

The Comprehensive Mauga Guide

Role: Mobility Brawl Tank

Playstyle: "Controlled Aggression" — You are a shorter-range pressure monster who thrives on isolating targets and forcing cooldowns.

1. Core Philosophy: The "Mobility Brawl" Mindset

Many players mistake Mauga for a "stand-there-and-shoot" tank like Orisa. **This is wrong.**

- **Mobility:** You have *Overrun*. You are not a statue. You must move to angles, take space, and—crucially—run away when resources run dry.
- **Brawl:** You want to fight in **Short-to-Medium range**. You are like a Reinhardt who shoots; you want to find a "small circle of pain" (a room, a corner) and force enemies to walk into you.
- **Lane Theory:** Pick a lane (an angle) and own it. Don't "chase butterflies" (switch targets randomly). If you are pressuring a support or DPS out of position, stick to it until they leave or die.

2. Abilities & Mechanics

Passive: Berserker

- **Effect:** Dealing critical damage gives you temporary **Overhealth**.
- **Cap:** Max 150 Overhealth.
- **Tip:** This is your sustain outside of Cardiac. You need to be hitting crits (Right Click) on burning targets to keep this up.

Weapons: Incendiary (Left) & Volatile (Right) Chainguns

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Left Click (Gunny): Ignites enemies after 10 shots. DoT (Damage over Time) applies.

- Right Click (Cha-Cha): Deals critical damage to ignited enemies.
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- **Firing Modes:**
 - **Single Fire:** Accurate at mid-range. Use this for poking squishies.
 - **Double Fire:** High spread, high DPS. Only use this on **Tanks** or **Point-Blank** targets.
- **Spilo's Rule:** "Don't fish for kills." If a target is far away, don't double-fire and pray. Use single fire to poke, or move closer using cover.

Ability 1: Overrun (Shift)

- **Effect:** Unstoppable charge ending in a stomp.
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- **Usage:**
 - **Engagement:** ONLY go in if you have an advantage (enemy low, cooldowns used).
 - **Escape:** This is your "get out of jail" card. Keep it available if you are playing aggressively.
 - **Damage Reduction:** You take 50% less damage while running.
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- **Tip:** You can cancel the charge early to stomp exactly where you want.

Ability 2: Cardiac Overdrive (E)

- **Effect:** Lifesteal (100% of damage dealt) + Damage Reduction (40%) for you; partial benefits for allies.

- The "Golden Rule": Use it EARLY.
- Do not wait until you are at 100 HP. Use it when you are taking "Armor Damage" (dropping from 650 to 450). It is easier to maintain high HP than to rebuild it from critical.

Ultimate: Cage Fight (Q)

- Effect: Traps enemies in a barrier ring. Infinite Ammo.
 - Usage:
 - Solo Ults are Good: Trapping one support (like Ana or Zen) guarantees a kill and wins the fight. You don't need a 5-man trap.
 - Defensive Usage: You can use the shield to block damage and survive if caught in the open.
 - Cancel to Live: If you are dying in your own cage, cancel the ult and run away.
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3. The Perk System (Season 15+)

In standard Competitive and Quick Play, you will choose perks at **Level 1 (Minor)** and **Level 3 (Major)**.

Level 1: Minor Perk Choice

- Option A: Kinetic Bandolier (Recommended for Mobility)
 - Effect: Overrun reloads your guns while charging.
 - Why: Allows you to keep up the pressure without long reload animations. Great if you move

around the map a lot.

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- **Option B: Pyromaniac (Recommended for Poke)**
 - *Effect:* Igniting enemies grants Overhealth.
 - *Why:* Good against poke comps where you are trading shots from a distance.

Level 3: Major Perk Choice

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- **Option A: Firewalker (The Meta Pick)**
 - *Effect:* Overrun ignites enemies you hit/stomp.
 - *Why:* It sets up your critical damage (Right Click) instantly. You Stomp -> Shoot -> They melt. It makes your engage lethal.
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- **Option B: Combat Fuel (Niche)**
 - *Effect:* Crits charge up extra Overhealth for your next Cardiac Overdrive.
 - *Why:* Can be good in Mauga vs. Mauga mirrors, but generally *Firewalker* offers too much offensive value to pass up.

4. Gameplay Strategy (The Spilo Method)

Phase 1: The Poke & Prod

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Hold a corner (cover is mandatory).

- Use Single Fire to ignite squishies or pressure the enemy tank.
- **Goal:** Force enemy cooldowns (Ana Nade, Zarya Bubbles, Suzy) without committing your own movement.

Phase 2: The Commit (or The Kite)

- **If they push you:** Pop Cardiac Overdrive immediately to maintain your Armor. Make them fight you in your "circle of pain."
- **If they retreat/waste cooldowns:** Use Overrun to close the distance.
- *With Firewalker Perk:* Stomp on them -> Instant Ignite -> Right Click down.

Phase 3: The Disengage

- If the fight turns sour (you get Anti-naded or focus-fired), use Overrun to run *back* to your team or a health pack.
- **Mistake to Avoid:** Engaging with Overrun and having no way out. If you go in deep, you *must* win, or you die.

Common Mistakes Analyzed (from the Video)

1. **"Fishing" with Double Guns:** Shooting both guns at a small target 20m away. You will miss, waste ammo, and lose movement speed. Use one gun.
2. **Late Cardiac:** Waiting until you are critical HP to press E. You will die through the lifesteal. Press it when the brawl starts.
3. **Ignoring Angles:** Running down the main street. Instead, take an off-angle (side lane), force the enemy to look at you, then run away if they turn.

5. Matchups & Synergies

Matchup	Difficulty	Strategy
Vs. Roadhog	Free Win	He is an infinite battery for your Overhealth. Shoot him freely to charge ult.
Vs. Reinhardt	Favorable	Break his shield. If he charges, Overrun into him (you win the stun collision or knock him down).
Vs. Winston	Neutral	He ignores your armor. Do not chase him; pressure his backline or punish him when he lands.
Vs. D.Va	HARD	Her Defense Matrix eats your bullets (no lifesteal) and Cardiac healing. De-mech her is the only priority.
Vs. Sigma	Tricky	His shield and grasp deny your lifesteal. Do not shoot the Grasp. Run past his shield if safe.
Vs. Ana	Nightmare	Anti-Nade = Death. track this cooldown before committing Overrun.

Best Synergies:

- Kiriko: Suzu cleanses Anti-Nade/Sleep (your biggest counters). Kitsune Rush turns you into a minigun god.
- Ana: Nano-Mauga is terrifying.
- Lúcio: Speed boost helps you close the gap without using Overrun.

Summary Checklist

1. **Check Perks:** Pick *Kinetic Bandolier & Firewalker*.
2. **Position:** Near a corner, short-mid range.
3. **Engage:** Poke -> Force Cooldowns -> Run in (or away).

4.

Cardiac: Use it at 75% HP, not 20% HP.

5.

Ult: Trap lone targets to secure kills.