



**WELCOME
TO THE GAME**



**THE WORLD
NEEDS HEROES**

TAKE YOUR PLACE IN **OVERWATCH**®

Clash on the battlefields of tomorrow and choose your hero from a diverse cast of soldiers, scientists, adventurers, and oddities. Bend time, defy physics, and unleash an array of extraordinary powers and weapons. Engage your enemies in iconic locations from around the globe in the ultimate team-based competitive gameplay.

6v6

Team-Based
Competitive
Gameplay

27

Choose from
a diverse cast
of heroes with their
own unique sets
of devastating and
game-changing
abilities.



Play across iconic
and futuristic
maps from around
the globe.
The world is your
battlefield.

4 GAME MODES

Overwatch® matches
play out in a variety
of locations around
the world. Each map
features different
objectives: assault,
escort, and control.



PLAY YOUR **ROLE** CHOOSE YOUR **HERO**

Whether you're engaging in combat on the front line, providing defensive cover with your energy shield, or supporting your allies by healing teammates, every hero's abilities are designed to be effective as part of a team. Learning to utilize your abilities in concert with your teammates is the key to victory.



ROLE: OFFENSE

Scout, harass and press the objective. This is the purpose of the offensive heroes. Typically, they come with high damage weapons and abilities but do have the drawback of having a lower health pool than tanks and some of the more defensive heroes. Usually, they're also excellent duelists with high mobility and good burst or sustained damage output.



SOLDIER: 76

- !!! PRIMARY WEAPON
HEAVY PULSE RIFLE
- ULTIMATE ABILITY
TACTICAL VISOR

DOOMFIST

- !!! PRIMARY WEAPON
HAND CANNON
- ULTIMATE ABILITY
METEOR STRIKE

REAPER

- !!! PRIMARY WEAPON
HELLFIRE SHOTGUNS
- ULTIMATE ABILITY
DEATH BLOSSOM

TRACER

- !!! PRIMARY WEAPON
PULSE PISTOLS
- ULTIMATE ABILITY
PULSE BOMB

SOMBRA

- !!! PRIMARY WEAPON
MACHINE PISTOL
- ULTIMATE ABILITY
EMP

MCCREE

- !!! PRIMARY WEAPON
PEACEKEEPER
- ULTIMATE ABILITY
DEADEYE

GENJI

- !!! PRIMARY WEAPON
SHURIKEN
- ULTIMATE ABILITY
DRAGONBLADE

PHARAH

- !!! PRIMARY WEAPON
ROCKET LAUNCHER
- ULTIMATE ABILITY
BARRAGE



ROLE: DEFENSE

Establish a front, guard locations, and create choke points. The essence of the defensive hero is to deny the enemy access to the objective. Usually through creating (or acting as) a turret or through long ranged weapons and abilities.



TORBJÖRN

- !!! PRIMARY WEAPON
RIVET GUN
- ULTIMATE ABILITY
MOLTEN CORE



WIDOWMAKER

- !!! PRIMARY WEAPON
WIDOW'S KISS
- ULTIMATE ABILITY
INFRA-SIGHT



JUNKRAT

- !!! PRIMARY WEAPON
FRAG LAUNCHER
- ULTIMATE ABILITY
RIP-TIRE



HANZO

- !!! PRIMARY WEAPON
STORM BOW
- ULTIMATE ABILITY
DRAGONSTRIKE



BASTION

- !!! PRIMARY WEAPON
SENTRY GATLING GUN
- ULTIMATE ABILITY
CONFIGURATION: TANK



MEI

- !!! PRIMARY WEAPON
ENDOTHERMIC BLASTER
- ULTIMATE ABILITY
BLIZZARD



ROLE: SUPPORT

Buff, heal, and keep your team alive. This is the role of the support hero. They boost the overall performance of their team by increasing their survivability (through healing or shields), boosts to speed or damage output, and even providing teleports to the front lines. Typically, you'll want to stay behind your teammates and avoid duels.



MERCY

- !!! PRIMARY WEAPON
CADUCEUS STAFF
- ULTIMATE ABILITY
VALKYRIE



LÚCIO

- !!! PRIMARY WEAPON
SONIC AMPLIFIER
- ULTIMATE ABILITY
SOUND BARRIER



MOIRA

- !!! PRIMARY WEAPON
BIOTIC GRASP
- ULTIMATE ABILITY
COALESCENCE



BRIGITTE

- !!! PRIMARY WEAPON
ROCKET FLAIL
- ULTIMATE ABILITY
RALLY



SYMMETRA

- !!! PRIMARY WEAPON
PHOTON PROJECTOR
- ULTIMATE ABILITY
SHIELD GENERATOR



ZENYATTA

- !!! PRIMARY WEAPON
ORB OF DESTRUCTION
- ULTIMATE ABILITY
TRANSCENDENCE



ANA

- !!! PRIMARY WEAPON
BIOTIC RIFLE
- ULTIMATE ABILITY
NANO BOOST



ROLE: TANK

Protect your allies, disrupt the enemy, hold the front line. Tanks are heroes with a high level of survivability whether that's through leveraging their own shields or crowd control abilities.



ORISA

- !!! PRIMARY WEAPON
FUSION DRIVER
- ULTIMATE ABILITY
SUPERCHARGER



WINSTON

- !!! PRIMARY WEAPON
TESLA CANNON
- ULTIMATE ABILITY
PRIMAL RAGE



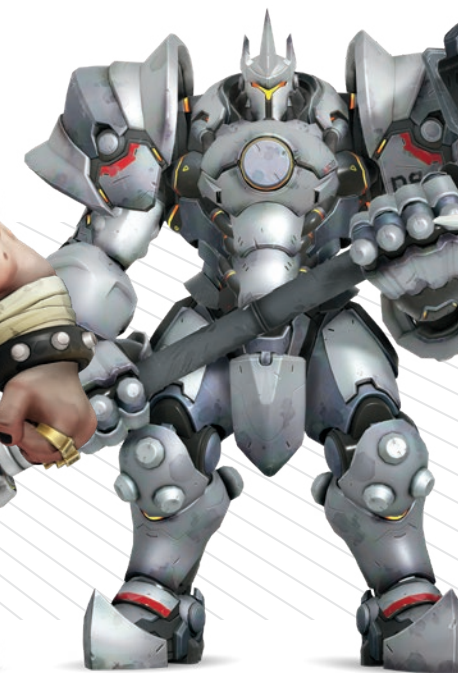
ZARYA

- !!! PRIMARY WEAPON
PARTICLE CANNON
- ULTIMATE ABILITY
GRAVITON SURGE



ROADHOG

- !!! PRIMARY WEAPON
SCRAP GUN
- ULTIMATE ABILITY
WHOLE HOG



REINHARDT

- !!! PRIMARY WEAPON
ROCKET HAMMER
- ULTIMATE ABILITY
EARTHSHATTER



D.VA

- !!! PRIMARY WEAPON
FUSION CANNONS
- ULTIMATE ABILITY
SELF-DESTRUCT



**WELCOME TO
OVERWATCH
LEAGUE™**

12
TEAMS

240
MATCHES

4
STAGES

1
CHAMPION

INAUGURAL SEASON ROADMAP

PRESEASON

DECEMBER 6 – 9, 2017

The preseason kicks off with a series of livestreamed exhibition matches featuring all 12 teams at the Blizzard Arena Los Angeles on December 6–9. After that, teams will have until Opening Day on January 10 to prepare themselves for competition.

REGULAR SEASON

JANUARY 10 – JUNE 17, 2018

Matches in the Atlantic and Pacific Divisions will play out live from the Blizzard Arena each Wednesday through Saturday. Though the season is divided into four stages, wins and losses will count towards teams' full-season records and all-important seeding for the postseason. On the last Sunday of each stage, the top teams will compete for hefty bonuses and the title of stage winner.

POSTSEASON

JULY 11 – JULY 28, 2018

After Stage 4 finishes, top finishers in each division will prepare for the championship playoffs, which run from July 11–28. The grand final on July 27–28 will determine which team will be crowned the first Overwatch League champions, claiming glory, the Overwatch League trophy, and a USD \$1 million bonus.

ALL-STAR WEEKEND

AUGUST 25 – 26, 2018

After the rush of the inaugural season championship, the Overwatch League will kick back for a weekend of festivities as the community's favorite players face off in unexpected challenges.

ATLANTIC DIVISION



PACIFIC DIVISION





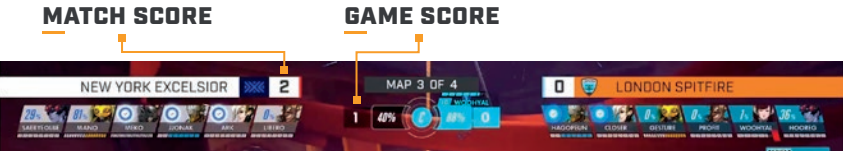
FIGHT FOR THE FUTURE TOGETHER

Teams of heroes do battle across the planet. From protecting the secrets of the mysterious Temple of Anubis, to safely escorting an EMP device through King's Row, the world is your battlefield.



GAMEPLAY GUIDE

When two teams compete in a match of Overwatch, they will play four separate games on different maps. Winning a game earns a team 1 match point. If a team ties or loses a game, it does not earn a match point. After all four games are completed, the team with the most match points is declared the winner of the match. If both teams have the same number of match points, then a fifth and final game is played. The winner of this 5th tiebreaker game is declared the winner of the match. The game mode for the 5th game is always Control, which can never result in a tie game.



HERO HEALTH + GAMER TAG

Displays the gamer tag of the player on screen, plus status of the current hero's health and "on fire" meter.

ULTIMATE ABILITY

Gauges the hero's charge for the next opportunity to use an ultimate ability. Charge must reach 100%.

HERO ABILITY + AMMO

Status of the current hero's ability usage, attack "cool down" time, along with ammo count.

GAME MODE UI

Status of the current game mode and progression including game clock, objective mode, map, and objective points.

MATCH SCORE

The amount of maps won in the current match. Team with the most map wins is the final victor.

TEAM STATUS

Status of each team member including: Hero selection, health, and ultimate charge. Team score and offense/defense roles are also shown.

OBJECTIVE GOAL + MAP

Displays the current task and objective point for the attacking or defending team, plus the current map out of four maps.

GAME SCORE

The amount of objectives won in the current round. Team with the most objectives captured is the final winner.

TIME LIMIT

Displays the amount of time remaining to capture the objective



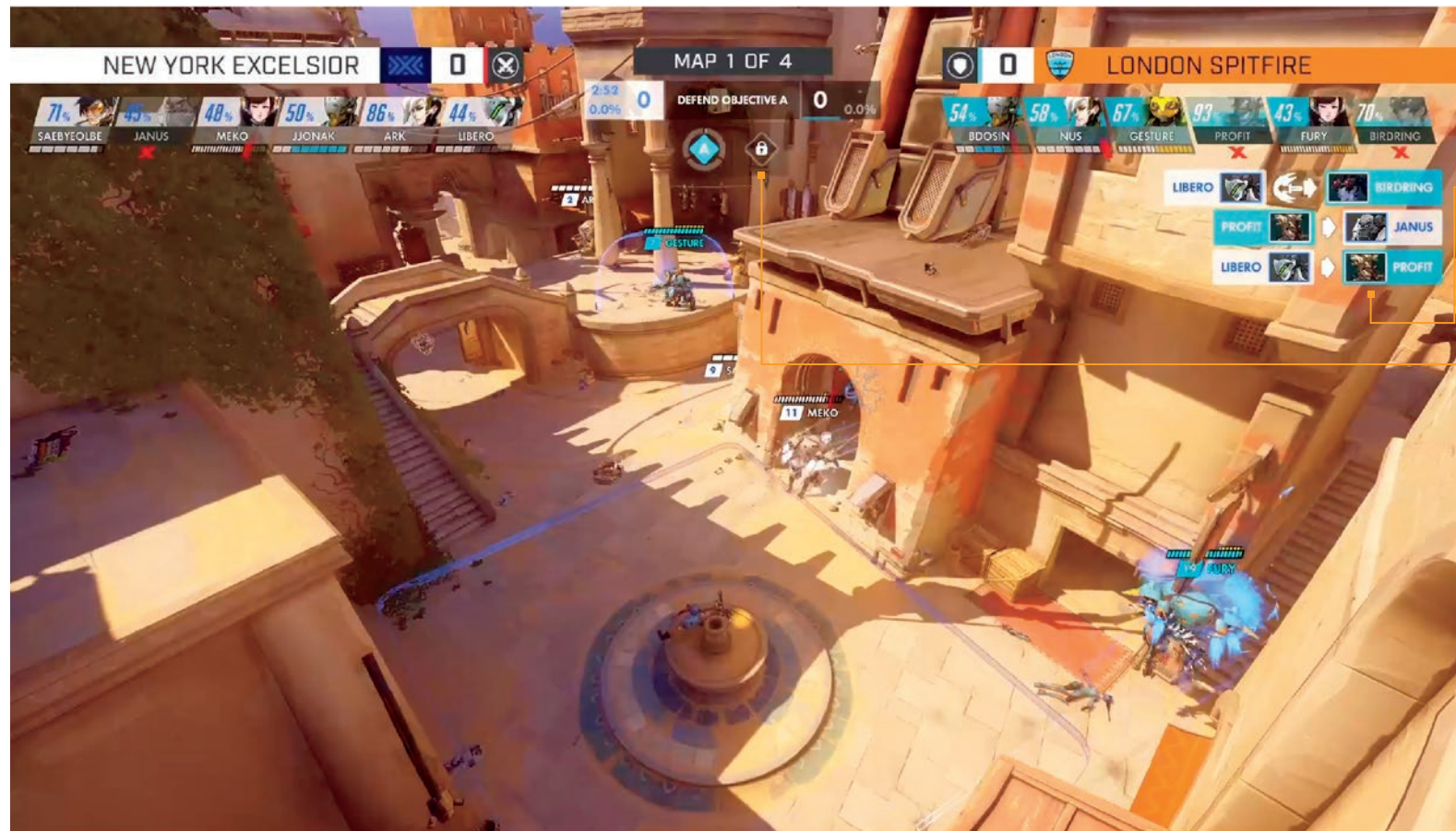
GAMEMODE: ASSAULT

ANUBIS | HANAMURA | HORIZON | VOLSKAYA

Two teams compete to see who can score the most points on offense before their timer expires. Capturing the first of the two objectives grants the offense 1 point and additional time to attempt to take the second. Capturing the second objective also grants 1 point. After the first team on offense either takes the second objective or runs out of time, the sides switch and now the second team has an opportunity to score points as the offense.

If the teams are tied after each team has played as offense and taken both points, the process repeats. However, the time each team has to capture additional objectives is not reset. Each team is instead granted time based on the amount they each had remaining from the previous round. If both teams have 0 remaining time, each team is granted 1 minute. If either team has more than 0 seconds remaining but less than 1 minute in their “time bank,” both teams are granted the same amount of additional time until both teams have a minimum of 1 minute available.

If the teams are tied with 0 seconds remaining but both objectives are not taken, the team with the most progress towards taking the next objective scores 1 point and wins. If neither team is able to make significant progress towards capturing the next objective then the game results in a draw.



ANUBIS | ASSAULT

Both teams battle for Objective A.

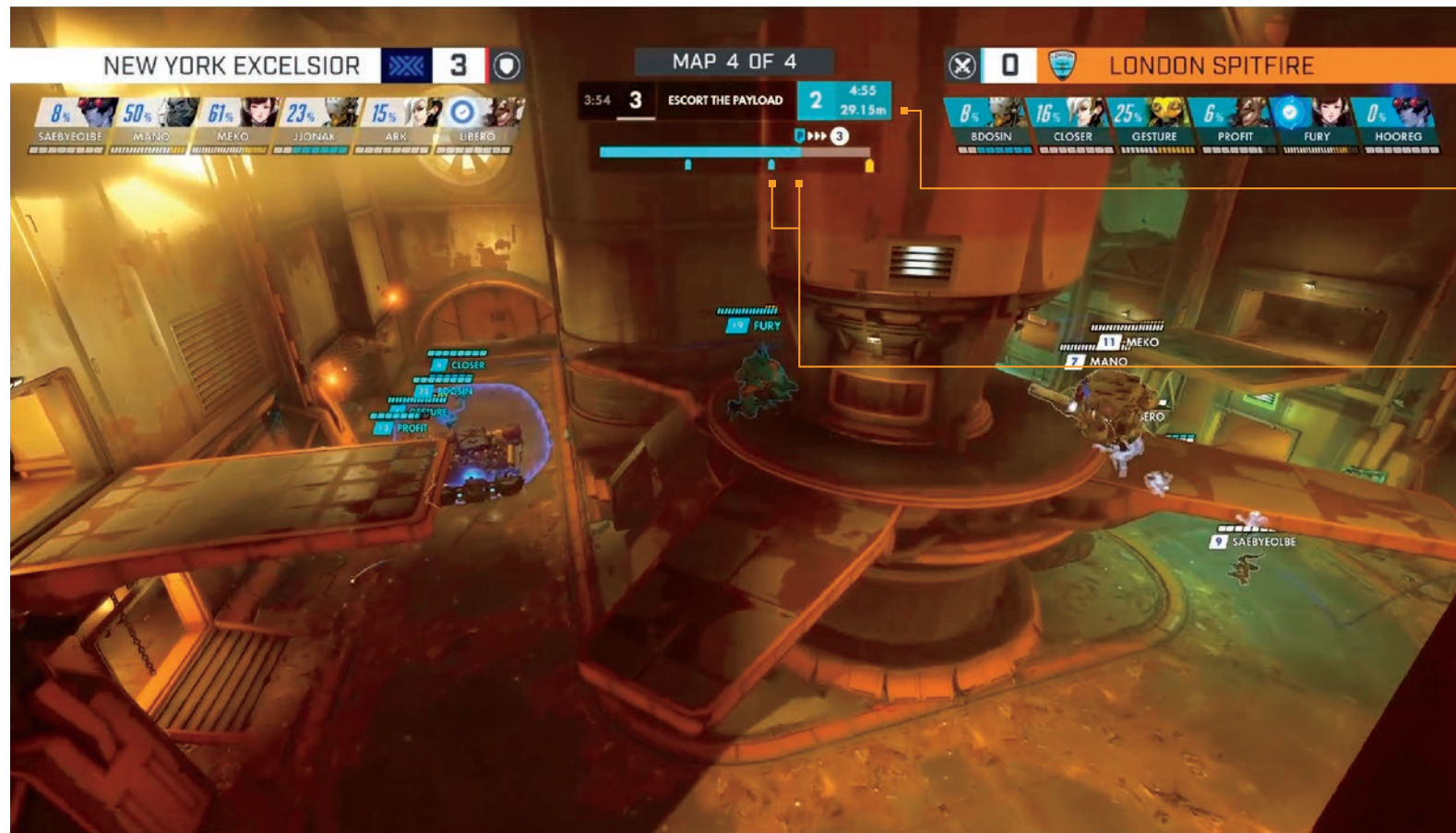


GAMEMODE: ESCORT

DORADO | GIBALTAR | JUNKERTOWN | ROUTE 66

Two teams compete to see who can score the most points on offense before their timer expires. Each escort map has a path running through it with three checkpoints. Teams score 1 point and are granted additional time when the payload reaches a marked checkpoint on the map. The payload moves forward along its marked path when the offensive team has players nearby and there are no defenders. After the first team on offense either moves the payload to the third objective or runs out of time, the sides switch and now the second team has an opportunity to score points as the offense. If the first team runs out of time before moving the payload to the third checkpoint, a goal marker is placed at the ground location where the payload reached the farthest. The second team scores 1 point and wins if they can move the payload to this goal marker.

If the teams are tied at 3-3 after each has played as offense, the process repeats. However, the time each team has to capture additional objectives is not reset. Each team is instead granted time based on the amount they each had remaining from the previous round. If a team has less than 1 minute of time, both teams are granted the same amount of additional time until both teams have a minimum of 1 minute available.



PAYLOAD DISTANCE

Displays the distance [in meters] remaining for the payload to reach the objective, from it's current location.

PAYLOAD LOCATION + CHECKPOINT

Displays the payload's current position, if it has crossed any checkpoints, and the number of enemies on the payload.

JUNKERTOWN | ESCORT

The Spitfire escorts the payload through Junkertown.



This game mode is a combination of both Assault and Escort game mode rules.

If the teams are tied after each team has played as offense and not captured the first objective, the team with the most progress towards taking the first objective scores 1 point and wins. If neither team is able to make significant progress towards capturing the next objective then the game results in a draw.

If the teams are tied at 3-3 after each has played as offense, the process repeats. However, the time each team has to capture additional objectives is not reset. Each team is instead granted time based on the amount they each had remaining from the previous round. If a team has less than 1 minute of time, both teams are granted the same amount of additional time until both teams have a minimum of 1 minute available.



Displays the current status of each player, including health and ultimate charge.

OBJECTIVE STATUS

Displays the status of points A and B as the payload moves in between. Once A has been captured, it is displayed as a check mark.

BLIZZARD WORLD | HYBRID

D.VA escorts the payload for
Excelsior while Mercy supports.



GAMEMODE: CONTROL

ILLIOS | LIJIANG | NEPAL | OASIS

Two teams compete to be the first to score two points. A round begins with each team fighting to control a single map objective. A team takes control of the objective when only their players stand within it for a brief time. Once a team has assumed control, a counter begins to slowly increment from 0 to 100%. The opposing team can stop the counter from incrementing by seizing control of the objective. This starts incrementing their own counter. When a team's counter reaches 100%, they score 1 point and then the game resets and shifts to a new location and objective. A team's counter can only reach 100% if no players from the other team are on the objective.

There is no time limit, the game continues until one team reaches 100%. It's therefore impossible to reach a draw on this game mode.



NEPAL | CONTROL

The Excelsior battle the Spitfire for control of objective C in Nepal.

CONTROL METER

Displays team control by percentage. The first team to reach 100 % wins the current round.

PLAYERS ON POINT

Displays the number of players on either team, currently contesting the objective point.



