

Overwatch Character Tiers- Best Characters for Season 13



Overwatch has a diverse cast of exciting damage characters that have caught hold of fans imaginations with powerful ultimates and exciting gameplay. Players love to soar through the air raining rockets on their opponents as Pharah and blinking around the map travelling back in time as Tracer, but in Season 13 what is the point? The goats strategy (3 Healers, 3 Tanks) has been so successful that it makes damage characters nearly obsolete. Applying meaningful damage to a team that is cycling from Reinhardt Shield, to D.Va matrix, to Zarya bubble is harder than dieting with ice cream in the freezer, but it isn't without hope. If you've played online you know that the meta is a lie and anarchy rules, so keep goats as your backup cheese plan and pick arbitrarily to your heart's content.

Okay, not that arbitrarily... dive is still dead. Even though Brigitte keeps getting nerfed, the armor she provides put a solid end to the dominance of tracer and the rest of the mobility crew (armor reduces the damage of many dive characters by half). Flanking just isn't what it used to be with more and more crowd control being added to the game. This has opened up the door for lower mobility characters such as Ana and McCree to shine because they don't have to worry about being dove by multiple enemies at once. Blizzard has done a good job to make all characters useful in some situation, so take the time to look at the map, your own team, and your enemies before picking the character that's going to bring home that W. In Season 13, that character is probably a tank.

Tier 3 (If you are easy to counter, or the weakest in your class, you wound up here)

Bastion : 74/100
Sombra: 77/100

Mercy :	77/100
Tracer :	79/100
Roadhog :	79/100

Tier 2 (They are superheroes, they can do amazing things and get you play of them game....
But they might not be the best pick if you want to win.)

Soldier 76:	80/100
Reaper:	81/100
Torbjorn:	83/100
Genji :	83/100
Ashe :	84/100
McCree:	85/100
Orisa :	87/100
Wrecking Ball:	87/100
Moira :	87/100
Zenyatta:	88/100
Symmetra:	88/100
Junkrat:	89/100
Winston:	89/100
Widowmaker:	89/100

Tier 1 (The strongest in their class. If you look at the six highest rated characters, you get goats)

Hanzo:	90/100
Pharah:	91/100
Mei:	91/100
Doomfist:	92/100
Brigitte:	92/100
Zarya:	92/100
Lucio:	93/100
Reinhardt:	93/100
Ana:	95/100
D.va:	99/100

Tier 3

29. Bastion (Tier 3)



Bastion is the highest damage output in the game, so how could he possibly be the least applicable? Thank you easy question genie, the answer of course is, he doesn't move. If bastion is to be the god of carnage he was constructed to be, then he has to sit in one place and idle. That's not a problem if you have a group of 5 teammates who are willing to spend their entire game protecting you, and shielding you, and hugging you, and calling you Larry, but otherwise you might want to pick a different hero. Even though he is coming in at the bottom of the list, Bastion on a moving payload with a shield is still one of the best cheese comps in the game.

28. Sombra (Tier 3)



Sombra might be the most annoying character in the game, but she isn't one of the strongest. Her hack ability is very powerful but you need teamwork and coordination in order to use Sombra to her full potential. Teamwork and coordination are rarely found in competitive overwatch queue so you might want to stay away from her. She is most useful as a scout because with permanent invisibility she can announce the location of the best targets but with no one listening you may as well pick a character that can stay engaged in the fight for more than a clip before teleporting away.

77/100

27. Mercy (Tier 3)



Mercy has been a fan favorite since the release of the game and right now she isn't even worth playing in the higher tiers. The rest of the healers have been slowly buffed over the last few seasons as Mercy has been nerfed away into oblivion. Her healing is subpar with only 50 healing/s to one target and her resurrect mechanic is often too risky to execute. Her damage amp can be useful but since so much damage is just being absorbed it doesn't normally matter. Unless you are running her with Pharah, Mercy is better left on the bench.

77/100

26. Tracer (Tier 3)



Tracer might be the most fun character to play in the game. Back in the day she used to have Reinhardts spinning in circles watching their health disappear. She could travel anywhere at a moments notice and kill people in a single clip, and then came the arrival of Brigitte. With the extra armor in the game cutting her damage nearly in half and an easy to land stun where a squishy healer used to be, life has been hell for Tracer players. On top of that she had her pulse bomb damage dropped to 300 so she can't even kill people by sticking them with her ultimate. Tracer is still a great high skill cap hero, but it just isn't her time to shine.

79/100

25. Roadhog (Tier 3)



Roadhog is a face tank. Other tanks will use their shields to protect the team, but not Hog, who seems to delight in taking damage right in the gas mask. The only thing as large as Roadhogs tolerance for damage is his hitbox. Sure Hanzo didn't get the kill by hitting hog with his whole storm bow, but he did get Dragon. With so many other shields and bubbles in the game, it is not uncommon to get the hook countered by another cooldown, so he is basically an ult battery for the other team. Don't dismay Roadhog fans, you can still pull out your old friend whenever the other team gets too confident with a Doomfist.

79/100

Tier 2

24. Soldier 76 (Tier 2)



Soldier 76 is what happens when Blizzard accepts an application from someone who used to work for Activision. He is everything you want in a balanced soldier, effective at most ranges, he can run, and has missiles for flavor. It's fun to play but it doesn't stand out as a hero or accomplish anything that other heroes can't do better. A headshot from McCree does more damage than Soldier 76's missile, so his only real upside is his sustainability with his health pad. This meta just has too much sustain for his slow consistent damage and you won't be finding many good angles with his limited mobility.

83/100

23. Reaper (Tier 2)



Reaper might be the scariest flanker in the entirety of Overwatch. He teleports behind your back line and then works his way forward, eating your squishies in one or two unexpected shots. That is until the enemy team switches to a Brigitte, or a McCree and now you sneak right into a flashbang. Either that or the other team is running the beloved goats comp and you don't have any hope of secluding a squishy because they are rolling around in this amorphous blob of shielding and healing. Reaper can wreck people at lower ranks but as you climb you realize he has to be close to be effective and is easy to stun.

84/100

22. Torbjorn (Tier 2)



Since his rework Torbjorn has become the Hulk of the Overwatch universe, he gets really angry and runs around with a tiny shotgun for six seconds and then remembers that he is a tiny squishy circle for the next 12. His turret is much better since the rework because he doesn't have to waste time building it and he can throw it onto high ground for a better angle. These improvements don't change the fact that his hitbox is a slow moving circle. Torbjorn can spew lava all over the ground to get rid of the armor from a Brigitte ultimate but unless the other team is dumb enough to stand in lava you probably won't get any kills out of it. An excellent choice if you are at a level where aim isn't a given.

85/100

21. Genji (Tier 2)



Genji used to be a staple when dive was meta but like the rest of those heroes he struggles to compete against teams that use Brigitte and brawl on the objective. Genji thrives as an assassin who can get in to secure kills and then escape again, but when diving in means your face is getting smashed with a shield or you're getting put to sleep with a dart, it isn't worth it. His ultimate is one of the best in game to go for the play of the game, but because triple support is so prevalent they will usually have an ultimate to shut it down. His throwing stars are projectiles so they don't have falloff on their damage and they are bigger packets so they aren't as severely impacted by armor as Tracer or Winston bullets. He has a high skill cap and can pull off some crazy things, just don't try to deflect a Doomfist.

86/100

20. Ashe (Tier 2)



As the newest character in the game Ashe kicks so much ass, she almost makes Mercy relevant (Ashe head shots do over 200 damage with a Mercy amp). Ashe has great vertical mobility with her coach gun and can do chunks of damage to large groups with her tnt, but she is still a victim of the meta. She can't out damage the sustain that the tanks bring to the table, and her ultimate isn't very much help. B.o.B. may be one of the coolest ultimates in the game, which makes it even more frustrating when he gets booped off a cliff, or spends his whole 10 seconds shooting at a shield. Meh, as long as she doesn't set herself on fire, she'll be fine.

87/100

19. McCree (Tier 2)



McCree can do a lot of damage in the wrong hands with that magnum, and with the buffs that increase each bullet of fan the hammer to 55 he can take down even the biggest tank by fanning the hammer twice. Mcree is very skill based and players need to learn to aim for the head if they plan on playing him but he does have one distinct advantage over the other mid range heroes with his flashbang. The one click erase button. Overwatch is not a game where you can stand still and McCree locks his opponent in place for long enough for him to empty his chamber. Sadly McCree is one of the worst draws the world has ever known and dies most of the time that he uses his ult, he is just not fast enough.

87/100

18. Orisa (Tier 2)



The goats comp is good at a lot of things, but vertical mobility is not one of them, so if you want to counter them, i recommend putting your Orisa on the high ground. They will have one hell of a time taking the stairs and then you can halt them back to low ground. Orisa is the best for a poke war because she has longer range than any other tank and her barrier is on a cooldown so she can drop another one when it gets destroyed. Unfortunately, the goats comp will often just take the point while you are waiting to get a pick in the poke fight and then you lose. So, Orisa is best saved for maps that allow her Halt to shine, such as Illios Well. Reinhardt wont come at you if you can put him in a well.

87/100

17. Hammond (Wrecking Ball) (Tier 2)



Much like the name Wrecking Ball, Hammond hasn't had the greatest reception in the Overwatch Competitive Community. People often construe him as some sort of troll pick, though that couldn't be farther from the truth. A good wrecking ball will be able to do 150 damage just by rolling into the enemy and then slamming down, and since they are big chunks of damage armor hardly reduces it at all. His shield will give him 700 armor if he engages all 6 enemies and they won't gain any ultimate charge by attacking it, and with goats so popular the enemy will probably be clumped up. If the enemy team doesn't burn every crowd control cooldown getting away is easy because he is the fastest character in the game. On top of that, Hammond's ultimate is never less than an inconvenience and can claim areas for your team. Not bad for a hamster...

87/100

16. Moira (Tier 2)



Moirra is the best group healer in the game. With her healing orb and spray she can heal the entire team for 155 a second and her ultimate heals for 140 while damaging for 70. Moira runs well with the goats comp because she can pour healing into her team, though she does have to worry about running dry. Ideally a good team wouldn't need to be healed at the rate that Moira provides because they are able to avoid damage with their abilities and positioning. Moira is very reliable as her attacks auto-lock so she excels at lower tiers but as you progress to higher ranks the utility of the other supports are more valuable.

87/100

15. Zenyatta (Tier 2)



One day a developer asked, “How the hell can we ever get a damage player to fill support?” and Zenyatta was born. Zenyatta has had it good since the death of dive. First, he was a staple in the Mercy meta and now he is a strong aggressive sub for the goats comp. Zen’s discord help focus the team on one target to take them down swiftly, and even in the anarchy that is competitive overwatch people notice a discord orb. He also pairs very well with the Brigitte as the rally armor goes underneath his 150 points shield, making him very difficult to kill. His ultimate is also one of the best ways to keep your team alive in a Zarya grav, which is very popular right now.

88/100

14.Symmetra (Tier 2)



Symmetra is one of the most undervalued characters in the game right now. Since her rework she has become one of the most difficult attackers to deal with in the game. With just a little bit of coordination with her team she can teleport the whole team to high ground behind you. Her ability to reposition is astounding and totally underutilized, it is remarkable that teleporting Orisa Bastion isn't the meta. Symmetra's turrets may be a hassle to deal with when you are on offense trying to attack the objective but they are even worse when you are trying to come back to contest Point B and there are lasers shooting you. Unfortunately, against goats, she doesn't do enough damage at a distance and she is too easy to kill close up.

88/100

13. Junkrat (Tier 2)



What a lovely character, full of cackles and explosions. Junkrat loves shooting down on goats to do a lot of damage and pick them off quickly. The enemy being a big cluster of tanks makes them easy to hit and Junkrat can get his ultimate before any real progress has been made. Your team might get a little salty at you for charging their Zarya up to full immediately, but what can you do? Junkrat has enough mobility with his mines to keep distance between himself and his enemies, but if the enemy team starts running some mid range damage characters he has any easy hitbox to hit and flies in an arch. Just keep spamming damage into the choke until you win, and if anybody tries to get close, a shot and a mine are a quick 240 damage.

89/100

12. Widowmaker (Tier 2)



300 damage is nothing to scoff at. That can take out any squishy in the game, and it won't even be difficult if you can grapple to the right angle. Oh wow, you killed all three of their supports, and it's an easy win because you did everything. That's why you are our hero widow mains! Jest aside, it has happened, there's a clip. Most Widowmakers you play with probably aren't going to be showing up at Contenders but if you give them enough time they will hit a shot and you will be able to have a solid engage, all that needs to happen is for the whole team to be patient...

89/100

11. Winston (Tier 2)



Winston is a scientist and he is meant to be played like one. All too often people hop on Winston and monkey around. People will overextend and then complain about healing, or they act like bubbles grow on trees and drop theirs because a Brigitte is swinging at him (His bubble will not block melee attacks). When Winston is used intelligently he can be almost impossible to kill, and will just wreck squishes who wander off on their own. He is still heavily played on maps where high ground is essential to control but doesn't fair well 1v1 against a Reinhardt and isn't often used for goats.

89/100

Tier 1

10. Hanzo (Tier 1)



Hanzo might be harder to use than the hitscan characters on this list, but he can also be more rewarding. A fully charge arrow to the head will kill any 200 hp character, and if he can hit heads with his storm arrows it will do 840 damage. With his climb and his lunge it isn't too difficult for Hanzo to find an off angle on an enemy team and build up some fast ult charge. Hanzo gains his ultimate faster than a lot of other characters if he can land his arrows, which is one of the few ultimates that can out damage the sustain of goats. When you have a Zarya on your team it makes it even easier because her Grav makes the enemy unable to run away.

90/100

9. Pharah (Tier 1)



Any time you are playing a character that the other team can't attack you are in good shape. With the recent Pharah changes it is more important to hit people directly with her rockets, but only a D.Va to contest you in the sky you can rain damage down on the goats comp all day. With a friendly neighborhood Mercy there to pocket, Pharah can rain down rocket barrage after rocket barrage. The one problem is that Pharah cannot contest the point against goats so she will have to work quickly to kill them, otherwise she was just kind of a spectator. If the enemy switches to multiple hitscan it is a good idea to switch to a different character.

91/100

8. Mei (Tier 1)



Mei has got to be one of the most annoying characters to play against. Nobody likes to be frozen, and now that she can freeze multiple targets Mei has finally become a true nightmare. Mei stops all of the characters who think they can engage for a quick pick in their tracks. Whether it is Wrecking Ball, Doomfist, or Genji any engage they make will be a fatal error. Mei can also separate goats teams with her wall. Once the Reinhardt has walked thru a choke, up pops a wall of ice and now they get a nice 6v1. Mei can also use her wall to trap her enemies in with her ultimate, because she is cruel like that.

91/100

7. Doomfist (Tier 1)



Doomfist can toss other characters around with his displacement and gains shield for each enemy hit making him difficult to kill. A good Doomfist will slam in, shoot, uppercut, shoot until dead, and then punch out. This works well against goats because of the short amount of time he is in range to fight and the upward mobility of his escape. Doomfist can punch onto highground after securing his kill and there is nothing the cluster can do about it. It can be very dangerous for Doomfist to engage, especially on goats, so having a friendly Zarya give him a bubble can protect him from crowd control like sleep dart and shield bash.

92/100

6. Brigitte (Tier 1)



Now begins the team that make up the comp known as goats. Though there are variations this is the most common. Brigitte has a reliable stun on a 6 second cooldown, she can throw armor packs (that can overheal 75 armor), and she passively heals you if you fight near her. Even though her attack doesn't do much damage it is very reliable. Her short range would be a substantial weakness but the goats comp forces the enemy to come fight them on point. Her ultimate rally gives all of her allies up to 100 bonus armor which is one of the reason they are so hard to kill. Brigitte players will often use their stuns to cancel other peoples ultimates, or to set up their own teams ultimates.

92/100

5. Zarya (Tier 1)



Zarya is the powerhouse of the goats comp and does most of the damage for the team. If Zarya sees a teammate in a perilous situation she simply throws a bubble around them, protecting them and making her attacks stronger. It is great for protecting a charging Reinhardt or ulting Pharah. When Zarya is fully charged her beam does 190 damage/sec and will just tear through enemies, and it finds itself fully charged a lot with the brawling goats comp. This of course leads to fast Graviton Surges, one of the strongest ultimates in the game, that pulls all the enemies into one place to be wailed upon by her team. This last bit requires some communication so she needs to be sure to communicate. Zarya is a real team player.

92/100

4. Lucio (Tier 1)



Having a Lucio in goats is absolutely essential because he takes control of the location of the fight. Goats is created by a group of low mobility heroes but Lucio makes those low mobility characters move VERY FAST! Instead of getting caught in chokes Lucio allows the whole team to get through before D.Va runs out of defense matrix. He takes all of these short range heroes and speeds them until they are within swinging distance of the enemy and then pumps out some healing. A team without Lucio will never be able to escape from, or catch up to, a team with a Lucio. His ultimate is also the only defensive ultimate that isn't completely thwarted by an Ana anti-nade.

93/100

3. Reinhardt (Tier 1)



Reinhardt is simple and strong. He is the foundation of the goats comp and a big blue sign for the team to group up behind. Even in the senseless dark depth that is the competitive ladder people know to stand behind the shield. His attacks do big chunks of damage to all of the enemies he hits so he can quickly build up his Ultimate and stun the enemy long enough to kill them. Sure, sometimes he will have to have his team hide behind a wall so his shield can recharge, but he'll come back out with the biggest shield in the game. It is crucial that Reinhardt not run out of shield though, because he only needs 1 point of shield left to block a whole D.va bomb.

93/100

2. Ana (Tier 1)



Ana is the main healer for goats along with the biggest playmaker. Though a bit more mechanically demanding than some of the other healers, the plays she can make happen with her cooldowns are unmatched. A well timed sleep dart could cancel an ultimate and turn the fight into a 5v6 for long enough to get a pick. Ana's biotic grenade might be the most powerful cooldown in the game. Amping the healing of the Brigitte, Lucio, and herself makes the tanks virtually unkillable. Sadly, there is still a way to kill those triple healed amped tanks, and it is..... also Ana's biotic grenade. Ana's ultimate now adds 300 health to the target so she can bring a tank back from the edge and make it twice as hard to kill. Ana's cooldowns can create game changing plays, from a safe distance.

95/100

1. D.Va (Tier 1)



D.Va might be able to be thrown onto any team comp and thrive. Her boosters allow her to get anywhere on the map to peel for allies or to contest enemies. With micro missiles, booster damage, and guns D.Va can kill a squishy in no time flat. She can also completely negate any long range damage in the game with her defense matrix, and if she uses it around an ally they will be protected. It even snaps up ultimates like Zarya's and Mei's. She excels in goats because she can put out constant damage at close range, and can protect the Reinhardt when his shield goes down. Her ultimate can also kill the whole enemy team, and pairs well with Zarya or Reinhardt's ultimate for maximum carnage. Nothing says fair quite as well as shooting someone with missiles while their bullets cease to exist.