



D.Va brings virtually infinite utility to the table when she comes out to play. She's limited only by your sense of positioning, awareness and opportunism, and ability to anticipate the high-impact moments. There's always a way (or usually, 6 different ways) for you to gain value for the team when you play as her. She can affect the game across and move across all axes. You can save your mate that just caught a Roadhog hook, swing your Widowmaker's 1v1, and then eat your opponent's ultimate with a quarter-second of right-click. I made this guide to try and help players add a good D.Va to their arsenal or improve the one that's already there. D.Va's the char I used to solo que to mid diamond a few times.

Table of Contents

| | |
|--|-----------|
| <i>D.Va's Core Tenants.....</i> | <i>3</i> |
| <i>Maximizing use of D.Va's Abilities.....</i> | <i>5</i> |
| <i>Speed Boosters.....</i> | <i>5</i> |
| <i>Defense Matrix.....</i> | <i>7</i> |
| <i>Rockets.....</i> | <i>8</i> |
| <i>Self-Destruct.....</i> | <i>8</i> |
| <i>Melee and Autoattack.....</i> | <i>10</i> |
| <i>Tips for navigating fights against specific enemies.....</i> | <i>11</i> |
| <i>What You're Responsible For, And a Few Tricks I Came Up On.....</i> | <i>14</i> |
| <i>Map Key.....</i> | <i>14</i> |
| <i>King's Row Perch.....</i> | <i>15</i> |
| <i>Ilios: The Well Squishy-Bullying.....</i> | <i>17</i> |
| <i>Couple good spots to default to on these maps.....</i> | <i>19</i> |
| <i>Lijiang Tower Perch.....</i> | <i>20</i> |
| <i>Hanamura Perch.....</i> | <i>21</i> |
| <i>Bombing Reinhardt's Team.....</i> | <i>22</i> |
| <i>Volskaya Industries.....</i> | <i>23</i> |
| <i>Eichenwalde 'Proximity to Cover'.....</i> | <i>24</i> |
| <i>Couple Notes About Being Stuck as Baby D.Va.....</i> | <i>25</i> |
| <i>D.Va as Knuckles pic/Thanks for reading.....</i> | <i>26</i> |
| <i>Attributions/Works Cited.....</i> | <i>27</i> |

D.Va's Core Tenants



Don't zip after this junkrat and out of your healer's line of sight. You'll be selling your team short of all that utility you offer. There's something better that you can be doing too – another enemy's either closing in on your line or plotting to. Make this Junkrat come to you.

D.Va players that are always in between their teammates are hardest to play against.

Use good positioning and defense matrix to rob the enemy DPS of value during the key moments of your fights.

This could maybe take the form of flying up into McCree or pharah's face, even if death is certain. You want to put yourself in front of the enemy character poised to gain the most value for the enemy team currently. Learned this principle watching Mickie's D.Va playing.

Quick note - Mickie's D.Va videos and the articles that analyze/comment on his play are great resources.

Mickie's playing reflects the value of a sort of *man-to-man* defense style. His playing is characterized by this rapid switching from best target to new best target as enemies shift positions/escape their now no longer vulnerable position/become healed.

Maximizing Use of D.Va's Abilities

Speed Boosters

- Knocking enemy DPS characters down an elevation level is often worth even more than we realize at the time and should be done regularly.
- Ditch low-ground in favor of high ground. We're not Reinhardt - We like to play the elevation game. On high-ground, you can fish for enemy cooldowns/commitments, and then just boost away and reposition when they go for it, leaving them with no favorable options. You get to watch over the whole squad from high ground, too.
- Treat elevation as a resource. It's valuable. Pick some up while your cooldown is available and things are stagnant.
- **Don't** boost to a spot that's near the enemy Rein while the teamfight's still even. You'll die before you kill your target often times.
- Don't forget that you can boost to a lower or higher elevation level when things get hairy, and at worst make your enemy use another cooldown to getcha' on the chase.

- Hold your boosters very conservatively against pesky Roadhogs/Lucios/Pharah's on their pesky boop maps.
- D.Va's great at spearheading a push. Zipping in there with Defense Matrix up can give your squad a couple seconds to close in on the enemy. Try and locate so as to be able to get the focus back off of you after all your Defense Matrix is gone.
- Great D.Va playing is going to involve an absolute abuse of movement, thorough knowledge of the game and great anticipatory skill, and fast decision making/good judgement - that much we know for sure.
- Sometimes engaging the boosters just to bump into 2 guys and make them realign their aim is great: just bonus damage. All gravy with no downside. Other times it can get you and the squad killed.
- Knocking enemy characters down an elevation level generally has significant value and should be done when possible.



Defense Matrix

- Imagine that there's a 30 degree cone emitting from you, bigger side outward. You have to look at stuff in that arch to matrix it away.
- Remember: Don't waste any matrix while you're running away. **You can't defense matrix projectiles from behind.**
- You can gobble Moira's orbs with just a flicker of Defense Matrix. Just try and get them into the middle of your screen when they're bouncing around.
- Try and eliminate bad anticipatory Defense Matrix usage. Get as much mileage out of your DM as is possible. Your full bar represents only *two seconds* of Defense Matrix.
- Be aware of your vulnerability to, and try not to Defense Matrix damage from any of the following weapons: Winston's Tesla Cannon, Roadhog's hook, Lucio's boop, Zarya's beam, Moira's beams/damage orbs.

Rockets

- Don't let this cooldown sit. Don't be reluctant to shoot rockets at shields or at distant enemies - there's no damage dropoff at a distance for rockets.
- D.Va's rockets are significantly stronger against unarmored targets than they are against armored targets. Putting rockets into squishies is often great, even if at a distance. The characters that are innately armored are **Bastion**, **D.Va** (in her mech), **Reinhardt**, **Winston**, and **Orisa**. **Torbjorn's** Molten Core also gives him a huge chunk of armor - be careful about putting focus into him while he has his ultimate.

Self-Destruct

D.Va's ultimate *Self-Destruct* ejects D.Va safely from her mech suit and turns the suit into a massive-damage bomb.

Such a 'massive-damage' bomb, in fact, that it can blow up a transcended Zenyatta's whole squad, which, by the way, isn't being rendered invulnerable but only rapidly healed for high amounts.

It's cool. Her bombs are very avoidable, but don't be fooled into thinking the ability is useless against aware players. I've heard this a

few times... the ability is very strong. You can press shift to start zipping forward, and then Q (or whichever key you use for your ultimate - I'd rebind Q) right afterwards.

You'll hurl your mech-bomb forward, and then after a few seconds, you'll get to jump back into your mech whether the bombing was successful or not.

With a little practice, you'll be breaking teamfights in half by delivering good, opportune bombs into the enemy's backline

- Drop the bad habit of knee-jerk bombing upon your death.
- Try and launch your bombs from a perch/some kind of high ground. Bombs that you know you'll die right after throwing are often bad and easily avoided/shielded bombs.
- There's a weird trick I noticed and started to employ: if the enemy D.Va has you caught in *her* bomb's blast, you can activate your own self destruct at that same instant her bomb's blowing up to absorb its impact.
- It can be great to fling your bomb ***straight up into the air***, so as to make the spot that it's going to land in tough to pinpoint with full confidence.

Extraneous stuff concerning melee hits and Autocannon shots

- You can melee Reinhardt through his shield to finish him off
- You can melee shields as you run past them.
- Don't shoot while you're walking towards the fight. Tempting as it can be, it's generally more efficient to get there first and *then* shoot. D.Va's autocannons do absolute piddly damage at longer and even medium distances, and you move slower while you're firing her autocannons.
- Unless you're spearheading a push for the squad, try and operate on the outskirts. You can go off and run squishies down once you hear the enemy Rein/Roadhog commit. D.Va's great at this. She can cover a lot of ground quickly.

Tips for navigating fights against specific enemies

Roadhog

- Be ready to walk up to the enemy **Roadhog** to Defense Matrix-protect that teammate Hog just hooked. You can null a lot of good enemy Roadhog hooks this way.
- Roadhog is a character that D.Va wants to avoid at all costs. Stay out of that line of sight. If you do catch a hook, respond by bumping hog back with the boosters and retreating to the team. (thank you SuperNerd1337)

Pharah

- You can give your **Mercy** (and thus, the whole squad) some temporary relief from **Pharah** by boosting straight up into the air during the tense, *everyone is at critical!* Moments.

Junkrat

- Don't Defense Matrix those first few **Junkrat** bombs if you don't need to. Let your healers charge their ults a bit and save all of your DM – you'll need it to spearhead this push.

Tracer/Genji

- Boost over and square up to play man-to-man defense against that **Genji** or **Tracer** when your team needs it. Just for a bit, whenever they're complaining about it or when you have a feeling they need it. It helps.
- You can use speed boosters+melee to offer **Tracer** that surprise 55 points of burst damage that she's not expecting.

Soldier 76

- Be careful about flying after Soldier 76 alone. You need to knock him off or get yourself in front of him when he perches on your squad, but his heal makes him a lot harder for us to run down than the other squishies.

Roadhog/Reinhardt/Reaper

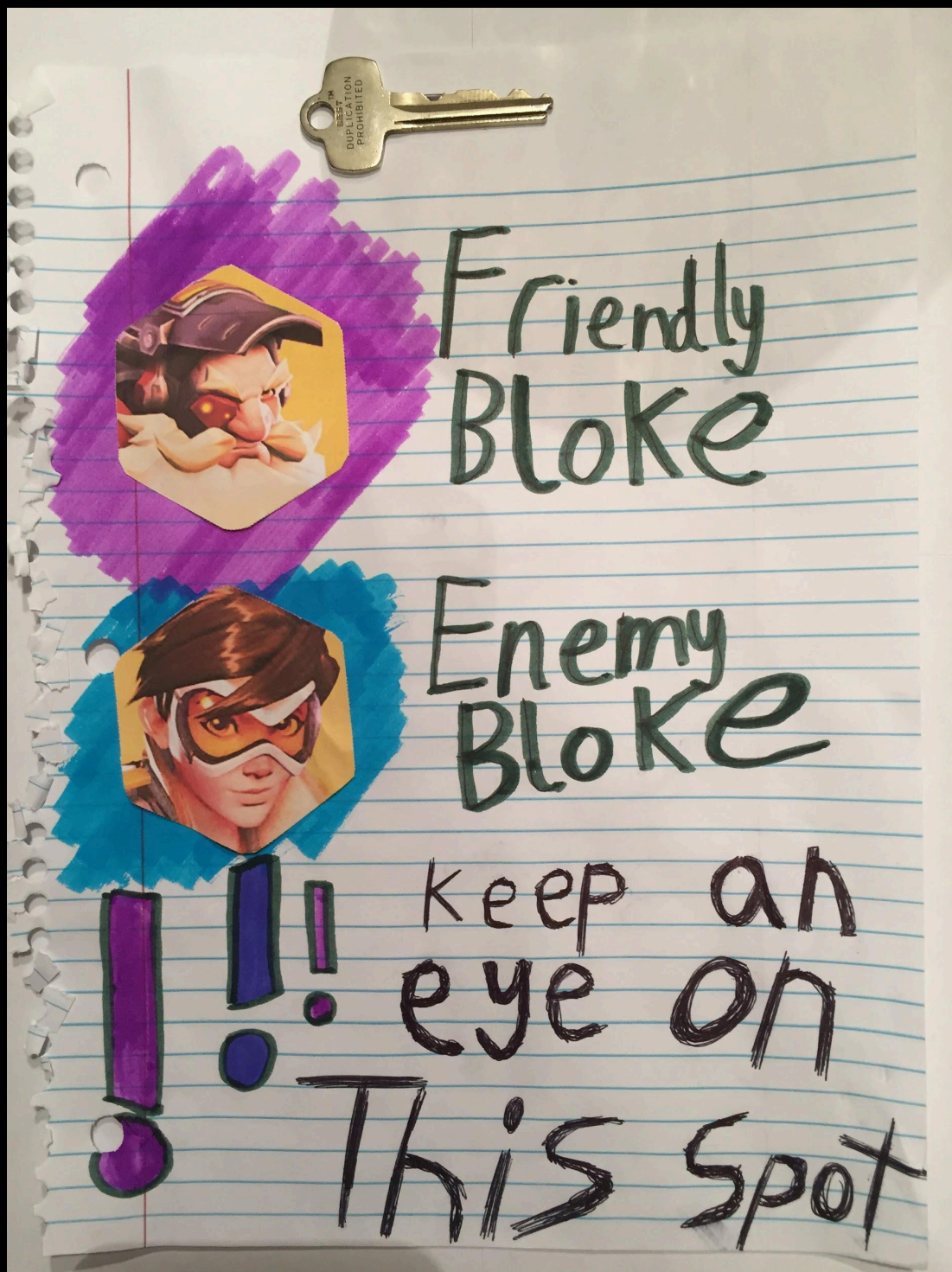
- Maintain distance from these characters - don't let them walk up on you and the squad while you're frontlining.
- Generally, your boosts and your movement should always be taking you away from these characters and towards enemy squishy/vulnerable/important targets.

Reaper/Soldier 76/McCree/Pharah/etc.

Teams with these characters on them will be after your Mech once the ults are set to go.

Recognizing this and fishing for commitments but being positioned further back can be strong. Try and catch notice of suspect focus starting to come your way, and then move to make yourself unreachable.

What you're responsible for as D.Va, and a few tricks I came up on. Maybe they'll help you make a few cheeky plays out there. Maybe they won't.





Don't let Widowmaker or Hanzo perch up on your squad. Allowing a good sniper just a few seconds of good perch can lose your team a winnable fight, or even just get your squadron massacred.

You're responsible for every shot Widow takes at your team once she perches up on the squad. You're responsible for removing her from her perch quickly (OK, not just her, Hanzo and the like, too).

You're responsible for making the chase and closing the deal when you can, and for doing your best to not run after enemies that you can't kill.

You're responsible for Widow/Hanzo/McCree and the shots they take once they've perched up on your team. Do what you can to minimize this value.

Can't dive after her yourself? Only character on the team that's the least bit dive-oriented? Raise the issue on the voice comms. Make switches. Form a plan.

Also, on this map, you can try and sneak through the building and up onto widowmaker to try and nip the problem in the bud.



One time I was out closer to the middle of the map here, by the well, and now being smacked and lazered by the Rein and Zarya; newly committed to the point and ready to plow into our team.

They must have just regrouped. I noticed the opportunity for movement abuse and boosted over to these yonder platforms...

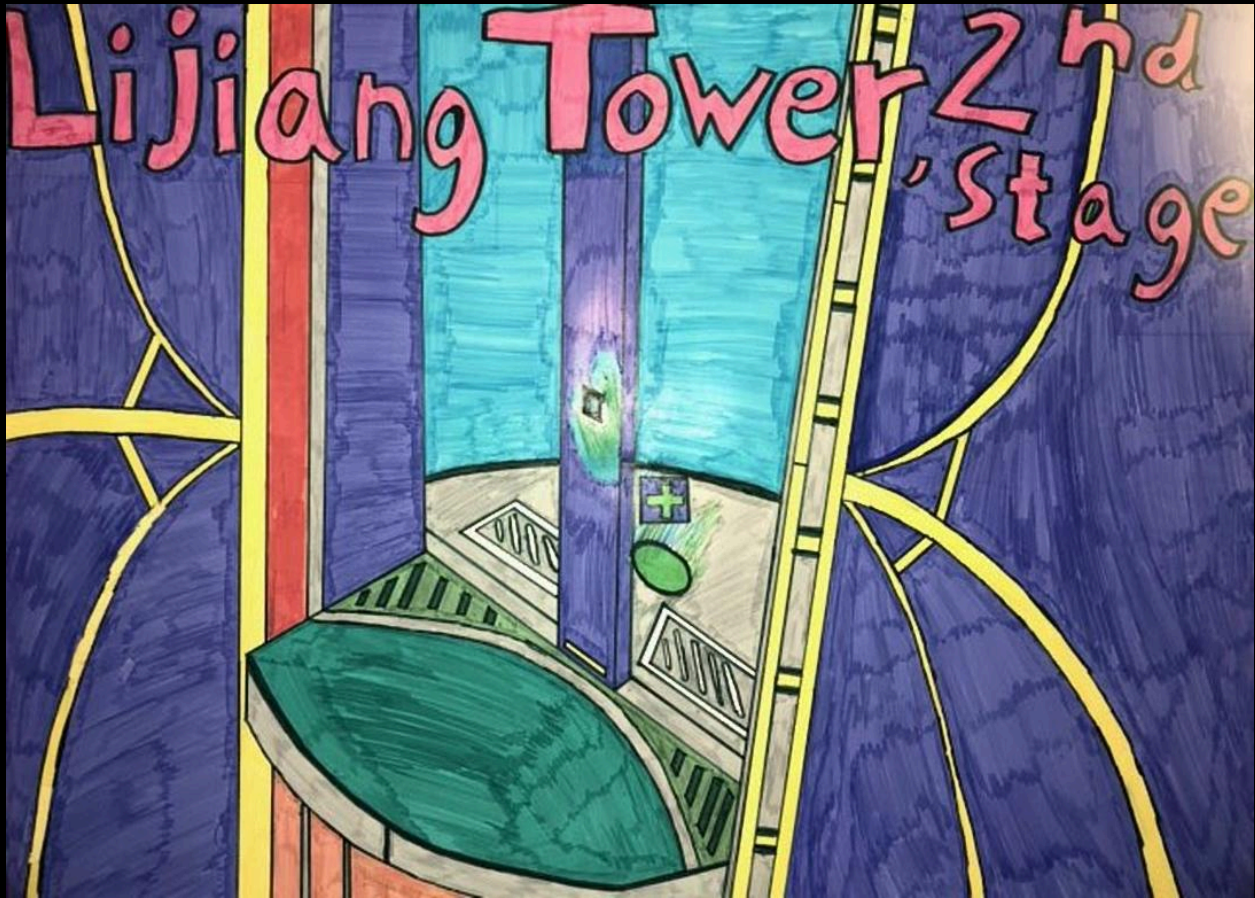
What dumb luck – the enemy Mercy and Ana were up there. Checked those platforms for squishies and what a reward. Just wanted to note this – if for nothing else, then to remind you to abuse your movement. With rare exception, There's somewhere for you to boost every 5 seconds. Keep your boost on cooldown.

Cover ground.

The enemy tanks commit, and you take off after the most vulnerable parts of their family. In that order.



- These are good spots to default at and good spots to retreat back to on these maps.
- It's easy to run after an opportunity to kill when it's better to be up here, ready to mother your team.
- You can make an enemy that's chasing you use a cooldown by flying up here, at the very least. Maybe even get away.



Just another sample perch. Your eye needs to be on these. Don't let that soldier perch on your team, not even for a few seconds.



Don't fly through the peephole while there's still tension at the choke.

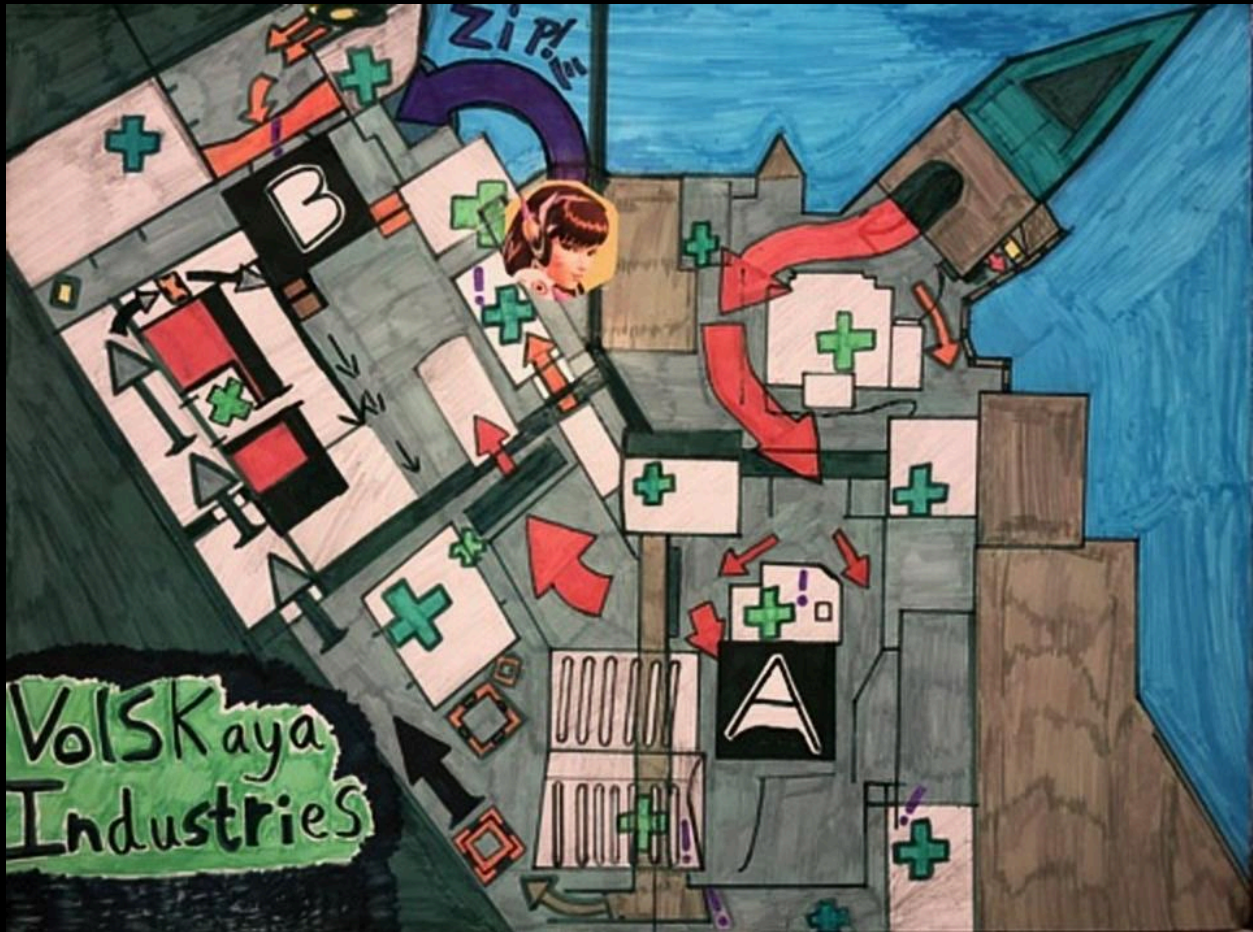
You can zip around and knock that hanzo down to get eaten by your squad if he gets greedy. What hanzo is that unaware and greedy? I don't know, but it's good to be there to threaten it.

Bombing Reinhardt's Team



The trick is to bomb Rein's team at that moment where he's just started to push for a bit of ground against yours, and so is now too far in front of his team to easily jump back and protect. You can land bombs that kill the enemy's back line or force terrible enemy engagements this way.

Even just getting Rein to turn around and shield your bomb's impact can give your squad a chance to end him with its own shatter/Roadhog hook.



Just a map I made to remind us of this sneaky Path you can zip around back on when you attack Volskaya Industries.

These principles - the *use your boosters whenever they're up* principle and the *move around the map aggressively, so as to open up opportunities* principle...

They're what will help you squeeze the absolute most value out of D.Va's ability set once your positioning is good.



Treat *proximity to cover* as a resource as you navigate maps.

A Couple Notes About Being Stuck as Baby D.Va

- You're not necessarily stuck! Baby D.Va's damage is actually monstrous. As my aim started to become passable I realized this, and found plenty of moments where staying as baby-sized D.Va to fire another string of shots was best, even though my mech was ready to go. Baby D.Va's medium-range damage is significantly higher than meched D.Va's damage if you're an accurate shot.
- When you die in the mech, choose either to *use careful, aggressive shooting to work back into your mech quickly* (erratic movement/crouching can help vs. widow), or to *run straight into the enemy team like a dunce and die/ jump off the map quickly* if things are stagnant for now and you'll very much need to be there in the mech for the next big engagement.



Do You Know Da Way?

Back to my mech I forgot where I parked it...

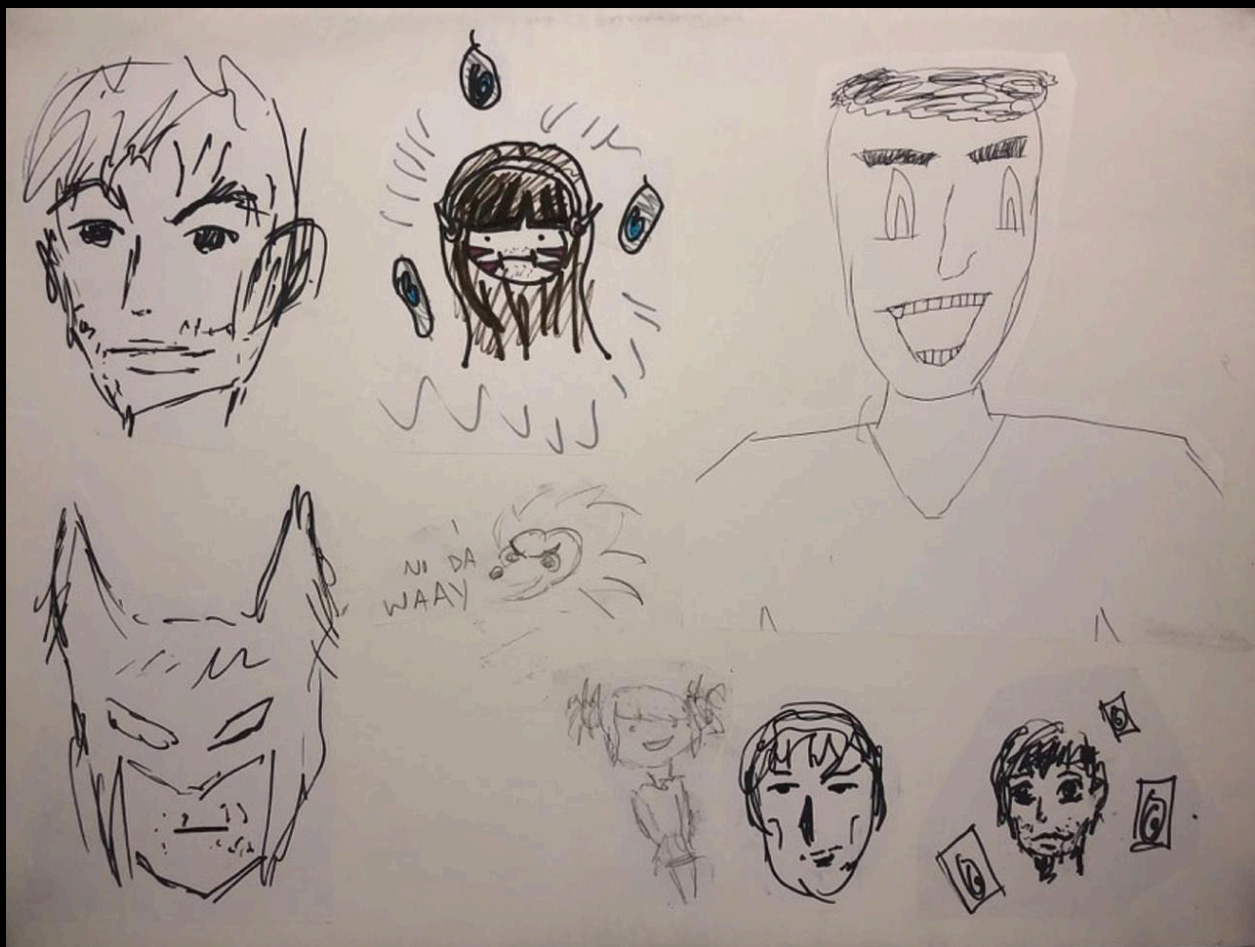
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Thanks for reading.

A major thanks to my friends for helping me with this guide in a bunch of different small ways over the last few months.

My friend Nate made featuring artwork throughout the guide possible, and he made that first page's D.Va mashup photo.

Justin, Taylor, Livie, Cooran, Ashley, and again, Nate, all helped me draw/color/proofread at other points in the guide-building process. Was fun and thank you. Here's some of their random art I felt like displaying.



More thanks

And another major thanks also, to all parties whose images or material helped me put the guide together.

People who put good images of the Overwatch maps, character icons, pictures of random trees or camels, etc. all helped make putting this guide together fun and simple.

Thank you.

Please contact me at Johnlardas@rocketmail.com if I used something of yours in the guide and you'd like it removed. I'll take it out immediately and adjust my material. I am not making any money on this guide. Again, *couldn't* have made this thing without some of the stuff already out there -
thanks.

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