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Thread: [New Patch: Buffs to Ana - Nerfs to McCree](#)

Incarnati0n - July 27, 2016, 3:20 pm

Ana
Biotic Rifle [Primary Weapon]Rate of fire increased by 20%

Magazine size increased to 10 (from 8)

Targets of Ana's Sleep Dart will no longer instantly recover when damaged (recovery time is now 0.5 seconds) (this is not listed as a buff, but it is)

McCree
Peacemaker [Primary Weapon]
-Primary FireDamage falloff range decreased by 10 meters

Damage falloff amount is unchanged

As a result, even with this change, McCree's effective range is still higher than it was at launch

-Alternate FireRate of fire increased by 15%

Flashbang Recovery time (i.e. the amount of time before McCree can fire again) decreased from 0.5 seconds to 0.35 seconds

Source: [Battle.net](#)

Luulz - July 27, 2016, 3:42 pm

Eventually, McCree is getting buffed

Incarnati0n - July 27, 2016, 3:55 pm

I just played 3 game of Ana, she's definitely one of the stronger supports now, she's so powerful and fun at the same time I smell a nerf soon lol

drawbackK - July 27, 2016, 6:44 pm

(Jul 27, 2016 04:31 PM)Focus Broken Wrote: [\[CITE\]](#) That doesn't seem like much of a nerf to McCree, especially with the flashbang/alt fire buff that will put him on better ground vs short range characters like Tracer and Reaper.

It's not meant to be a hard nerf, it's more of a tweak to the previous buffs.

Pharah - July 27, 2016, 6:54 pm

Imo McRee's Flashbang should actually Flash NOT Stun Enemies....

MemoryLeak0 - *July 29, 2016, 5:32 pm*

Very nice... I like the McCree nerf. The game is much better now.