

SKIESTI'S

MERCY GUIDE



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KEY

- GA** Guardian Angel
- SJ** Superjump
- AD** Angelic Descent
- Res** Resurrect
- Valk** Valkyrie
- Dmg** Damage
- LoS** Line of Sight

INTRODUCTION

My name is Skiesti, I'm a GM/T500 Mercy main with over 2250 hours on the hero. This guide was put together with information I learned myself by playing Mercy for so long and through what I've learned from fellow Mercy players.

Angela Ziegler AKA Mercy in Overwatch is a high mobility, self-sustaining, single-target healer perhaps most notable for her ability to resurrect and damage boost.

As of May 19th, 2020, Mercy received a buff to her healing (50hp/s to 55hp/s). This buff gives her a little bit more viability and allows her to fulfill the role of main healer in tight situations. She's able to sustain her teammates a bit easier when they're in danger. Personally though, I still believe she works better as a pocket healer and should only be played sparingly as a main healer. If you want a main healer, Mercy still isn't the most optimal option compared to Ana, Baptiste, or Moira. The buff isn't extremely noticeable but it is a nice change for Mercy and one I've been rallying for personally for quite a while.

With this in mind, the most accurate way to define Mercy's position as a support right now, if we wanted to classify

her, is as a pocket healer like I mentioned before. Arguably her best and more useful ability in her current iteration is damage boost and is, other than resurrect, the main reason why many still pick her to enable allies.

At Mercy's core, her job is to enable and support her teammates to enhance their performance. During a game, there's multiple factors you'll have to take into consideration meaning you have to be able to adapt and make decisions quickly. We'll go into all of this further on in the guide.

The IDEAL SITUATIONS to play Mercy in

- 01 If you have **DPS** on your team that benefit from dmg boost
- 02 If you have a **Main Healer** (Ana, Baptiste, Moira)
- 03 If your team is playing **Dive** (I personally like Mercy with dive, I can follow them with GA)

Keep in mind that if your second support is a Zenyatta, Lucio, or sometimes Brigitte, it can be harder to make Mercy work as you'll have to play the role of main healer and focus more on keeping everyone alive rather than being able to utilize damage boost to its full potential.

ABILITIES

Mercy's kit has two passive abilities (Regeneration and Angelic Descent), a primary weapon (Caduceus Staff) with a primary (Healing) and secondary fire (Damage Boost), a secondary weapon (Caduceus Blaster), two abilities (Guardian Angel and Resurrect), and an ultimate (Valkyrie).

With her kit, Mercy can only do one thing at a time (with the exception of Guardian Angel) which you should keep in mind when you make decisions as they could make or break fights. An example of this is when she's healing, she can't resurrect or damage boost at the same time.

**PASSIVE ABILITY:** Regeneration

Regeneration is one of Mercy's passive abilities. If she does not take damage for 1 second, her health will regenerate at 20hp/s which allows her to self sustain and not have to rely on health packs of an ally support as much.

**SECONDARY WEAPON:** Caduceus Blaster

The Caduceus Blaster is Mercy's secondary weapon. It is a projectile pistol that does 20 damage and has 20 ammo with a reload time of 1.4s. It allows her to deal with enemies and defend herself when necessary.

**PASSIVE ABILITY:** Angelic Descent

While airborne (ex. flying to an ally, jumping over gaps, or moving from high to low ground), Mercy can press and hold jump to slow her descent or glide through the air.

**ABILITY 1:** Guardian Angel

Guardian Angel is a movement ability that allows Mercy to fly to allies, whether dead or alive. It has a short cooldown with a long range and can be cancelled mid-flight by pressing the hotkey again or letting it go depending on your settings.

**PRIMARY WEAPON:** Caduceus Staff

The Caduceus Staff is Mercy's primary weapon. The staff's primary fire is a healing beam and it's secondary fire is a damage-amplifying beam. Both beams ignore barriers and linger for 1.3 seconds on a target if line of sight breaks or if Mercy or her target move out of range. You do not need to look at your target for the beam to stay connected.

PRIMARY FIRE: Healing

Mercy's primary fire is a healing beam that does 55hp/s with a max range of 15 meters.

SECONDARY FIRE: Damage Boost

Mercy's secondary fire is a damage-amplifying beam that does +30% damage-amplified with a max range of 15 meters. You must be damage boosting when the projectile is fired.

**ABILITY 2:** Resurrect

Resurrect is a single target channel ability that allows Mercy to revive one dead ally with full health. It has a max range of 5 meters, a casting time of 1.75 seconds, a cooldown of 30 seconds, and will also slow your movement while casting.

**ULTIMATE:** Valkyrie

Valkyrie is Mercy's ultimate ability. It enhances her regular abilities. Most notably, it gives her uninterrupted regeneration, chain beams, healing increases to 60hp/s, extended guardian angel and beam range, infinite ammo, and the ability to fly independently.

If you'd like to read up on the detailed statistics of her abilities, you can visit:

<https://overwatch.gamepedia.com/Mercy>

TOGGLE BEAM CONNECTION

ON Tap the mouse button once to turn the beam on and it will continue to be active until you hit the button again.

OFF The beam will only be active if you are holding the mouse button down.

GUARDIAN ANGEL PREFERS BEAM TARGET

ON Mercy will be able to Guardian Angel to whatever target her beam is tethered to no matter where you are looking or if you are in line of sight. As long as your beam is attached to a target, you can fly to that target.

OFF Mercy is able to Guardian Angel to any ally regardless of who your beam is tethered to.

TOGGLE GUARDIAN ANGEL

ON You have to press the button you have Guardian Angel bound to once to begin your GA and press it again to stop it.

OFF You have to hold down the Guardian Angel button for the duration of your desired flight and let go when you intend to stop.

If you'd like to hear me talk about Mercy's settings more, you can check out this video here: <https://youtu.be/vheILFFoFO8>.

GUARDIAN ANGEL SENSITIVITY

Guardian Angel Sensitivity refers to the sensitivity of GA's targetting. The lower the number, the closer your crosshair has to be to your teammate for them to be a GA target.

BEAM SENSITIVITY

Beam Sensitivity refers to the sensitivity of Mercy's beam targetting. The lower the numbers, the easier it is for your beam to lock onto targets who are clumped together.

SETTINGS

For my playstyle, these settings allow me the most mobility and control over my movements and decisions. With my settings, I'm able to react quicker, I'm not restricted by who my beam is on, and my movements are more accurate and fluid as I have complete freedom over them. My settings work well for the playstyle and way of movement that I've adapted but what works for one person doesn't always work well for another so feel free to experiment with them and find out what's best for you.

The only setting that I will insist that you use is **Toggle Guardian Angel OFF**. This setting is superior by far as you are able to have more control over your movement. With this setting **OFF**, you can fly to your target the second they come into range of GA or if a teammate is in your line of sight for only a moment, you can GA to them instantly, and you can also cancel GA faster by letting go of the hotkey. I played 300+ hours of Mercy with Toggle Beam Connection ON and when I swapped to having it OFF, it took my a long time to get used to it but I promise you'll get used to it and it'll be so much better.

SKIESTI'S MERCY SETTINGS

- ALWAYS** Allied Health Bars
- OFF** Toggle Beam Connection
- OFF** Guardian Angel Prefers Beam Target
- OFF** Toggle Guardian Angel
- 100** Guardian Angel Sensitivity
- 100** Beam Sensitivity
- 1150ish** DPI, **25** In Game Sens

SKIESTI'S MERCY KEYBINDS

- WASD** Standard Movement
- E** Resurrect
- Shift** Guardian Angel
- Q** Valkyrie
- Space** Jump
- LCtrl** Crouch
- 1 + 2** Weapon Swap
- Scroll Wheel** Weapon Swap [Prefer]
- Mouse Button** Melee

BEAM MANAGEMENT

Beam Management refers to the art of knowing when you should be switching between healing and damage boosting.

There are three different important aspects when it comes to beam management: **Default State**, **Juggling Heals**, and **Maximizing Uptime**.

When it comes to prioritization of Mercy's beams, you should begin with squishies starting with your second healer so they're able to help you with keeping the team alive. Then move to the DPS, first look to take care of the ones that aren't behind shield and might be more in danger. While you're rotating through squishies, you need to keep an eye on your tanks to make sure that they're stable and will stay alive while you're rotating through your other allies. Throughout this process, make sure your tanks stay in safe healthpool, if they need your help, take a moment to pay attention to them.

01

Default State This is an important technique to know in general for Mercy. The 'Default State' is defaulting to holding down Mouse Button 2 (dmg boost) and when you need to heal an ally, tap Mouse Button 1 (heal) without letting go of M2. When your ally is healed, you can then release M1 and you'll be left with M2 still being held.

02

Juggling Heals When it comes to beam management, you should learn how to juggle Mercy's healing. Since Mercy doesn't have an AoE in her normal state (outside of Valkyrie), when multiple allies take damage it can be hard to keep everyone alive and sustained. To juggle her healing is to move your beam from ally to ally depending on who needs it. Instead of getting an ally to full health, heal them to a safe range where if they take damage, they won't die as long as it's not a substantial amount, then swap to your next target and repeat. This requires you to know who to prioritize with your beam which we talked about on the previous page.

03

Maximizing Uptime Lastly, when it comes to Mercy's staff, try to maximize the uptime of it which means reducing the amount of beam disconnects that happen and reduce time wasted (ex. healing full health targets). Mercy's beam will disconnect when Mercy or her target leaves the beam radius or if line of sight is broken. If line of sight is broken (beam will stay for 3 seconds without LoS), Mercy's beam effect lingers on her target for 1.3 seconds. To maximize uptime, you can move in and out of LoS of your beam target as necessary to keep the connection.

POSITIONING GAME SENSE

Positioning refers to where you decide to play. Mercy’s default position is to be in the backline, max beam range away from her team if possible. You should be able to see your team and be at least vaguely aware of where the enemy team is. The enemy team should not be able to see you and it should be hard for them to get to you without risking their lives.

Game Sense generally refers to understanding what’s going on around you and being able to predict and react to the enemy team while paying close attention to the positioning and actions of your own team.

GUIDELINES

- Play selfishly and value your life over your team, you shouldn’t be willing to trade your life for theirs or die for them.
- Do not stand beside your teammates or clumped up with them, have some distance and try to be max beam range away.
- With that said, abuse the range of Mercy’s beam.
- Use corners, walls, and the environment for cover.
- Always have an escape in mind and ready.
- Always be looking for the safest position you can play in, it will shift from moment to moment as the game progresses.
- Always know where you can be attacked from.
- Minimize where you can take damage from.
- Make yourself hard for the enemy team to get to.
- Don’t Superjump vs. enemy hitscans.
- If you do have to position next to allies for any reason, make sure you’re next to someone who can protect you.
- Unless you have to contest, try not to be on the objective.
- Never stand completely still, it’ll make you an easy target.

GAME SENSE TIPS

- Know who is currently alive or dead on both teams to keep track of numbers.
- Know if enemies are missing from a fight.
- Know where enemies are positioned or where they might go next.
- Know where allies are positioned for escape routes.
- Know who is most likely to take damage and make them your priority.
- Watch areas your team might not, be aware of flanks.
- Pay attention to sound effects and where they’re coming from to avoid danger.

ULT + ABILITY TRACKING

Ultimate Tracking is pretty self explanatory, it's being able to keep track of how far along the enemies ultimates are. Being able to track ultimates is an important job for Mercy as she's perhaps the best hero you can do this with so your team can anticipate enemy combos and be prepared.

After every fight, ask yourself what ultimates have been used, what the enemy hasn't used in a while, and what they might be likely to have for the next fight so you can relay it to your team and be prepared to handle it.

You can also apply this to be able to track important abilities from the enemy.

ULT TRACKING TIPS

- If you're just starting out with learning how to track ultimates, try to focus on bigger ultimates and dangerous combinations such as Graviton Surge (Zarya), Nanoblade (Genji and Ana), Earth Shatter (Reinhardt), etc.
- If someone has their ultimate, they'll likely play more aggressively and push forward. As Mercy you should play further back, have an escape ready if you're targetted, and let your team know they might need to spread out.
- If someone is doing really well, expect them to have their ultimate quicker than others in the game.
- Additionally, keep track of stuns, boops, and other forms of CC to know when to time your resurrections or guardian angels.

ULT TRACKING TRICKS

- 01** Have kill cams turned **ON** so that when you die, you can see the exact ultimate percentage of the person who killed you and relay that percentage to your team (ex. you die to their McCree, he's 50% to Deadeye, you can say 'Cree's half to ult').
- 02** Have subtitles turned to **CRITICAL GAMEPLAY** so you can see ultimate voicelines at the bottom of the screen when they're used from either team.
- 03** If you have a similar team composition, you can base the enemy ult percentage loosely off that of your teams (at the beginning of the game or when ultimates are used at the same time) and then factor in which team of player(s) is doing more work and might be further along on their ultimates.



SURVIVAL

To survive as Mercy, you'll need to know first how to move with her. Every Mercy player has their own movement style that they adapt as they play her. You'll end up with your own unique style too but for now let's talk basic types of Guardian Angels (GA) and techniques to get you started.



TYPES AND TECHNIQUES

TYPES OF GUARDIAN ANGELS

01

SLINGSHOT Press jump once you reach your GA target to gain momentum and ‘slingshot’ yourself forward and move past your GA target.

02

Superjump Press GA and crouch at the **SAME TIME**. When you approach your GA target, you’ll hit a ‘dip’ and when you hit that, press jump to propel yourself upward.

03

VERY EASY SUPERJUMP TUTORIAL

<https://youtu.be/gFgHt5Usnt0>

Superjump V2 It’s pretty much exactly like Superjump but without the crouch part. The idea is to jump and hit GA the frame before you would hit the ground and then press S.
NOTE Just use the normal Superjump. This is really only useful if you’d like to learn how to chain SJs.

04

BACKWARDS GA Start about 8 meters away from your GA target. Jump toward them and GA to be pushed back.
NOTE I **WOULDN’T** recommend using this one. The window is really small to hit this and it’s too unreliable and inconsistent and it might end up getting you into a bad situation. I don’t do it but I do a version of it where I SJ and then glide backwards to give me more control.

GUARDIAN ANGEL TECHNIQUES

01

LOOKING AT THE GROUND

Sometimes when I GA to get out of a tight situation where I’m out in the open, I’ll look at the ground and move a bit sporadically or spin to shift my head hitbox to make it a bit harder for the enemy to headshot.

02

LOOKING AT YOUR TARGET

When I GA and slingshot past my target, I’ll whip my view back (180) to look at my GA target so I’m always aware of and looking at what’s happening so my back isn’t turned to the fight for longer than it needs to be.

03

LAUNCH UPWARD You can launch yourself up in the air without Superjumping. If an ally has a higher altitude than you do (ex. ally on top of the payload, ally jumping), you can use the slingshot technique to launch yourself in the air.

04

FALLING BACKWARD You can GA to someone on the high ground, cancel it, and press space to trigger AD while pressing S to fall backward and stay out of sight if the environment allows. You can repeat this movement to assist your ally on the high ground.

STALLING CONTESTING

As Mercy, you generally don't want to be the one contesting but there will be times where you have to. A lot of people ask me about how I get away with the stalls that I do and giving tips for this is a bit difficult because there are many variables when it comes to stalling and every one is very different so the tips are situational. There are many factors you should consider to look for to make decisions while you're stalling, hopefully the list on the next page will help with that.

OBSERVATIONS TO CONSIDER FOR STALLING

- Contest only when you have to.
- If your allies are alive, let them contest while you assist from a safe position.
- Recognize where the enemy team is positioned.
- Recognize what heroes the enemy has / how many.
- Recognize what heroes your team has / how many.
- Find souls / alive allies to use to either GA or SJ.
- Be slippery.
- Be unpredictable in your movements.
- You can also use cover to stall (ex. payload).
- You can try to get off a res if the situation allows or requires you to try but if you're the only one stalling or there's too many enemies near the soul or if they're paying too much attention to you, you might not want to as it'll give your allies less time to get back to the point if you die earlier than you need to.

NOTE if you **REALLY** have to res, try to res someone with an ultimate or a larger health pool so they can stall until other allies arrive.

- If you have walk, being slippery can be easier.
- If you have walk, resing can be easier as well but if it's too risky, prioritize stalling in walk over dying for the res.

POCKETING

The term **Pocketing** generally refers to choosing a specific person to play with and prioritize over the rest of your allies. Mercy is a single target healer and is perhaps the best person to do this with as she's more of a pocket healer. Remember though that even when you're pocketing, you should still be keeping an eye on the rest of your team and be ready to assist them should they need you. An example of them needing you might be if your team is taking a considerable amount of damage your second healer can't deal with alone or if your second healer needs healing, you should take a moment to heal them so they stay alive and you can continue to pocket.

At the beginning of a round once your team composition is picked, determine which hero benefits from you the most and who you can help the most. This person will be your 'default' hero to play with. Your default person will be the person who benefits from damage boost, who will bring value, and who might offer you a good escape at any time. Again, remember to keep an eye on your team but you should have someone in mind to make your default to fall back to and play with.

If there's no one on your team that technically benefits from being pocketed, you can still find value in Mercy. Even if someone isn't an optimal pocket, anyone on your team is capable of being a good target to damage boost as long as you know what to damage boost and when. If you're unsure, you can choose one of the two of the DPS on your team that's getting the most value to play with. I'll discuss this more in depth in the next section (Decision Making and Prioritization, Damage Boost).

With that, I'll move on by discussing the main technique you'll use for pocketing and the two different types of pocketing.

TECHNIQUE AND TYPES



POCKETING TECHNIQUE

DEFAULT STATE This is mentioned earlier in Beam Management but the ‘Default State’ technique really comes into play when you’re pocketing someone. To recap, this is having M2 AKA Damage Boost your default state and clicking M1 AKA Healing when necessary without letting go of M2. Once your target is healed, you can release M1 and you’ll be left with M2 still being held.

01

TWO TYPES OF POCKETING

POCKETING DPS (MAIN) The main form of pocketing is to play independently with one of your allies, most likely the DPS that will benefit from you the most.

- Prioritize damage boost and utilize ‘Default State’ technique, it should be your default when you’re with your DPS. When they take damage, press M1 to heal and then release once they’re full again.
- If your DPS is pushing forward to secure kills or are flanking in the backline, know how far you’re willing to go with them wherever they’re going. You want to be able to follow them far enough to assist them and keep them alive but not so much that if they die, you’ll also die.
- While you play with one ally, consider yourself to be independent with them on the side but continue to be aware of your team / second support if they need your assistance at any time.

POCKETING OTHERS (SECONDARY) The secondary form of pocketing is to pay attention to your allies if the enemy is pushing on them or need any kind of attention / care.

Examples of this are:

- Enemy pushing your tanks resulting in your tanks taking a significant amount of damage so you might have to pocket heal them in addition to your second healer’s healing to keep them alive.
- Someone (ex. second healer) is being focused, you might have to pocket them to keep them alive.
- Backing out of a fight, pocketing remaining allies so they live and are able to regroup.

02

DECISION MAKING PRIORITIZATION

Making decisions as Mercy is vital and if you make the wrong ones, you can be punished and, as a result, your team can suffer. Mercy supports everyone on her team so you'll have to make decisions at each moment in the game to give your team as much support as they need where and when it's most appropriate. Figure out who on your team benefits the most from your help and decide, depending on the situation at the moment, who to pocket and protect.

In this section, I'll cover decision making and prioritization for each part of Mercy's kit. Starting with general prioritization then moving on to damage boost, healing, pistol, resurrection, and lastly valkyrie.

GENERAL PRIORITIZATION

Depending on the situation and part of Mercy's kit you're dealing with, the prioritization will be different. If you really want to simplify Mercy's prioritization though, you can use this format:

General Prioritization: DPS, Second Support, Tanks.

To explain this prioritization, I'll go into detail about how it should look. Your default state is to damage boost your DPS and swap to heal when they take damage.

At the same time as you're doing this, you need to keep an eye on your second support to make sure they're topped off and alive so they're able to heal your tanks. Don't be afraid to leave your DPS temporarily to give your second support care.

Tanks come last as they're mostly the responsibility of your second support (as long as they're a main healer) so you don't have to worry as much about them as Mercy, a pocket healer.

NOTE Be aware though if your tanks are being pushed on or taking too much damage, you might have to spare some attention to them (you'll still have to keep an eye on your DPS and be aware of where they are, what their health is, and if they need help).

DAMAGE BOOST

Damage boost, in Mercy’s current state, is perhaps the most important part of her kit. If you’re playing Mercy, you need to get value out of damage boost. A good way to practically guarantee value is by using the ‘Default State’ mentioned previously.

Additionally, a rule of thumb is that once someone is healed to full, unless you believe they’re going to take a lot of damage in the moments following, swap to damage boost immediately. Don’t waste time healing targets that are already full health, you’ll miss out on getting value in other aspects of Mercy’s kit.

HOW DOES MERCY’S DAMAGE BOOST WORK?

Mercy must be damage boosting her ally when the projectile is fired. After it’s fired, it’ll be boosted regardless of if you disconnect the beam or not before it lands.

WHAT CAN BE DMG BOOSTED?

Almost anything can be damage boosted except for Riptire (Junkrat), Self Destruct (D.Va), Dragonstrike (Hanzo), Junkrat trap, and turrets (Sym’s sentry and Torb’s deploy).

FURTHER SPECIFICATIONS TO WHAT IS DMG BOOSTED

Ashe Her ult, B.O.B., can be boosted by connecting your beam to him.

Hanzo The arrow can be boosted, the dragons cannot.

Sigma The lift of his ult can be boosted, the slam cannot.

Torbjorn The impact damage of his ult can be boosted, the damage over time cannot.

Widowmaker Venom Mine cannot be boosted.

Wrecking Ball Minefield cannot be boosted.

Zarya The impact damage of her ult can be boosted, the damage over time cannot.

For additional information on damage amplification:

https://overwatch.gamepedia.com/Damage_amplification

Video on when to damage boost ultimates:

https://youtu.be/EaP_e-TaLOo

HEALING

The other side of Mercy's staff is her option to heal her teammates. There's not a lot to talk about here, healing is pretty straight forward so I'll touch on it briefly. Since Mercy's healing per second was reduced to 50hp/s from 60hp/s (now up to 55hp/s), it doesn't offer as much value as damage boost does. That being said, you should utilize it when it's appropriate and necessary. If you're paired with an off healer, you'll have to main heal which means making her healing work via juggling her healing which we discussed earlier in the Beam Management section. In her most optimal situation alongside a main healer, your main healer will take care of the tanks while you care for your DPS and second support.

When you're deciding who to prioritize when healing, look where your teammates are positioned and what their current health is. If a teammate is overextending, pushing up past choke or shields, try to assist them from a safe distance (and max beam range away). If you have an escape route and can guarantee that if something happens to them, you can get out and live, you can push up with them a bit. You'll have to decide how far you're willing

to go with them. If they go too far, you'll need to decide to save them or let them die. Use your best judgement in the moment and remember to play selfishly, you should never be willing to die with or for an ally, you should value your own life.

KEEP IN MIND

- 01 Prioritize squishies and those who are critical when you're juggling heals. Keep an eye on your tanks and make sure that they are stable at the same time or won't die if they take damage while you're healing someone else.
- 02 Listen to when allies take damage, they'll make a noise that indicates their position if you've lost track of them. You can also find their position if they use the 'I need healing' communication line.
- 03 Try to be generally aware of where your teammates are positioned and of the amount of health they have and be ready to aid them in a moments notice.
- 04 If any of your allies has a bit of health missing, your second healer will generally take care of it so you can continue to do your thing. If they don't or haven't, you can take a moment and heal them.

BATTLE MERCY

Generally, don't do it. It takes Mercy time to swap from her staff to her blaster which, in turn, lessens the uptime of your beam usage. In those seconds you swap to your pistol and then back to your staff, you can lose out on the opportunity to heal or damage boost and perhaps have gotten more value from that than taking out your pistol which isn't always guaranteed to bring value.

Instead of taking matters into your own hands as Mercy with your pistol, it's normally better to leave it to the rest of your team and utilize damage boost to enable them. You'll also both get ult charge as long as their shots, abilities, etc. land. Additionally, if your team requires healing, it's easier to swap from your damage boost to healing compared to from your pistol back to your staff to heal.

If you do decide to pistol though, know when to stop if it's not working. If you're unable to secure a kill, you should leave it. With that said, there are a couple of situations where bringing out your pistol is acceptable.

ACCEPTABLE PISTOL SITUATIONS

- 01 You need to defend yourself.
- 02 To get the last % of your ultimate.
- 03 If no allies are around.
- 04 You're walking back from spawn.
- 05 Destroying turrets or other objects your team isn't (if you can afford to do so).
- 06 To get the killing blow on critical enemies your team can't reach or secure. You need to be sure you'll guarantee the kill or you shouldn't go for it.

RESURRECTION

Whether to resurrect of not is highly situational so use your best judgement.

THINGS TO REMEMBER

- 01** Resurrection has a 5 meter radius and can be interrupted by others (boops, hacks, other cc's) or by Mercy herself if you move too far outside the radius (falling, walking out, resing on a platform).
- 02** Try not to ever res standing in the open as it makes you vulnerable. Try to res behind cover (environment or shield) when possible.
- 03** With the animation of resurrection, you'll be out of the fight for the duration of it and your team won't have your support.
- 04** Just because resurrect is off cooldown, doesn't mean you have to use it, it's okay not to if you don't have the opportunity or if it isn't safe.

We'll start by going over some common types of resurrections and then go into do's, don'ts, situations, decisions, and finish with prioritization.

COMMON TYPES OF RESURRECTIONS

LOS RESURRECTION Begin your resurrect and move behind cover to complete it. This allows you to be out of the enemies line of sight by safely completing it behind cover while still maintaining the range of the res.

FALLING RESURRECTION Fly to the corpse of your ally, stop GA and begin your resurrection while pressing your jump hotkey to trigger Angelic Descent and fall slowly. Remember to push yourself a little bit higher when you start it or land on the platform their body is on and then fall down so you don't lose it.

NOTE Be careful if you land on the platform and then fall down as you could be in enemy LoS and in danger.

SPINNING RESURRECTION Begin your resurrect while looking at the ground, spin in a circle to shift your head hitbox and make it harder to be headshot.

Superjump RESURRECTION Begin with a Superjump (GA and crouch at the same time) but jump just before you reach the end of your GA and start your resurrection so you stay in res range.

NOTE There's a risk of losing it if you make a mistake on the timing. Also, in general, be careful about Superjump/ Superjump resing against enemy snipers or hitscans.

RES DOS

- DO** make sure the res is safe before you go for it.
- DO** ask your tanks and second support to help you with a res or let someone bodyblock for you if they can.
- DO** tell your team when you're resing so they can be aware that they don't have your support for a moment.
- DO** wait for enemies to stop watching your allies soul and for it to be safe before you res.
- DO** heal your other allies to a safe health before you res.
- DO** heal your allies for a while after you res them if necessary to keep them alive if they're in danger.
- DO** call for a reset / regroup in a lost fight instead of drawing it out with a res.

RES DON'TS

- DON'T** stagger your team or feed enemy ult charge by using res at the end of or in a lost fight.
- DON'T** res an ally in a place they'll likely just die again.
- DON'T** res if someone is already shooting at you or if you're still in their line of sight, you'll most likely die.
- DON'T** res if the soul is being watched by an enemy.
- DON'T** res if you're going to die for it AKA don't suicide res. Staying alive yourself is more important than bringing someone else back.

ADDITIONAL RESURRECTION SITUATIONS

- IF** an ally dies immediately out of spawn when you're attacking, try to save res so it's not on cooldown if someone gets picked once you get to choke.
- IF** someone dies at the end of the fight, you can save res for the next fight if the spawn is close.
- IF** the enemy team is distracted or busy, you might be able to get a risky res off but be cautious.
- IF** the enemy isn't expecting you, it's possible to res immediately but, again, be cautious.
- IF** a teammate is killed by a sniper, wait for a few seconds or perform a falling res or res from cover if they're waiting for your res.

RESURRECTION DECISIONS

Making decisions on who to resurrect in critical moments is dependent on the situation you're in so it's a bit hard to pin down the decisions you'll have to make. Instead, ask yourself some questions to determine the course of action to take.

ASK YOURSELF

Who is in a safe position? Can you get the res off and stay alive? Can your team sustain without your healing? Who has their ultimate? Is it a key ultimate that'll win the fight? What teammate can provide the best value?

VALKYRIE

When should you use Valkyrie? This is a question that's asked a lot and there are multiple different uses for it and different questions you can ask yourself to determine if it's a good time to walk.

Compared to other ultimates, Valkyrie is a relatively quick charging ultimate. There are times I've managed to get it in around or under 40 seconds so trust me, it's pretty fast. Since you have the capacity to get it so often, you don't have to be too hesitant in using it. Unless you're saving it for an enemy ultimate or another specific reason, you don't want to hold onto walk for too long. There are times that I've held onto walk for too long when I probably could've had a second walk by that point.

Valkyrie gets the most value when your team is grouped up together so that the chain beams are able to reach as many allies as possible to heal or damage boost for its duration. If your team is split, you have three different options:

- 01 Tell your team to play together
- 02 Find the hero you can place your beam on to reach as many allies as possible
- 03 Switch beam targets as necessary

A good rule when it comes to walk is if the teamfight hasn't been won or lost, you can walk to sway the fight in your favor. Before you walk though, remember to take a look at the ultimate economy of your team. If your team has a teamwinning ultimate they plan on using, you might be able to save walk for the next fight rather than use it and have it not provide value.

DURING VALKYRIE

When you're using Valkyrie, you can mainly damage boost during its duration as long as your team isn't critical or taking massive amounts of damage in a short amount of time. Your second healer, as long as they're alive, can cover any of the missing health while you assist in damage boosting to secure kills and end the fight faster. If your team is still missing health but they're not critical and it's safe, you can wait out valk and heal outside of it to start building another.

OFFENSIVE VALKYRIE

If you want to use valk offensively and initiate a fight, let your team know you're about to use it when they get closer to the enemy to get the most value out of it.

DEFENSIVE VALKYRIE

Valk isn't an easy ultimate to use defensively because it doesn't provide the same defensive healing as Sound Barrier (Lucio) or Transcendence (Zenyatta). You can still use it to counter enemy ultimates depending on the situation. You'll need to ask yourself if using valk will bring enough protection and healing sustainability for you and your team to survive.

ANIMATION

Valkyrie has this weird animation cast time type thing once it's activated that causes Mercy's beam to break for a moment. This moment can be really crucial. If a teammate is critical and is currently relying on your healing to keep them alive, activating valk will break the beam and your teammate

will most likely die. You'll have to wait until they're at a point where they can take a bit of damage and live if your beam breaks for a moment to activate valk.

VULNERABLE

If you're playing against snipers/hitscans or if the enemy has ultimates that can make Mercy vulnerable (ex. Deadeye (McCree) or Tacticle Visor (Soldier:76)) in valk, try to play lower to the ground to reduce the risk of dying to them. You can press **JUMP** to rise and **CROUCH** to descend. If the enemy doesn't have anything that makes you particularly vulnerable in valk, you can play more aggressively and higher in the air to scout and call out enemy positions.

QUESTIONS TO ASK BEFORE YOU USE VALKYRIE

- Is the teamfight won or lost?
- Can it be won if I use Valkyrie?
- How many enemies are alive? How many allies are alive?
- What heroes specifically are left on both sides?
- What ultimates might both sides have?
- Will I or my teammate die when I use it?

COMMON USES OF VALKYRIE

- 01** When your team pushes and initiates a fight.
- 02** After your team gets a pick.
- 03** When the enemy team pushes.
- 04** To secure a fight not won yet.
- 05** To secure a resurrection (GA in, res quick, GA out).
- 06** To stall the point.
- 07** To contest the point.
- 08** To dodge key ultimates if you don't have an escape.
- 09** For healing if many allies are critical.
- 10** For damage boost to secure a point or remaining kills.
- 11** Battle Mercy on non-mobile heroes, Widowmakers, Pharaohs, etc. or low health targets, anyone you can have an advantage on only if you can secure the kill.
- 12** Getting back to fights quicker if it's still winnable.
- 13** Survivability or escape with Valk's constant health regen.

BODYBLOCKING

Bodyblocking is a very niche part of Mercy's kit as it is not something that's normally performed by her and can be dangerous when done so you should be cautious. Use this technique in moderation as it encourages you to play Mercy in a way that's very differently from how you normally should.

Bodyblocking as Mercy is when you fly in front of your ally, take a bit of damage that's meant for them, then fly back to safety and regenerate the health with her passive ability, regeneration.

BODYBLOCK RULES

- 01** Always have an escape in mind.
- 02** Try not to face the ally you're bodyblocking for, instead look at the ally you're planning to use for an escape route.
- 03** Know your limits on how much damage you're willing to take.
- 04** Make sure you don't die when you bodyblock.
- 05** Try not to stand still, move in front of your ally so you don't obscure their view and so you're not an easy target to headshot.
- 06** Bodyblocking in Valk is a bit safer since your regeneration is always active but you can do it either way.

BODYBLOCK EXAMPLES

- IF** a Widowmaker scopes in and shoots your ally but it doesn't quite kill them and attempts to SMG them to finish off the kill, you can walk in front of your ally and take the SMG shots while healing them.
- IF** a Mei is freezing your ally, you can hop in front of them and take the shot from her secondary fire.
- IF** an ally is ulting and it makes them vulnerable (ex. Deadeye or Rocket Barrage).

SHOTCALLING

If you're comfortable with using your microphone in team voice chat, Mercy is one of the best healers to shotcall with. Mercy is meant to be played in the backline for the majority of the game and she can look in any direction while her beam is active which means she is able to frequently look around her, watch areas that her team can't, keep track of who is alive and who is not, and analyze if a fight is winnable or if it's lost. Mercy is also able to notice flanks, enemies off to the side, and call out their positions with her vantage point.

An important shotcall for Mercy is when you're resing, you should let your team know that you're doing so so they're aware they'll be without healing or damage boost for the duration of your res and should play safer if necessary. If you need help with a res, make sure to ask your team so they can provide you with extra heals, shields, or bubbles, whichever is needed or available at the time.

STATISTICS

While statistics can be helpful to see how you’re doing on your hero on average and what you might want to aim for, stats will never tell the story of what happened in each game and how well you played or not. Feel free to use them as a guideline but remember every game is different and stats don’t determine if you made the right decisions and did what was necessary or best.

I’ll outline general statistics to be around for Mercy (varies depending on your playstyle) and what mine have been on two different accounts for the past few seasons.

GENERAL STATISTICS

Healing / 10	Between 8k - 11k
Damage Boost / 10	High 1000’s - Mid 2000’s
Deaths / 10	Between 4 - 5.5ish
Res / 10	Above 5

SKIESTI’S STATISTICS

S21	117 Hours, 594 Games
Healing / 10	9,377
Damage Boost / 10	2,210
Deaths / 10	4.41
Res / 10	5.16
S20	7 Hours, 34 Games
Healing / 10	9,494
Damage Boost / 10	1,777
Deaths / 10	4.44
Res / 10	5.52
S19	77 Hours, 389 Games
Healing / 10	9,691
Damage Boost / 10	1,899
Deaths / 10	4.46
Res / 10	5.64

MERSKI’S STATISTICS

S21	85 Hours, 423 Games
Healing / 10	9,734
Damage Boost / 10	2,170
Deaths / 10	4.23
Res / 10	5.24
S20	134 Hours, 666 Games
Healing / 10	10,072
Damage Boost / 10	1,634
Deaths / 10	4.65
Res / 10	5.07

ADDITIONAL TIPS

- Maximize the uptime of Mercy’s staff.
- When allies are full health, use damage boost, don’t heal.
- Learn to juggle heals.
- Play selfishly and cautiously.
- Stay alive and value your life over your team.
- Positioning is key, play to stay out of enemy sight lines.
- Always have an escape route in mind.
- Abuse Guardian Angel or cover when necessary.
- Be aware, always look for potential threats to you or your team and position accordingly.
- Don’t waste resurrection.
- Know that it’s okay to wait to res.
- If you go for a risky res, know your limits, be cautious, and never trade your life for it.
- Don’t be seen, it’s alright to play low when you’re in walk too, especially against hitscans or snipers.

- Remember, use **JUMP** in Valkyrie to move up and **CROUCH** to move down.
- Your beam can give away the positioning of your teammates, keep that in mind if they’re trying not to be seen.
- Don’t make yourself an easy pick.
- Don’t use Superjump against enemies that’ll make you vulnerable (snipers, hitscans).
- When on King of the Hill maps, you can start Lucio, speedboost, and then switch to Mercy to fly to your team.
- VoD review your games with the replay system, always focus on your gameplay and what you can do better.
- Playing Mercy with higher sensitivity can be helpful for quick movements although keep in mind this might make it harder to pistol if you’re in a situation that calls for it.



[twitch.tv/skiesti](https://www.twitch.tv/skiesti)