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Lufasu - November 9, 2016, 11:29 am

Ana Full guide

The following guide is a guide that reflects the way I see Ana as a character and does not purport to present the most proper way to play her. Ana is very mixed support in battle and try to be close or medium distance from his teammates. However, one should not forget the sight sniper holds that provides a very real threat to many characters, especially the DPS characters and Excellent Support combined with the uniqueness of its weapons. As stated earlier, during a battle it is very useful to use a weapon more members than to hurt revive opponents, but do not overlook the duality of weapons.

With Ana has to be very accurate, do not let the speed of its attack to confuse you, how fast it easy to shoot and how to hurt her, Ana is also good not miss as severe vulnerability of Genji jump up in the middle of a fight and gets two shots of her life.

Ana Good Payload maps mainly because the space that it has to revive the group members. For example in KOTH has no right time to shoot the opponents and resurrect them all, and if so was a bit more difficult to use the uniqueness of its weapons when all you do is revive. On the Control Point maps do not really what to talk about. It may be reasonable, and maps that it was also good to take it, but feel Cialo there is always a better choice from (Lucio, Zenyatta).

Short explanation about her skills -

Sleep Dart-

this skill I found particularly interesting. There are so many things you can do with him, and to control it and to know when and how to use it correctly Ana has to play a lot. I decided some situations to use this skill, proper configuration:

1. destroy another character the ult - if we have against you Mcree activates its ultimate, you can cancel it. Another good example is the situation that Ana against Ana. In terms of use of this definition in Sleep Dart, even if a character which enabled her rival Nano Boost is considered canceled ult.

2. The previous mode is actually a special type of derivative Agadir situation now. This use of the Sleep Dart found most interesting OW competitive. Before a fight can be very effectively to silence critical character of the opposing team, and if no one in your group does not attack him (which eliminates the immediate sleep) has a significant advantage for your team. For example: Reaper good to know the opposing team to come from behind and actually throw the Ult his behind all perfect timing. If you have information for his inventions before battle or during the battle, the Sleep Dart can mute it (the Shift despite his) and that way battle in favor of a significant group.

3. Do not burst very strong combination with Biotic Grenade - in a 1 on 1 against a figure, assuming that the opponent has suffered for several shots, after the impact of the Sleep can throw the Biotic Grenade to do some damage, and most importantly, to cancel all heal a potential opponent could take and how actually be more advantageous in, at which point the opponent is supposed to die.

Biotic Grenade-

This skill is actually very tricky. When I started to play with Ana I thought he had a relatively large radius, but it was not. This skill also has many uses:

1. very natural - to destroy all potential rivals to heal for a few seconds. I found this skill very well in combination with the ult of Zarya. Attacks by skill and timing correct the situation, the battle will almost certainly be defeated without wasting ultimates of the group members.

2. The most natural - to throw the bomb to revive yourself in a one on one and sometimes do damage to the opponent.

3. Where protective group to fight Me. Skill work like that - giving life first, then raising the regeneration few seconds.

Note that the radius harm because it is very tricky.

Nano Boost-

this skill in my opinion very op. Combined with almost every character that she does not support this skill is useful. True, there are very good uses with the ultimate combination of figures like Mcree, Reaper and the other quite a bit more but does not give up on the fact that if you do not use in the ultimate, the Nano Boost handy.

It is very important not to keep it too long because Ana is a figure that is "All Over The Place". There is a lot to do with it, whether it's time to revive all friends, hurt all the time rivals, looked at the need intends, and so many other things. Therefore, you can use regular ult not hold it too long. Can make more efficient use of course with the correct synchronization with the group, but do not overdo it.

In conclusion, Ana is a very useful figure, I think some op, but only time will prove how useful it will be in competition. Without a doubt it also comes in the category of the supports that can carry games with them concretely with Zenyatta and Symmetra. In addition, it also can be categorized into the category of "figures are based on the aim" with Mcree and many others. Do not ignore the fact that Widowmaker is the figure most effective against Ana and therefore face against it with the group. You can also say that against Ana Ana is very significant in several situations: AIM fights, battles and battles Sleep Dart Biotic Grenade.

Hope this tutorial helped to understand the uses in Ana and gave a different perspective to Ana already relatively inexperienced.

UntamedChicken - December 26, 2016, 12:34 am

This is really clean and well put together, thanks for sharing!

22 Savage - December 26, 2016, 8:43 am

Nice guide OP! I'll look into it, might be getting back into Overwatch soon.