

# Official Overwatch 2 Map-Character Synergy Guide

## Introduction

This guide aims to provide general, practical advice on the synergy between maps and characters in Overwatch 2, focusing on when and where to swap heroes based on map design, sight lines, verticality, and typical player skill levels. It is designed primarily for the average player rather than professional-level optimization, balancing low- and high-rank perspectives.

- **Purpose:** Help players understand which maps favor or hinder specific heroes.
  - **Scope:** Not exhaustive, but covers many common heroes and maps.
  - **Disclaimer:** Good maps don't guarantee success, nor do bad maps guarantee failure. Use as guidelines alongside team composition, enemy picks, and personal playstyle.
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## General Map Factors Affecting Hero Performance

1. **Verticality:** Maps with high ground and vertical elements favor characters who can access or contest these areas.
  2. **Sight Lines:** Long sight lines benefit snipers and ranged poke heroes; short sight lines benefit brawlers and close-combat characters.
  3. **Map Size and Congestion:** Smaller or congested areas favor heroes who excel in close quarters.
  4. **Flank Routes & Space:** Maps with many flanks allow mobile heroes to maneuver; open maps favor heroes that can utilize space.
  5. **Environmental Kill Opportunities:** Certain maps provide edges or hazards heroes like Doomfist or Orisa can exploit.
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## Tank Heroes Map Guide

### 1. Winston

- **Good Maps:** Dorado, Jalter (high verticality, many high grounds to contest)
- **Bad Maps:** New Junk City, Havana (flat, broad maps with limited verticality, hard to close distance)

### 2. D.Va

- **Good Maps:** Dorado (high verticality allows contesting and payload movement)
- **Bad Maps:** Flashpoint, New Junk City, Busan (flat maps with little verticality)

### 3. Doomfist

- **Good Maps:** Ilios, Circuit Royale (cover and verticality for quick engages)
- **Bad Maps:** Circuit Royale is generally poor for dive tanks but Doomfist is arguably the best dive tank here.

## 4. Junker Queen

- **Good Maps:** Flashpoint, Superas (flat, congested maps with short sight lines)
- **Bad Maps:** Jalter, Powder ISO (high verticality and long sight lines)

## 5. Orisa

- **Good Maps:** Ilios (optional verticality, close brawling)
- **Bad Maps:** Jalter, Nubani (long sight lines, high ground hard to access)

## 6. Ramattra

- **Good Maps:** Coloso (tight areas, poke and close combat)
- **Bad Maps:** New Queen Street, Dorado (multi-angle flanks, high verticality)

## 7. Reinhardt

- **Good Maps:** Leang Tower, Control Center, Gardens (close-range brawl maps with friendly choke points)
- **Bad Maps:** Dorado, Powder ISO (verticality and long sight lines)

## 8. Roadhog

- **Good Maps:** Ilios (hooks off edges, short sight lines)
- **Bad Maps:** Havana, Jalter (poke-heavy, high verticality)

## 9. Sigma

- **Good Maps:** Circuit Royale, Watchpoint Jalter (manageable verticality and flanks)
- **Bad Maps:** New Junk City, Jalter (deep flanks and high verticality)

## 10. Wrecking Ball

- **Good Maps:** Junkertown (varied flanks and angles, hyper mobility)
- **Bad Maps:** Circuit Royale (hard to stage flanks, difficult disengagement)

## 11. Zarya

- **Good Maps:** King's Row (poke and brawl-friendly)
  - **Bad Maps:** Jalter, Havana (long sight lines, high verticality)
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# DPS Heroes Map Guide

## 1. Ashe

- Good Maps: Route 66 (medium to long sight lines with flexibility)
- Bad Maps: Subasa, Flashpoint, Le Jang (require high movement, inconsistent sight lines)

## 2. Bastion

- Good Maps: King's Row (short sight lines, limited verticality)
- Bad Maps: Havana, Jalter (long sight lines, sniper presence)

## 3. Cassidy

- Good Maps: Oasis (balanced sight lines)
- Bad Maps: Circuit Royale, Jalter (sniper-heavy, poor angles)

## 4. Echo

- Good Maps: Ilios (verticality and mixed sight lines)
- Bad Maps: Busan, Circuit Royale (long sight lines, sniper presence)

## 5. Genji

- Good Maps: Ilios, King of the Hill maps (flanks, verticality)
- Bad Maps: Busan, New Junk City (flat, open maps)

## 6. Hanzo

- Good Maps: Junkertown (verticality, medium-long sight lines)
- Bad Maps: Subasa, Oasis (short sight lines, heavy movement)

## 7. Junkrat

- Good Maps: King's Row (short sight lines, close quarters)
- Bad Maps: Jalter, Circuit Royale, Havana (long sight lines)

## 8. May

- Good Maps: Leang Tower (walls and angles)
- Bad Maps: Jalter, Junkertown (long sight lines, verticality)

## 9. Pharah

- Good Maps: Ilios Ruins, Lighthouse (vertical cover)

- **Bad Maps:** Circuit Royale, Junkertown (sniper maps, poor cover)

## 10. Reaper

- **Good Maps:** King of the Hill maps, Antarctica (close range, flanks)
- **Bad Maps:** Havana, East Bronza (open, hard to flank)

## 11. Sojourn

- **Good Maps:** Super Vasa, Flashpoint (mobility and flexible sight lines)
- **Bad Maps:** Junkertown, Dorado (sniper maps, inconsistent vertical mobility)

## 12. Soldier: 76

- **Good Maps:** New Junk City, New Queen Street (wide angles, flanks)
- **Bad Maps:** Circuit Royale, Havana (sniper presence, limited flanks)

## 13. Sombra

- **Good Maps:** New Queen Street (large spaces, health pack control)
- **Bad Maps:** Circuit Royale, Shambali (difficult backline setup)

## 14. Tracer

- **Good Maps:** Blizzard World (wide open sight lines, flanks)
- **Bad Maps:** Circuit Royale (predictable angles), Havana (limited angles)

## 15. Widowmaker

- **Good Maps:** Circuit Royale (long sight lines, few flanks)
- **Bad Maps:** Oasis, Super Vasa, Flashpoint (many flanks, cramped)

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# Support Heroes Map Guide

## 1. Ana

- **Good Maps:** Dorado (good sight lines, cover)
- **Bad Maps:** Circuit Royale, Havana (long sight lines, sniper presence)

## 2. Baptiste

- **Good Maps:** Coloso, Circuit Royale (narrow sight lines, ultimate value)
- **Bad Maps:** Jalter (verticality), Dorado 2nd point (hard to reach high ground)

### 3. Brigitte

- **Good Maps:** Rialto (short sight lines, brawl opportunities)
- **Bad Maps:** Circuit Royale, Havana (long sight lines, sniper presence)

### 4. Echo Support (E.E.)

- **Good Maps:** Rialto (off angles, sight lines)
- **Bad Maps:** Flashpoint, Jalter, Circuit Royale (verticality, long sight lines)

### 5. Kiriko

- **Good Maps:** East Bronza (flanks and angles, wall climb)
- **Bad Maps:** Circuit Royale (hard to flank Widowmaker)

### 6. Lifeweaver

- **Good Maps:** Numbani (high ground overview, verticality)
- **Bad Maps:** Havana, Leang Tower (broad open spaces, easy to dive)

### 7. Lucio

- **Good Maps:** Leang Tower, Ilios (speed boosts, quick closes)
- **Bad Maps:** Havana, Jalter (hard to reach flanks, verticality)

### 8. Mercy

- **Good Maps:** Potter ISO (verticality, escape routes)
- **Bad Maps:** New Junk City, Antarctica, Leang Tower (hard to escape, limited angles)

### 9. Moira

- **Good Maps:** Antarctica (short sight lines, flanks)
- **Bad Maps:** Havana, Junkertown (hard to flank, long sight lines)

### 10. Zenyatta

- **Good Maps:** Havana, Circuit Royale, Blizzard World (long sight lines)
- **Bad Maps:** Leang Tower, Flashpoint (short sight lines, high movement)

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## Key Takeaways

- **Map awareness is crucial:** Understand the verticality, sight lines, and space to maximize hero effectiveness.

- **No absolute “best” or “worst” map:** These are general guidelines; player skill and team composition matter greatly.
- **Counterplay and flexibility:** Even on “bad” maps, skilled players can succeed by adapting strategy.
- **Composition synergy:** Always consider your team and enemy picks alongside map factors.
- **Personal preference counts:** Play what you enjoy and are comfortable with, but use map knowledge to inform swaps.