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WELCOME TO THE GAME



**THE WORLD
NEEDS HEROES**



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.



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 game.

6v6

Team-based competitive gameplay.

29

Diverse heroes with unique sets of devastating and game-changing abilities.

19

Iconic and futuristic maps from around the globe. The world is your battlefield.

4

Game modes, each with different objectives: Assault, Escort, Hybrid, and Control.



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

Whether you're taking down key targets, holding the front line, providing cover with an energy shield, or healing teammates, your hero's abilities are designed to complement your team. Deploying your abilities in concert with your teammates is the key to victory.



ROLE: DAMAGE

Fearsome but fragile damage heroes wreak havoc on the enemy, but require backup to survive. Some specialize in pressing objectives, while others excel at defending key choke points.



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



ASHE

- !!! PRIMARY WEAPON
THE VIPER
- ULTIMATE ABILITY
B.O.B.



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



SYMMETRA

- !!! PRIMARY WEAPON
PHOTON PROJECTOR
- ULTIMATE ABILITY
PHOTON BARRIER



HANZO

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



BASTION

- !!! PRIMARY WEAPON
CONFIGURATION: RECON
- ULTIMATE ABILITY
CONFIGURATION: TANK



MEI

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



ROLE: SUPPORT

Support heroes boost their team by increasing survivability (through healing or shields), augmenting speed, and bolstering damage output. Typically, supports stay behind their 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



ZENYATTA

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



ANA

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



ROLE: TANK

Strong and durable tank heroes protect their allies, disrupt the enemy, and hold the frontline. Tanks have high survivability, with robust health pools, shields, and 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

WRECKING BALL

- !!! PRIMARY WEAPON
QUAD CANNONS
- ULTIMATE ABILITY
MINEFIELD





**WELCOME
TO THE
OVERWATCH
LEAGUE™**

20
TEAMS

280
MATCHES

4
STAGES

1
CHAMPION

2019 SEASON ROADMAP

REGULAR SEASON

BEGINS FEBRUARY 14

Atlantic and Pacific Division matches will be played live at Blizzard Arena Los Angeles each Thursday through Sunday. 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.

STAGE FINALS

AFTER STAGES 1, 2, AND 3

After each of the first three stages, the top eight teams from the corresponding stage will qualify for the Stage Finals, a seeded playoff bracket with prizes and glory on the line.

POSTSEASON

AFTER STAGE 4

In the postseason, the two division winners along with the next best four teams by record, regardless of division, will automatically qualify. Two additional teams will qualify through a play-in tournament between the seventh- through 12th-place teams. Those final eight teams will compete for the league championship—and a share of the USD \$5 million prize pool—in a double-elimination bracket.

ALL-STARS

BETWEEN STAGES 2 AND 3

Between Stages 2 and 3, the Overwatch League will celebrate the best players in the league with two days of custom skill matches.





VIEWING GUIDE

When two teams compete in a professional match of Overwatch, they play four separate games on different maps. Winning a game earns a team one 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. If both teams have the same number of match points, then a fifth and final game is played. The winner of this fifth tiebreaker game is declared the winner. The game mode for the fifth game is always Control, which can never result in a tie.



GAMER TAG + HERO HEALTH

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

ULTIMATE ABILITY

Displays the hero's charge toward their ultimate ability. The charge must reach 100% for the ultimate to be used.

AMMO + HERO ABILITY

Status of the hero's ability usage, "cooldown" times, and ammo count.

GAME MODE UI

Status of the current game mode, including task and objective point for the attacking or defending team, amount of time remaining to capture the objective, map number, and objective points won by each team in the round.

MATCH SCORE

The number of maps won in the current match. The team with the most map wins is the winner of the match.

TEAM STATUS

Status of each team member including: Hero selection, health, and ultimate charge.



GAME MODE: 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 one point, and additional time to attempt to take the second. Capturing the second objective also grants one point.

After the first team either takes the second objective or runs out of time, the sides switch and the second team has an opportunity to score points. If the teams are tied after each team has played 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 had remaining from the previous round. If both teams have zero remaining time, each team is granted one minute. If either team has more than zero seconds but less than one minute remaining in their “time bank,” both teams are granted the same amount of additional time until both teams have a minimum of one minute available.

If the teams are tied with zero seconds remaining but both objectives are not taken, the team with the most progress towards taking the next objective scores one 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.

KILL FEED

Most recent combat activity, including final blows and resurrections by each team.

POINT STATUS

Displays the current status of objective A or B. Objective B will remain locked until objective A is captured.

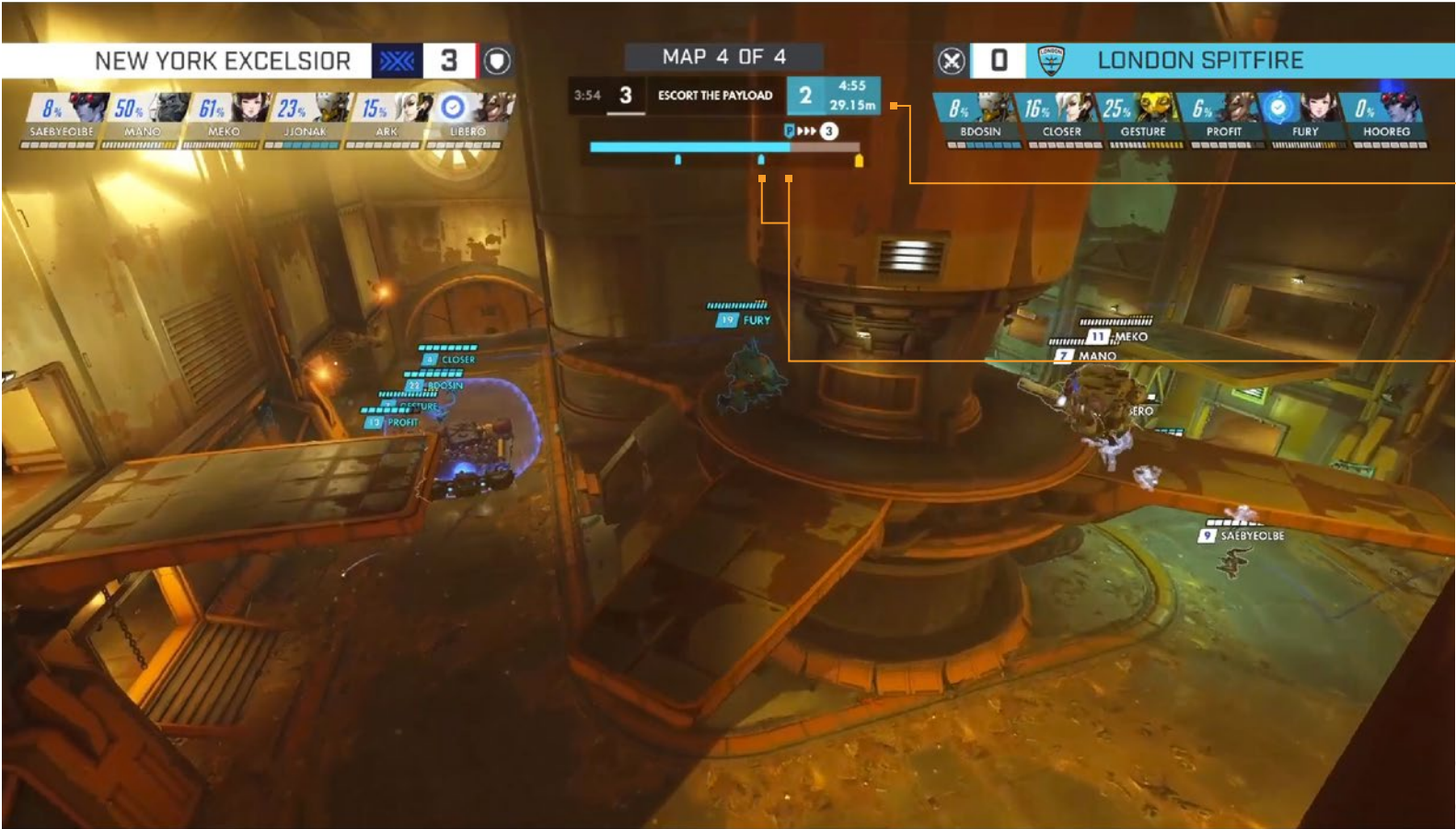


GAME MODE: ESCORT

DORADO | GIBALTAR | JUNKERTOWN | RIALTO | 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 one 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 offense has players nearby and there are no defenders. After the first team either moves the payload to the third objective or runs out of time, the sides switch and the second team has an opportunity to score points. If the first team runs out of time before moving the payload to the third checkpoint, a goal marker is placed at the farthest location reached by the payload. The second team scores one point and wins if they can move the payload to this goal marker.

If the teams are tied 3-3 after each has played 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 had remaining from the previous round. If a team has less than one minute of time, both teams are granted the same amount of additional time until both teams have a minimum of one minute available.



PAYLOAD DISTANCE

Displays the distance (in meters) remaining for the payload to reach the objective.

CHECKPOINT + PAYLOAD LOCATION

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

JUNKERTOWN | ESCORT

The Spitfire escort the payload through Junkertown.



GAME MODE: HYBRID

BLIZZARD WORLD | EICHENWALDE | HOLLYWOOD
KING'S ROW | NUMBANI

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

Two teams compete to see who can score the most points on offense before their timer expires. Capturing the first objective grants the offense one point, additional time, and a payload to escort. This new escort path has two checkpoints. Teams score one point and are granted additional time when the payload reaches a marked checkpoint on the map. If the teams are tied after each team has played offense without capturing the first objective, the team with the most progress toward taking the first objective scores one point and wins. If neither team is able to make significant progress toward capturing the next objective, the game results in a draw.

If the first team runs out of time before moving the payload to the third checkpoint, a goal marker is placed at the farthest location reached by the payload. The second team scores one point and wins if they can move the payload to this goal marker.

If the teams are tied 3-3 after each has played 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 had remaining from the previous round. If a team has less than one minute of time, both teams are granted the same amount of additional time until both teams have a minimum of one minute available.



BLIZZARD WORLD | HYBRID

D.Va escorts the payload forward for the Excelsior.

PLAYER STATUS

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.



GAME MODE: CONTROL

BUSAN | ILIOS | 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 period of time. Once a team has assumed control, a counter begins to slowly count up from zero to 100%. The opposing team can stop the counter by seizing control of the objective, which activates their counter. When a team's counter reaches 100%, they score one point and the game resets, shifting to a new location and objective. A team's counter can only reach 100% if no players from the other team are contesting the objective.

There is no time limit; each round continues until one team reaches 100% and thus it is impossible to reach a draw in this game mode.



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.

NEPAL | CONTROL

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

