

Rag:

Maps: Braxis, Spider, BoE, Infernal

Excellent waveclear, ability to defend objective pushes, great 1v1 potential, amazing followup.

Punished by: Slows, poke damage

ALSO IMPOSSIBLE TO KILL

Varian:

Maps: ALL (but seriously most maps) BoE weakest myb?

Decent waveclear with q ability, controls zones really well, doesn't turn on till 4 (don't lose game before), after 10 look for picks often don't be afraid to charge tank + taunt for good poke.

DO NOT OVEREXTEND. NO MOBILITY

Malf:

Maps: ALL (but seriously all maps)

There is actually nothing wrong with this hero. His kit provides everything and he does every well. Zones, can be aggressive, has the ability to solo kill. Make sure to be patient on your twilight but don't hold on forever. If a dehaka overextends into your team, twilight before he ults and kill him.

PUNISHED BY FAST DMG (tracer / zera)

Tychus/Li/Valla:

Core Ranged damage, all maps

Do you need poke - Li Ming or Valla (your team has high sustain)

Do you need follow up - Tychus or Li Ming (your team has high engage)

Do you need a hyper carry - Tychus or Valla (your team is inbetween)

Rehgar:

Maps: Tomb, Dragon, Towers, Infernal

Great at doing camps and pushing out lanes. Imagine if you needed a johanna for your comp but instead you could take a real tank, this is what rehgar allows you to do. Double lightning shield smashes both waves and camps. Don't be afraid to ult early so you get value instead of your teammate dieing and you get no value.

Monk:

Maps: Towers, Cursed, BoE, Sky Temple

Great at objective based maps, controls points very well (esp Sky Temple because of his escape) Has the ability to sustain an entire team with AoE heals, while applying pressure when need be (seven sided strike) Monk is the swiss army knife of supports for me

ETC/Diablo:

Do you need a fatty health bar: Diablo

Do you need a fatty engage: ETC

Pt2:

Tass/Zarya:

Maps: All

Protect squishy backline while providing utility/frontline potential. With the buff to archon both heroes are able to shield + deal damage which has pushed them further to the top. Allows you to pick weaker utility supports because of their shields provided (bw,lucio) Decent waveclear on tass, decent tank potential on zarya

Lucio:

Maps: All maps as long as comp makes sense

A true utility support lucio has the ability to help engage, help disengage, stop wombo's and get people around the map in no time at all. We will continue to see this hero as long as tass + zarya exist as they pair so nicely with him. His one weakness is no cleanse but if you ult and put your shield on someone who needs to be cleansed they will survive the one shot most of the time. Good thing zarya shield cleanses at 16

Arthas:

Maps: Small Rotations

Arthas is the new boss man in town as far taking over the varian dominated scene. With the buffs to everything in his kit as well as base attack speed slow on him this guy is incredibly difficult to kill and also will kill you. Shines well with utility heroes as his base sustain is already high enough so he doesn't require much healing because of his ghouls.

Anub:

Maps: All

The anti mage tank of the new meta with a safe engage and safe disengage. Because of his change to magic armor and buff to health + kit this guy now has the ability to solo kill most back line mages if given the chance. Anub is also incredibly powerful on big maps as his beetles have the ability to push lanes if no one is around to defend them giving him a split push option on punishing rotations. He's also very powerful at stalling objectives and absorbing poke (li ming, chromie)

Dehaka:

Maps: All Maps except fight maps (infernal/boe)

The keyword with Dehaka has always been global. Effecting the game state with the ability to be anywhere on the map has given him the edge when it comes to competitive hots. Pair this with his ability to wave clear so well and you got yourself a split pushing monster. Dehaka is exactly that, split push until you see a flank opportunity then seize it. It's important to remember Dehaka is basically a punching bag and his effectiveness is while the enemy team punches you, your team punches them. Remember this when playing him in HL or TL, if you are getting punched and they aren't you'll end up being a sad Dehaka.

Chromie:

Maps: All except BoE

Burst damage has become a thing ever since the resurgence of tass + zarya as you have to have a wave to push the damage overtop of the shields. To me this heroes does exactly that, even if a valla is getting permanent shields from tass, one q+w from chromie will push overtop the shield. Add in the fact that most of chromie damage can stick on tass himself and you got yourself quite a deadly dragon gnome. She also provides to forms of utility ults with sands or time both good depending on other team comp (no cleanse/lots of melee) Overall a safe mage with good poke and excellent followup

Lunara:

Maps: Small

Your new worst nightmare is here and the Eastern Clash showed her off. With the nerf to many of the ranged damage dealers Lunara has finally had a chance to shine and boy is she bright. Splintered Spears at 7 + slow dmg at 13 will not only provide AoE damage to move past the tass+ zarya shields it just so happens that tass+ zarya shields on Lunara make her almost impossible to kill because of her base 20% MS. Tack on a Lucio speed passive or tass speed shield and now you no longer can hit this hero. I have a feeling we will see alot more of her in the near future and you should cash in now on her before people figure out the counter. Lunara is the definition of “sustained” damage