

Forum:[Hack Forums](#)

Thread: [Ultimate Guide to Overwatch](#)

Revenge - August 1, 2016, 10:22 am

What is Overwatch?

Overwatch is [Blizzards](#) team based shooting game where the Overwatch heroes do battle in a world full of conflict.

Quote:Soldiers. Scientists. Adventurers. Oddities.

In a time of global crisis, an international task force of heroes banded together to restore peace to a war-torn world: Overwatch.

It ended the crisis and helped to maintain peace in the decades that followed, inspiring an era of exploration, innovation, and discovery. But after many years, Overwatch's influence waned, and it was eventually disbanded.

Overwatch is gone... but the world still needs heroes.

Now, conflict is rising across the world again, and the call has gone out to heroes old and new. Are you with us?

The game was first revealed at Blizzards annual event Blizzcon, and went into closed beta in October 2015. The game came out for full release on the 4th of May 2016.

Meet the Heroes

Genji:

Quote:Even if I sacrifice my body, I will never sacrifice my honor. Abilities:Shuriken: Genji looses three deadly throwing stars in quick succession. Alternatively, he can throw three shuriken in a wider spread. You can view a video showing this ability [here](#).

Deflect: With lightning-quick swipes of his sword, Genji reflects an oncoming projectile and sends it rebounding towards his opponent. You can view a video showing this ability [here](#).

Swift Strike: Genji darts forward, slashing with his katana and passing through foes in his path. If Genji eliminates a target, he can instantly use this ability again. You can view a video showing this ability [here](#).

Dragonblade: Genji brandishes his katana for a brief period of time. Until he sheathes his sword, Genji can deliver killing strikes to any targets within his reach. You can view a video showing this ability [here](#).

Guide on how to play:[The Ultimate Genji Guide](#)

[Genji - The Complete Hero](#)

[Overwatch - Genji Guide](#)

McCree:

Quote:Justice ain't gonna dispense itself. Abilities:Peacekeeper: McCree fires off a round from his trusty six-shooter. He can fan the Peacekeeper's hammer to swiftly unload the entire cylinder. You can view a video showing this ability [here](#).

Combat Roll: McCree dives in the direction he's moving, effortlessly reloading his Peacekeeper in

the process. You can view a video showing this ability [here](#).

Flashbang: McCree heaves a blinding grenade that explodes shortly after it leaves his hand. The blast staggers enemies in a small radius. You can view a video showing this ability [here](#).

Deadeye: Focus. Mark. Draw. McCree takes a few precious moments to aim; when he's ready to fire, he shoots every enemy in his line of sight. The weaker his targets are, the faster he'll line up a killshot. You can view a video showing this ability [here](#).

Guide on how to play: [Overwatch - McCree Guide](#)

[Advanced McCree Guide & Tips](#)

[McCree 101: Technical McCree Guide](#)

Pharah:

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[img]http://vignette4.wikia.nocookie.net/overwatch/images/f/fe/Pharah_portrait.png/revision/latest?cb=20160429041650[/img]

Quote:I will protect the innocent. Abilities:Rocket Launcher: Pharah's primary weapon launches rockets that deal significant damage in a wide blast radius. You can view a video showing this ability [url=https://www.youtube.com/watch?v=4VhjPI33ZFQ](https://www.youtube.com/watch?v=4VhjPI33ZFQ)here.

Jump Jet: Propelled by her suit's thrusters, Pharah soars high into the air. You can view a video showing this ability [here](#).

Concussive Blast: Pharah looses a wrist rocket that knocks back any enemies it strikes. You can view a video showing this ability [here](#).

Barrage: Pharah directs a continuous salvo of mini-rockets to destroy groups of enemies. You can view a video showing this ability [here](#).

Guide on how to play: [Overwatch Pharah Guide](#)

[Overwatch - Pharah Guide](#)

[Quick guide to Pharah](#)

Reaper:

[img]http://vignette3.wikia.nocookie.net/overwatch/images/e/ee/Reaper_portrait.png/revision/latest?cb=20160429041404[/img]

Quote:Death Walks Among You Abilities:Hellfire Shotguns: Reaper tears enemies apart with twin shotguns. You can view a video showing this ability [here](#).

Wraith Form: Reaper becomes a shadow for a short period of time. While in this form, he takes no damage and is able to pass through enemies, but cannot fire his weapons or use other abilities. You can view a video showing this ability [here](#).

Shadow Step: After marking a destination, Reaper disappears and reappears at that location. You can view a video showing this ability [here](#).

Death Blossom: In a blur of motion, Reaper empties both Hellfire Shotguns at breakneck speed, dealing massive damage to all nearby enemies. You can view a video showing this ability [here](#).

Guide on how to play:[The Ultimate Reaper Guide](#)

[Overwatch - Reaper Guide](#)

[Extensive Reaper Guide](#)

Soldier: 76:

[img]http://vignette3.wikia.nocookie.net/overwatch/images/c/c3/Soldier76_portrait.png/revision/latest?cb=20160429041023[/img]

Quote:We're all soldiers now Abilities:Heavy pulse rifle: Soldier: 76's rifle remains particularly steady while unloading fully-automatic pulse fire. You can view a video showing this ability [here](#).

Helix Rockets: Tiny rockets spiral out of Soldier: 76's Pulse Rifle in a single burst. The rockets' explosion damages enemies in a small radius. You can view a video showing this ability [here](#).

Sprint: Whether he needs to evade a firefight or get back into one, Soldier: 76 can rush ahead in a burst of speed. His sprint ends if he takes an action other than charging forward. You can view a video showing this ability [here](#).

Biotic field: Soldier: 76 plants a biotic emitter on the ground. Its energy projection restores health to 76 and any of his squadmates within the field. You can view a video showing this ability [here](#).

Tactical visor: Soldier: 76's pinpoint targeting visor "locks" his aim on the threat closest to his crosshairs. If an enemy leaves his line of sight, Soldier: 76 can quickly switch to another target. You can view a video showing this ability [here](#).

Guide on how to play: [The Ultimate Soldier: 76 Guide](#)

[Overwatch - Soldier: 76 Guide](#)

[Overwatch In Depth - Soldier: 76](#)

Tracer

[img]http://vignette2.wikia.nocookie.net/overwatch/images/8/86/Tracer_portrait.png/revision/latest?cb=20160429041307[/img]

Quote: Cheers, love! The cavalry's here! Abilities: Pulse pistols: Tracer rapid-fires both of her pistols. You can view a video showing this ability [here](#).

Blink: Tracer zips horizontally through space in the direction she's moving, and reappears several yards away. She stores up to three charges of the blink ability and generates more every few seconds. You can view a video showing this ability [here](#).

Recall: Tracer bounds backward in time, returning her health, ammo and position on the map to precisely where they were a few seconds before. You can view a video showing this ability [here](#).

Pulse bomb: Tracer lobbs a large bomb that adheres to any surface or unfortunate opponent it lands on. After a brief delay, the bomb explodes, dealing high damage to all enemies within its blast radius. You can view a video showing this ability [here](#).

Guide on how to play: [Overwatch - Tracer Guide](#)

[Easy to Learn - Tracer](#)

[Overwatch Tracer Guide](#)

Bastion:

[img]http://vignette1.wikia.nocookie.net/overwatch/images/6/6a/Bastion_portrait.png/revision/latest?cb=20160429042023[/img]

Abilities: Configuration: Recon: In Recon mode, Bastion is fully mobile, outfitted with a submachine gun that fires steady bursts of bullets at medium range. You can view a video showing this ability [here](#).

Configuration: Sentry: In Sentry mode, Bastion is a stationary powerhouse equipped with a gatling gun capable of unleashing a hail of bullets. The gun's aim can be "walked" across multiple targets, dealing devastating damage at short to medium range. You can view a video showing this ability [here](#).

Reconfigure: Bastion transforms between its two primary combat modes to adapt to battlefield conditions. You can view a video showing this ability [here](#).

Self-Repair: Bastion restores its health; it cannot move or fire weapons while the repair process is in effect. You can view a video showing this ability [here](#).

Configuration: Tank: In Tank mode, Bastion extends wheeled treads and a powerful long-range cannon. The cannon's explosive shells demolish targets in a wide blast radius, but Bastion can only remain in this mode for a limited time. You can view a video showing this ability [here](#).

Guide on how to play: [Overwatch - Bastion Guide](#)

[Overwatch Quick Guide - Bastion](#)

[Overwatch Bastion Guide](#)

Hanzo:

[img]http://vignette1.wikia.nocookie.net/overwatch/images/c/c2/Hanzo_portrait.png/revision/latest?cb=20160429042113[/img]

Quote:With every death comes honor. With honor, redemption. Abilities:Storm Bow: Hanzo nocks and fires an arrow at his target. You can view a video showing this ability [here](#).

Sonic arrow: Hanzo launches an arrow that contains a sonar tracking device. Any enemy within its detection radius is visibly marked, making them easier for Hanzo and his allies to hunt down. You can view a video showing this ability [here](#).

Scatter Arrow: Hanzo shoots a fragmenting arrow that ricochets off walls and objects and can strike multiple targets at once. You can view a video showing this ability [here](#).

Dragonstrike: Hanzo summons a Spirit Dragon which travels through the air in a line. It passes through walls in its way, devouring any enemies it encounters. You can view a video showing this ability [here](#).

Guide on how to play:[The Ultimate Hanzo Guide](#)

[Overwatch - Hanzo Guide](#)

[Hanzo - Super Advanced Guide](#)

Junkrat:

[img]http://vignette2.wikia.nocookie.net/overwatch/images/5/53/Junkrat_portrait.png/revision/latest?cb=20160429040823[/img]

Quote:It's a perfect day for some mayhem. Abilities:Frag launcher: Junkrat's Frag Launcher lobbs grenades a significant distance. They bounce to reach their destination, and blow up when they strike an enemy. You can view a video showing this ability [here](#).

Concussion Mine: After placing one of his homemade Concussion Mines, Junkrat can trigger it to damage enemies and send them flying... or propel himself through the air. You can view a video showing this ability [here](#).

Steel trap: Junkrat tosses out a giant, metal-toothed trap. Should an enemy wander too close to the trap, it clamps on, injuring and immobilizing them. You can view a video showing this ability [here](#).

Total mayhem: Junkrat's deranged sense of humor persists past his death. If killed, he drops several live grenades. You can view a video showing this ability [here](#).

Rip-tire: Junkrat revs up a motorized tire bomb and sends it rolling across the battlefield, climbing over walls and obstacles. He can remotely detonate the RIP-Tire to deal serious damage to enemies caught in the blast, or just wait for it to explode on its own. You can view a video showing this ability [here](#).

Guide on how to play:[Overwatch - Junkrat Guide](#)

[The Ultimate Junkrat Guide](#)

[Junkrat - Master This Hero](#)

Mei:

[img]http://vignette1.wikia.nocookie.net/overwatch/images/e/e1/Mei_Hands_on_Hips.jpg/revision/latest?cb=20160415194611[/img]

Quote:Our world is worth fighting for. Abilities:Endothermic blaster: Mei's blaster unleashes a concentrated, short-range stream of frost that damages, slows, and ultimately freezes enemies in place. Mei can also use her blaster to shoot icicle-like projectiles at medium range. You can view a video showing this ability [here](#).

Cryo-freeze: Mei instantly surrounds herself with a block of thick ice. She heals and ignores damage while encased, but cannot move or use abilities. You can view a video showing this ability [here](#).

Ice wall: Mei generates an enormous ice wall that obstructs lines of sight, stops movement, and blocks attacks. You can view a video showing this ability [here](#).

Blizzard: Mei deploys a weather-modification drone that emits gusts of wind and snow in a wide area. Enemies caught in the blizzard are slowed and take damage; those who linger too long are frozen solid. You can view a video showing this ability [here](#).

Guide on how to play: [Overwatch Guide: How to play Mei](#)
[Overwatch - Mei Guide](#)
[Advanced Mei Guide](#)

Revenge - August 1, 2016, 10:24 am

Torbjorn:

Quote: Build 'em up, Break 'em down. Abilities: Rivet gun: Torbjörn fires rivets at long range, or ejects molten metal from his gun in a short, close-range burst. You can view a video showing this ability [here](#).

Forge Hammer: Torbjörn uses his multipurpose hammer to build, upgrade and repair turrets. In a pinch, it can also be swung as a weapon. You can view a video showing this ability [here](#).

Build turret: Torbjörn constructs an enemy-tracking autocannon. He can use his Forge Hammer to repair or upgrade it, increasing its health and adding a second cannon barrel and a rocket launcher. You can view a video showing this ability [here](#).

Armor pack: Torbjörn deploys an armor upgrade; either he or his allies can pick it up to absorb some damage. You can view a video showing this ability [here](#).

Molten core: After overheating his personal forge, Torbjörn gains a significant amount of armor and scrap. He also attacks (and builds and repairs turrets) far faster than normal. You can view a video showing this ability [here](#).

Guide on how to play: [Torbjorn Tutorial](#)
[Overwatch - Torbjorn Guide](#)
[In Depth Torbjorn Guide](#)

Widowmaker:

[img]http://vignette2.wikia.nocookie.net/overwatch/images/1/16/Widowmaker_portrait.png/revision/latest?cb=20160429041501[/img]

Quote: One shot, one kill Abilities: Widow's Kiss: Widowmaker's versatile sniper rifle is ideal for scope-aimed shots at distant targets. Should targets close to medium range, the rifle can also be fired in fully-automatic mode. You can view a video showing this ability [here](#).

Grappling hook: Widowmaker launches a grappling hook towards the location she's aiming at – when the hook connects with a scalable surface, she's quickly drawn towards it, allowing her to expand her view of the battlefield and evade or flank targets. You can view a video showing this ability [here](#).

Venom mine: Widowmaker adheres a swiftly-arming venom mine to nearly any surface. When a target wanders within range of the mine's motion trigger, it explodes, delivering poison gas to any enemies in the vicinity. You can view a video showing this ability [here](#).

Infra-sight: Widowmaker's recon visor allows her to see the heat signatures of her targets through walls and objects for a moderate amount of time. This enhanced vision is shared with her allies. You can view a video showing this ability [here](#).

Guide on how to play: [How to Play Widowmaker](#)
[Overwatch - Widowmaker Guide](#)
[In Depth Widowmaker Sniping](#)

D. VA:

Quote: I play to win. Abilities: Fusion cannons: D.Va's mech is equipped with twin short-range

rotating cannons. They lay down continuous, high-damage fire without needing to reload, but slow D.Va's movement while they're active. You can view a video showing this ability [here](#).

Light gun: While outside of her mech, D.Va can continue the fight with a mid-range automatic blaster. You can view a video showing this ability [here](#).

Boosters: D.Va's mech launches into the air, her momentum carrying her forward. She can turn and change directions or barrel through her enemies, knocking them back. You can view a video showing this ability [here](#).

Defense matrix: D.Va can activate this forward-facing targeting array to shoot incoming projectiles out of the air. You can view a video showing this ability [here](#).

Self-destruct: D.Va ejects from her mech and sets its reactor to explode, dealing massive damage to nearby opponents. You can view a video showing this ability [here](#).

Call mech: If her armored battle suit is destroyed, D.Va can call down a fresh mech and return to the fray. You can view a video showing this ability [here](#).

Guide on how to play: [Overwatch D.VA Guide](#)

[Super Advanced D.Va guide](#)

[Updated D.Va Guide](#)

Reinhardt:

Quote: Justice will be done. Abilities: Rocket hammer: Reinhardt's Rocket Hammer is an exemplary melee weapon, able to deal punishing damage in a wide arc with every swing. You can view a video showing this ability [here](#).

Barrier field: Reinhardt projects a broad, forward-facing energy barrier, which can absorb substantial damage before it is destroyed. Though Reinhardt can protect himself and his companions behind the barrier, he cannot attack while sustaining it. You can view a video showing this ability [here](#).

Charge: Reinhardt charges forth in a straight line, pinning the first enemy in his path and knocking others aside. If he collides with a wall, the foe he's carrying suffers extreme damage. You can view a video showing this ability [here](#).

Fire strike: By whipping his Rocket Hammer forward, Reinhardt slings a flaming projectile which pierces and damages any enemies it touches. You can view a video showing this ability [here](#).

Earthshatter: Reinhardt forcefully slams his Rocket Hammer into the ground, knocking down and damaging all enemies in front of him. You can view a video showing this ability [here](#).

Guide on how to play: [Overwatch - Reinhardt Guide](#)

[One Trick Reinhardt Guide](#)

[Reinhardt Master This Hero](#)

Roadhog:

Quote: I'm a one-man apocalypse. Abilities: Scrap gun: Roadhog's Scrap Gun fires short-range blasts of shrapnel with a wide spread. Alternatively, it can launch a shrapnel ball that detonates farther away, scattering metal fragments from the point of impact. You can view a video showing this ability [here](#).

Take a breather: Roadhog restores a chunk of his health over a brief period of time. You can view a video showing this ability [here](#).

Chain hook: Roadhog hurls his chain at a target; if it catches, he yanks them into close range. You can view a video showing this ability [here](#).

Whole hog: After cramming a top-loader onto his Scrap Gun, Roadhog pours in ammo. For a short time, he can crank out a stream of shrapnel that knocks back enemies. You can view a video showing this ability [here](#).

Guide on how to play: [Overwatch Roadhog Guide](#)

[Overwatch - Roadhog Guide](#)

[In Depth Roadhog Guide](#)

Winston:

Quote:Imagination is the essence of discovery. Abilities:Tesla cannon: Winston's weapon fires a short-range electric barrage for as long as he holds down the trigger. You can view a video showing this ability [here](#).

Jump pack: Assisted by his energy pack, Winston lunges through the air, dealing significant damage and staggering nearby enemies when he lands. You can view a video showing this ability [here](#).

Barrier projector: Winston's barrier projector extends a bubble-shaped field that absorbs damage until it's destroyed. Allies protected by the barrier can return fire from within it. You can view a video showing this ability [here](#).

Primal rage: Winston embraces his animal nature, significantly boosting his health and making him very difficult to kill, strengthening his melee attack, and allowing him to use his Jump Pack ability more frequently. While raging, Winston can only make melee and Jump Pack attacks. You can view a video showing this ability [here](#).

Guide on how to play:[Overwatch - Winston Guide](#)

[Ultimate Guide to Winston](#)

[Quick Guide to Winston](#)

Zarya:

[img]http://vignette2.wikia.nocookie.net/overwatch/images/d/d1/Zarya_portrait.png/revision/latest?cb=20160429041121[/img]

Quote:Together we are strong. Abilities:Particle cannon: Zarya's mighty Particle Cannon unleashes a short-range beam of destructive energy. Alternatively, Zarya can lob an explosive charge to strike multiple opponents. You can view a video showing this ability [here](#).

Particle barrier: The Particle Cannon can emit a personal barrier that shields Zarya against incoming attacks, redirecting their energy to enhance her weapon's damage and the width of its beam. You can view a video showing this ability [here](#).

Projected barrier: Zarya surrounds one of her teammates with an energy barrier that simultaneously absorbs fire and boosts the power of her Particle Cannon. You can view a video showing this ability [here](#).

Graviton surge: Zarya launches a gravity bomb that draws in enemy combatants and deals damage while they're trapped. You can view a video showing this ability [here](#).

Guide on how to play:[The Ultimate Zarya Guide](#)

[How to be better at Zarya](#)

[Overwatch - Zarya Guide](#)

Ana:

[img]http://assets1.ignimgs.com/thumbs/neon/2016/07/12/f5595d47b8b0f498c6dc20018d5bbafd-1468375207/neon_0001_large.jpg[/img]

Quote:Everyone must find their cause. Abilities:Biotic rifle: Ana's rifle shoots darts that can restore health to her allies or deal ongoing damage to her enemies. She can use the rifle's scope to zoom in on targets and make highly accurate shots. You can view a video on this [here](#).

Sleep dart: Ana fires a dart from her sidearm, rendering an enemy unconscious (though any damage will rouse them). You can view a video on this [here](#).

Biotic Grenade: Ana tosses a biotic bomb that deals damage to enemies and heals allies in a small area of effect. Affected allies briefly receive increased healing from all sources, while enemies caught in the blast cannot be healed for a few moments. You can view a video on this [here](#).

Nano boost: After Ana hits one of her allies with a combat boost, they temporarily move faster, deal more damage, and take less damage from enemies' attacks. You can view a video on this [here](#).

Guide on how to play:[Ana Quick Guide](#)

[Ana - The Ultimate Guide](#)

[Overwatch - Ana Guide](#)

Lucio:

[img]http://elitist-gaming.com/wp-content/uploads/2016/06/character-selection-screen-overwatch.jpg[/img]

Quote:Come on, let's bring it together! Abilities:Wall Ride: Jump onto a wall to ride along it.

Sonic amplifier: Lúcio can hit his enemies with sonic projectiles or knock them back with a blast of sound. You can view a video on this [here](#).

Crossfade: Lúcio continuously energizes himself—and nearby teammates—with music. He can switch between two songs: one amplifies movement speed, while the other regenerates health. You can view a video on this [here](#).

Amp it up: Lúcio increases the volume on his speakers, boosting the effects of his songs. You can view a video on this [here](#).

Sound barrier: Protective waves radiate out from Lúcio's Sonic Amplifier, briefly providing him and nearby allies with personal shields. You can view a video on this [here](#).

Guide on how to play:[The Ultimate Lucio Guide](#)

[Lucio Advice and Tips](#)

[Lucio Advanced Guide](#)

Mercy:

Quote:Heroes never die. Abilities:Caduceus staff: Mercy engages one of two beams that connect to an ally. By maintaining the beams, she can either restore that ally's health or increase the amount of damage they deal. You can view a video on this [here](#).

Caduceus blaster: Mercy shoots a round from her sidearm. It's best reserved for emergency personal defense. You can view a video on this [here](#).

Guardian angel: Mercy flies towards a targeted ally, allowing her to reach them quickly and provide assistance in crucial moments. You can view a video on this [here](#).

Angelic descent: Propelled by her Valkyrie suit, Mercy slows the speed of her descent from great heights. You can view a video on this [here](#).

Resurrect: Mercy radiates restorative power, bringing nearby dead allies back into the fight with full health. You can view a video on this [here](#).

Guide on how to play:[How to play Mercy Better](#)

[Easy To Learn: Mercy](#)

[Overwatch - Mercy Guide](#)

Revenge - August 1, 2016, 10:25 am

Symmetra:

[img]http://vignette2.wikia.nocookie.net/overwatch/images/e/eb/Symmetra_portrait.png/revision/latest?cb=20160429041836[/img]

Quote:The true enemy of humanity is disorder Abilities:Photon projector: Symmetra's weapon emits a short-range beam that homes in on a nearby enemy, dealing continuous damage that increases the longer it is connected. The projector can also release a charged energy ball that deals high damage. You can view a video on this [here](#).

Sentry turret: Symmetra sets up a small turret that automatically fires speed-reducing blasts at the nearest enemy within range. Several turrets can be built on the battlefield at once. You can view a video on this [here](#).

Photon shield: Symmetra surrounds an ally with a hard-light shield that absorbs damage and persists as long as that ally remains alive. You can view a video on this [here](#).

Teleporter: Symmetra places a teleporter exit pad at her current location, and connects it to a teleporter entry pad at her team's starting point. Allies can travel through the entry pad to the exit pad instantly, enabling them to return to the fight swiftly after being defeated. You can view a video on this [here](#).

Guide on how to play: [Overwatch Symmetra Guide](#)

[Symmetra Character Guide](#)

[Symmetra Beginners Guide](#)

Zenyatta:

[img]http://vignette3.wikia.nocookie.net/overwatch/images/f/f5/Zenyatta_portrait.png/revision/latest?cb=20160429042336[/img]

Quote: True self is without form. Abilities: Orb of destruction: Zenyatta projects his destructive energy orbs either individually, or in a rapid-fire volley after a few seconds spent gathering power. You can view a video on this ability [here](#).

Orb of harmony: Zenyatta casts an orb over the shoulder of a targeted ally. So long as Zenyatta maintains line of sight, the orb slowly restores health to his ally. Only one ally can receive the orb's benefit at a time. You can view a video on this ability [here](#).

Orb of discord: Attaching the orb of discord to an opponent amplifies the amount of damage they receive for as long as Zenyatta maintains line of sight. Only one opponent can suffer the orb's effects at a time. You can view a video on this ability [here](#).

Transcendence: Zenyatta enters a state of heightened existence for a short period of time. While transcendent, Zenyatta cannot use abilities or weapons, but is immune to damage and automatically restores his health and that of nearby allies. You can view a video on this ability [here](#).

Guide on how to play: [Zenyatta Quick Guide](#)

[Overwatch - Zenyatta Guide](#)

[Overwatch Zenyatta Guide](#)

The Different Maps/Modes:

Escort/Payload:

On Payload maps, the attacking team aims to move the payload to a checkpoint while the defenders try to prevent them from reaching it until the time runs out. The current maps for Payload are: Dorado

Route 66

Watchpoint: Gibraltar

Assault/Capture:

On assault maps the objective of the game for attackers is to capture marked objectives (A and B). The defenders objective in Assault is to prevent the attackers controlling the points until the time runs out. The current maps for Assault are: Hanamura

Temple of Anubis

Volskaya

Control:

Control works on the basis of two teams fighting over different objectives in a best-of-three format (Quick Play). While a team is on the control point, they will progress in capturing it until one team finally reaches 100%. This then counts as one point, and it will start over on a new control point. In Competitive Play it is a best of 5 format. The current maps for control are: Ilios

Lijang Tower

Nepal

Hybrid:

In the hybrid game mode the game is split into two different game modes previously mentioned, Assault, and Payload. Firstly the attacking team will be playing assault, but will only have to capture one point, and then from there it will switch into a payload map where you will have to push a payload from that point to the checkpoints. The current maps for hybrid are: Hollywood

King's Row

Numbani

The Different Modes:

Quick Play:

Quick play is the where you will start playing against other players until you can reach competitive play at level 25. It consists of a 6 v 6 gameplay where all the different maps will be playable. Unlike competitive play, if a player quits out of the game matchmaking will replace them with another player. It consists of playing a first game of Escort, Hybrid or Assault on one side, then when that ends the team will switch sides and play a mirror match. After the mirror match has ended, it will change to a different map. The experience gained in the quick play mode is as follows: First win of the day - 1,500 XP

Win - 500 XP

Match finish - 250 XP

Time - 200 XP per minute

Consecutive Match - 200 XP

Gold Medal - 150 XP

Silver Medal - 100 XP

Bronze Medal - 50 XP

Backfill (Join late) - 400 XP

Group bonus - 20%+ XP

Leaver penalty - 75%- XP

Play vs. AI:

This is where a team of 6 players will play against AI controlled heroes. It can be played on 3 different difficulties: Hard, Medium, and Easy. Not all heroes can be played by the AI, and the ones that are available to the AI are: McCree

Soldier: 76

Reaper

Bastion

Roadhog

Ana

Zarya

Zenyatta

The experience gain for this game mode is: First win of the day - 1,500 XP

Win - 300 XP

Match finish - 150 XP

Time - 120 XP per minute

Consecutive Match - 120 XP

Gold Medal - 90 XP

Silver Medal - 60 XP

Bronze Medal - 30 XP

Backfill (Join late) - 240 XP

Group bonus - 20%+ XP

Leaver penalty - 75%- XP

Competitive Play:

Competitive Play is much like the set up of Quick Play, but it is designed to be a much more serious experience. In this game mode you will have to partake in 10 placement matches which are designed to assign a player a rank based on their skill rating. With each win you gain experience towards ranking up, and increasing your skill rating. Likewise with each loss, you will lose experience. In this game mode you will be rewarded for each win with a competitive point which are used to unlock golden weapons for characters. To have this game mode accessible, the player must reach level 25. This mode runs on seasons which last 2 and a half months, and each month everyone's skill rating will be reset, and a two week-off season will begin. Every season has a different unique reward for anyone who completes their placement matches. In this game mode only one character is allowed on one team. In this game mode once the game mode starts there will be no matchmaking, so if someone leaves that team will be down a player for the rest of the game (After the two-minute mark of the game, if not no one gets the loss I believe). If you continue to leave games, consequences are put in place on repeat violations that may result in temporary bans from competitive matches at increasing lengths of time. As well as that if someone leaves currently the experience gained and lost is much less than when a game is 6 versus 6. The experience game for competitive play seems to be the same as quick play: First win of the day - 1,500 XP

Win - 500 XP

Match finish - 250 XP

Time - 200 XP per minute

Consecutive Match - 200 XP

Gold Medal - 150 XP

Silver Medal - 100 XP

Bronze Medal - 50 XP

Backfill (Join late) - 400 XP

Group bonus - 20%+ XP

Leaver penalty - 75%- XP

Custom Game:

Custom games is the mode on Overwatch in which a player can create their own game with their own rules. Lots of different types of rules can be set, and can be played with friends. You do not gain experience from these games.

Weekly Brawl:

Weekly Brawl is a weekly game mode that is added into the game by Blizzard. It works a lot like Custom Games, but it is Blizzards rule set. Each week they announce a different brawl that players can partake in. The experience gain appears to be the same as quick play: First win of the day - 1,500 XP

Win - 500 XP

Match finish - 250 XP

Time - 200 XP per minute

Consecutive Match - 200 XP

Gold Medal - 150 XP

Silver Medal - 100 XP

Bronze Medal - 50 XP

Backfill (Join late) - 400 XP

Group bonus - 20%+ XP

Leaver penalty - 75%- XP

Tutorial:

In the tutorial mode it is where players are introduced to the mechanics of how the game works playing as Soldier: 76. This is totally optional, but recommended to new players.

Practice Range:

The practice range is a training game mode where you can hone your skills against standing, and moving bots. The game can only last 15 minutes before it kicks the player out of the game. This is often used to improve aim with certain characters.

Loot Boxes:

Loot boxes is Overwatches system to earn cosmetic items for your Overwatch hero's. They contain a random selection of items. The list of these items is as follows: Skins

Animations

Emotes

Custom Dialogue Options

Sprays

In every loot box, you will receive 4 items. The items come in different quality levels which are also more rare as they go: Common (58.2% chance)

Rare (31.7% chance)

Epic (7.55% chance)

Legendary (2.55% chance)

In every loot box, you will receive at least one item of the quality of rare or better. You receive a loot box every time that you level up. You can also buy loot boxes for the following prices: 2 Boxes: \$1.00

5 Boxes: \$4.99

11 Boxes: \$9.99

24 Boxes: \$19.99

50 Boxes: \$39.99

Sources:

Spoiler ([Click to View](#))

[Play Overwatch](#)

[Overwatch Wiki](#)

[Overpwn youtube channel](#)

[Play Overwatch Youtube channel](#)

[LoneHawk Youtube Channel](#)

Thanks to [Happeh](#) for the place holders.

Revenge - August 6, 2016, 10:17 am

Just letting everyone that I have added in a new section for loot boxes to the guide. If anyone has any other suggestions for anything to be added in, please let me know.

Meow - August 6, 2016, 10:19 am

Awesome guide, I'm sure it will help a lot of new players that want to get in to Overwatch. Hopefully you get a sticky for this awesome contribution.

Revenge - August 7, 2016, 12:58 pm

(Aug 6, 2016 10:19 AM)Meow? Wrote: [\[CITE\]](#) Awesome guide, I'm sure it will help a lot of new players that want to get in to Overwatch. Hopefully you get a sticky for this awesome contribution. Thanks for the kind words. Would you like to see anything added to the guide? Not really busy so have the time to improve it.

Limit. - August 7, 2016, 1:17 pm

Great guide man. I like how you went into detail with every character and the XP. I also have a [guide up as well](#) but with yours up it doesn't bother me one bit, it's great to see people contributing to the section. Would love to work on something in the future with you in terms of contributing to the

Overwatch section, shoot me a PM and maybe we can work something out.

Revenge - *August 9, 2016, 7:12 am*

(Aug 7, 2016 01:17 PM)Limit. Wrote: [\[CITE\]](#) Great guide man. I like how you went into detail with every character and the XP. I also have a [guide up as well](#) but with yours up it doesn't bother me one bit, it's great to see people contributing to the section. Would love to work on something in the future with you in terms of contributing to the Overwatch section, shoot me a PM and maybe we can work something out.

Thanks for the kind words.

Updated a little bit of the first 2 posts for things that were wrong, added in a few links too.