perfect" 5-man kill. Use it opportunistically.*

3. The "One-Shot" Combo

Venture's value relies heavily on landing this burst damage sequence.

The Sequence:

1.
Shoot (Primary Fire)
- 2.

Drill Dash (Cancel the shot animation into the dash)

3.
Shoot (Primary Fire)

4.
Melee (Finisher)

Total Damage: ~330 Damage (enough to delete any squishy).

- *Note:* Melee deals impact damage + DoT.

The "Drop" Engage: Like Doomfist, you can start on high ground, drop down on an enemy (without using cooldowns), perform the combo, and then use Burrow/Dash to escape.

4. Decision Making: Burrow vs. Drill Dash

Knowing which ability to use to start the fight is the difference between living and dying.

Scenario A: Long Distance / Open Space

- Engage with: Burrow.
- **Why:** You cannot walk up without taking damage. By the time you travel underground to the target, your Drill Dash cooldown will likely be ready, allowing you to combo and then Dash out (or Dash to finish).

Scenario B: Short Range / Enclosed Space

- Engage with: Drill Dash.
- **Why:** If you are close (5-10m), Dash is instant and hard to react to. You save Burrow to escape (Disengage) after the kill.

Scenario C: Enemy Composition

- **Vs. Mobile Heroes (Tracer/Lucio/Sombra):** Do **NOT** Burrow engage. It is too slow and telegraphed. You must play as a "Frontline Tank Buster" or wait for them to mess up.
 - **Vs. Immobile Heroes (Ana/Zen):** Burrow engaging is viable as they cannot run away easily.
 - **Vs. CC (Cassidy):** Never Dash engage into a Cassidy. If he hinders you, you cannot Burrow out, and you will die.
-

5. Three Core Playstyles

1. The Fringe (Map Control)

- **Concept:** Controlling the "edges" of the fight, specifically enclosed rooms and flank routes (e.g., Mega room on Shambali).
- **Goal:** Deny space to enemy flankers (Tracer/Sombra) or create side-pressure on the enemy tank.
- **Technique: Defensive Corner Holding.** Bait an enemy to chase you around a corner, then Dash them *into* the wall/corner to execute your combo safely.

2. The Flanker (Backline Assassin)

- **Concept:** Similar to Reaper. Teleport (Burrow/Stage) into the backline, kill a support, Wraith (Burrow/Dash) out.
- **Timing:** You must wait for your Tank or Dive DPS (Doom/Winston/Echo) to engage *first*.
- *The "Half-Second" Rule:* Wait 0.5 seconds after your tank goes in. This ensures the enemy supports use their cooldowns (Sleep Dart/Nade) on the tank, leaving them defenseless against you.

3. The Frontline (Brawl)

- **Concept:** Playing inside your own team (Deathball/Rush comps).
 - **Goal:** Burn down the enemy tank or barriers.
 - **Note:** This is the simplest playstyle but often the least effective compared to off-angling, unless running a specific rush comp (e.g., Mauga/Sym/Venture).
-

6. Map Strategy

- **Best Maps:** Lijiang Control Center, Oasis University. (Tight spaces, easy to close distance).
- **Hard Maps:** Havana, Junkertown, Circuit Royal. (Long sightlines).
- **How to adapt:** You must use **Burrow** creatively to cross open sightlines without taking damage. Do not walk down main. Move from cover to cover using your underground mobility to stage attacks from unexpected angles.

Summary Checklist

1.
Range Check: Are you within 16m? If not, get closer or don't shoot.
2.
Cycle: Do you have an escape plan? Never engage without at least one cooldown saved for the exit (unless confirming a win).
3.
Combo: Shoot -> Dash -> Shoot -> Melee.
4.
Targeting: Bait enemies into *your* room/corner rather than chasing them into the open.

You said

write an extensive guide for juno too based on this material, if u need more search it on ur own.

Gemini said

Based on the provided coaching transcript and supplementary details, here is an extensive guide for **Juno** in Overwatch 2.

The Comprehensive Juno Guide

Role: Sustained Pressure & Mobility Support

Playstyle: "The Space Filler" — You are a mid-range poker who excels at applying constant, irritating pressure from off-angles while speeding your team into engagements.

1. Core Philosophy: Sustained Pressure

Unlike Ana or Baptiste, who often look for singular "spikes" of value (a big Nade, a 3-tap kill), Juno is built for **uptime**.

- **No Spikes, Just Consistency:** You don't have a "win button" like Suzu or Lamp. Your value comes from constantly shooting, constantly repositioning, and constantly speeding.
 - **The "Space Filler":** You should always be looking to fill the "empty space" on the map. If your team is main, you are slightly to the side. If they push left, you open the angle on the right.
 - **The "Good Lawyer" Mindset:** Your mobility (Glide Boost) is *not* a "Get Out of Jail Free" card (like Moira Fade or Kiri TP). It is merely a "Good Lawyer"—it can help you argue your case and buy time, but if you are caught in a truly bad position (like a 1v1 with a Tracer), you will still go to jail (die).
-

2. Abilities & Mechanics

Mediblaster (Primary Fire)

- **Type:** Burst-fire Hitscan (healing/damage).
- **Mechanics:** Constant switching between healing and damage. Falloff exists, so you want to play in **mid-range** (approx. 20-30 meters).
- **Usage:**
 - **Shoot to Pressure:** You aren't looking for one-clips. You are looking to force cooldowns. If you shoot a DPS and force them to hide, you've done your job.
 - **Pre-firing:** Since it's a burst weapon, you can pre-fire corners where you expect enemies to peek.

Pulsar Torpedoes (Secondary Fire)

- **Role:** The "Angle Opener" & Tempo Maintainer.
- **Mechanics:** Locks onto multiple targets (allies heal, enemies take damage).
- **Key Rule:** **Do not greed for the 5-man lock.** Holding the ability too long to get "maximum value" often results in doing nothing for 3 seconds.
- **Usage:**
 - **The Opener:** Use Torpedoes to initiate a peek. Lock onto 1-2 enemies to force them back, then push up with your team.
 - **The "Mini-Nade":** Use it when your team is engaging to give a burst of sustain + damage simultaneously.
 - **Don't wait:** If you see a generic opportunity to hit 1 ally and 1 enemy, just take it.

Glide Boost (Shift)

- **Role:** Positioning Tool (Rotational).
- **Mechanics:** Horizontal flight with a speed boost. You cannot go up or down once activated (except via double jump).
- **The Mistake:** Using this *reactively* when a diver is already on top of you. By then, it's often too late because you can't instantly teleport away.
- **Correct Usage:** Use it *proactively* to rotate to a new angle before the enemy collapses on you, or to cross dangerous sightlines quickly.

Hyper Ring (Speed Ring)

- **Role:** "Free Value."
- **Mechanics:** Places a ring that boosts speed for allies passing through.
- **Usage:**
 - **Engagement:** Drop it directly on your Tank (Reinhardt/Ramattra) to help them close the gap.
 - **Kiting:** Drop it behind your team to help them back up safely from an enemy ultimate.
 - **Selfish Play:** Don't be afraid to use it just for yourself to rotate faster if it means securing a better angle.

Orbital Ray (Ultimate)

- **Type:** Tempo Ultimate.
- **Mechanics:** Moves forward, healing allies and boosting damage (30-35%).
- **Philosophy:** This is not a defensive "save" ult like Zen Trans or Lucio Beat. It won't save your team from a Grav-Dragon combo.
- **Best Use:**
 - **Sustain the Push:** Pop it at the start of a brawl to give your team massive advantage in the neutral fight.
 - **Surviving Poke:** It heals enough to out-sustain general spam damage, allowing your team to walk forward without using cooldowns.

3. Positioning: The "Uncontested Angle"

Juno's positioning is dynamic. You are not a backline turret (Ana/Zen) nor a frontline brawler (Lucio/Brig).

- **Mid-Range Off-Angles:** You want to be roughly 20-30m away from the fight.
- **Triangulation:** Visualise your Tank and your DPS as two points of a triangle. You want to be the third point. This splits the enemy's attention. If they look at your Tank, you shoot them in the side. If they look at you, your Tank hits them.
- **Rotation:** Because you have high mobility, you should never be static. Shoot from one angle, and when they look at you, Glide Boost to a different angle.

4. The Three Phases of Juno

Phase 1: Poke (Early Fight)

- Use your range to soften up targets.
- Spam Torpedoes on cooldown to build Ult charge.
- **Goal:** Force defensive cooldowns (e.g., forcing a Moira Fade or a Soldier Heal Station) without committing your own movement.

Phase 2: Rotate (Mid Fight)

- As the teams close the distance, look for the "empty space."
- Use **Glide Boost** to take high ground or a flank.

- **Goal:** Set up a crossfire where you can heal your team *and* damage the enemy from the side simultaneously.

Phase 3: Commit (Climax)

- Drop **Hyper Ring** to signal the "Go" moment.
 - Use **Orbital Ray** if available.
 - **Goal:** Overwhelm the enemy with speed and sustained damage/healing numbers.
-

5. Matchups & Synergies

Strong Against (Poke/Brawl):

- **Reinhardt/Ramattra:** You can kite them indefinitely and speed your team away from them.
- **Torbjorn/Bastion:** You can poke them out from angles they can't easily reach.

Weak Against (Hard Dive/Snipers):

- **Widow/Hanzo/Ashe:** You cannot contest them. They out-range you and one-shot you. **Do not peek them.** You must rotate to angles where they can't see you.
- **Tracer/Sombra/Doomfist:** If they catch you without cooldowns, you die.
- **Counterplay:** You must spot them *early*. If you see Doomfist looking at you, **Glide Boost** away **immediately** before he engages. Do not wait for the slam to hit you.

Synergies:

- **Brawl Tanks (Rein/Ram/JQ):** They love your speed ring.
- **Dive DPS (Tracer/Echo):** You can keep up with them and provide remote healing + lock-on damage to help them finish kills.
- **Brigitte:** She is your best friend. She protects you from dive, and you provide the range/speed she lacks.

Summary Checklist

1. **Am I filling the empty space?** (Don't stack on your other support).
2. **Am I using Glide Boost proactively?** (Don't wait to get shot to move).
3. **Am I respecting the sniper sightlines?** (Don't peek Widow).
4. **Am I using Torpedoes often?** (Don't hold them for the "perfect" 5-man lock).