

Ultimate Peni Parker Guide: As of 03/19/26, Season 7

Based on PC settings

[twitch.tv/fullmetallamp](https://www.twitch.tv/fullmetallamp)

TL;DR at bottom

Global	S1.5(ETERNAL NIGHT FALLS)	Enter here...	i
70	 FullMetalLamps	 545 WINS 422	
71	 Karova 	 544 WINS 274	
72	 bertodabeast	 544 WINS 172	
73	 Parken 	 544 WINS 210	
74	 Atelier Sophie	 543 WINS 174	
75	 dongmin 	 540 WINS 352	
76	 THANOS2007 	 539 WINS 247	
77	 Nzo 	 537 WINS 240	
78	 MoLanran 	 537 WINS 199	
79	 shaPablette	 536 WINS 141	

S1.5 COUNTDOWN: 11d 1h

8

51

70 YOU

FullMetalLamps
UID:95209077

S1.5(ETERNAL NIGHT FALLS)

BASIC STATS

S1.5(ETERNAL NIGHT FALLS)

ALL MODES

Time Played
78.6 HRS

Matches Played
436

Wins
224

KOs
7,580

Assists
2,088

Best KO Streak
24

FAVORITES

Achievements Unlocked
143

Gallery Cards
19

ONE ABOVE ALL
545

Season Highest
ONE ABOVE ALL
545

FullMetalLamps

S1.5(ETERNAL NIGHT FALLS) ALL MODES

Hero

53.7 HRS

6.8 HRS

2.9 HRS

2.3 HRS

2.0 HRS

1.2 HRS

1.2 HRS

1.0 HRS

55 MINS

44 MINS

43 MINS

29 MINS

Stat Highlights

Time Played	Matches Played	Wins	KOs	Assists	Best KO Streak
53.7 HRS	281	165	5,438	1,030	23

Statistics	Total	Best	Avg/10 Mins
Time Played	53.7 Hrs		
Matches Played	281		
Wins	165		
KOs	5,438	49	16.9
Assists	1,030	13	3.2
Final Hits	2,042	22	6.3
KO Streaks in One Life	3.1	23	
Solo KOs	611	8	1.9
Critical Strike KOs	0	0	0.0

Basic Hero Settings

- Hold to Wall Crawl
 - Personally recommend leave it On
- Targeting Sensitivity of Cyber Bond (F)
 - Lower it, all the way to 1 value
 - Too high can auto-latch to existing Cyber Webs, which can screw over your movement/positioning
 - Existing bugs also make her auto-latch very dumb
- Allied Health Bars
 - On, of course

Wall Climb

- Hold Space without movement keys (WASD) to latch onto wall and stay in place, only being able to press W/Up to ascend the wall, unlike Spiderman or Venom
 - **IMPORTANT!** Can stay on a wall as long as you want as long as you do not jump off the wall after latching on
 - After a certain height climbed, Peni will not be able to go any further and fall off automatically
- Can hang on to wall after using Cyber Bond first
- 1 Max Wall Climb Attachment
 - Attach to the wall once before touching the ground to reset
 - If already attached and falling in air, will not attach to wall

- Affected by Cyber Web Movement Speed Boost
 - Values of ~2s without Cyber Webs on walls
 - Values of ~1.6-1.7s with Cyber Webs on walls

Cyber Web Cluster (Left Click)

- Deals 30 DMG total, 15 individually, 15 AOE
- If enemies are grouped, enemy directly hit by projectile will get hit by 30 DMG, while enemies close enough to be hit by the AOE on projectile will get hit by 15 DMG
- There is DMG falloff after 15m for every 5m, which isn't written anywhere...
 - 9 shots to kill a 250 HP bot from 15m, 10 shots at 20m, 11 shots at 25m, and 12 shots at 30m, with no more DMG falloff after 30m
- **!!IMPORTANT! Headshot Multiplier**
 - Peni can headshot, where the 2x multiplier only affects the direct hit of the projectile
 - Now, she does 45 damage per headshot $(15 \times 2) + 15 = 45$ DMG on one direct target while still having damage fall off
- -20% movement speed (without Cyber Web speed boost) while shooting, so think twice about shooting while running/chasing

Cyber Web

- Within any Cyber Web, Peni gets:
 - +25 healing per second when she has no Overhealth
 - More Cyber Webs do **NOT** stack for non-Overhealth
 - +50 healing per second when she has Overhealth, up to +150 Base Overhealth
 - Differs from Ult Overhealth, which specifically comes from using Spider Sweeper
 - +25% Movement Speed Boost
- **!!IMPORTANT!** The healing range of the Cyber Webs **EXTEND** if the sides of a Cyber Web are “connected,” while other sides of the Cyber Web will not heal you unless you touch it
 - **!!IMPORTANT!** The extended range **ONLY** applies to being healed normally, but not to Overhealth, which requires you to be directly touching the Cyber Webs
- Webs grant allies movement speed and healing as well, 25% movement speed and 15/s healing
- Hides all Arachno Mines from enemy POV + immune to DMG from enemies
 - Allows you to bait enemies from walking over Cyber Web (if they assume mines are there)
 - Or deal massive DMG to them (if mines are there)
- Spider Drones travel through any connected Cyber Web
 - **!!IMPORTANT!** Webs do not directly have to touch each other for the Drones to travel through

- Best way to recognize maximum range is by sitting in between both Webs and seeing if you still get Overhealth
 - In this image, the Spider Drones will travel between the Webs despite visually looking like it wouldn't connect



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- 3 Cyber Webs on environment at any given time, including 1 included in Cyber Bond, excluding Spider Nest Cyber Web
 - Replaces first used Cyber Web if more than 3 are placed
- Affects Wall Climb Movement Speed

Cyber Web Snare (Right Click)

- 3s CD
 - Despite its low CD, always keep in mind what abilities/Ults the enemy may use
 - Ult Tracking and recognizing Enemy patterns is essential for a good Peni
 - Seeing a Strange attempt to flank -> will attempt to Ult -> use Web Snare to cancel his Ult to save your team
 - **IMPORTANT!** Any cancelled Ults will have their Ult charge reduced to 50%, not 0%
 - Enemy can get Ult back quicker than you expect
- **IMPORTANT!** Any Enemy with a Yellow border around their Health Bar means they are CC immune, meaning it is useless to try and stun them
 - Ex: Punisher Ult, Luna Ult, Hulk during Transformation Animations, etc.
- CCs enemies for 0.7s, can be used to cancel abilities/Ults
- Affects 1 target at a time
- Projectile-based, not hitscan based
 - Requires you to lead the Web in order to hit moving enemies
- Summons Cyber Webs, up to 3 at max
- **IMPORTANT!** Credit to u/insidiouskiller for idea

- Right Click can interact with **SOME** projectiles in the game, allowing you to stop their path or destroy them completely
 - Ex: Can stop Iron Man Ult from touching the ground if you hit with your Right Click
- **NOTE:** Some projectiles that counteract with Peni's Right Click, essentially destroying both afterwards
 - Hela Ult projectiles, Iron Man Ult, Magneto Ult, Groot Ult, Namor spear throw, Hawkeye basic arrows, etc.
- **NOTE:** Some projectiles are destroyed by Peni's Right Click but lets Peni continue to hit them with her Snare
 - Luna Snow Freeze, Mantis Sleep, Magneto Scarlet Witch Team Up Projectile, Winter Soldier hook
 - The criteria of what can or cannot be blocked isn't something I figured out
 - The difference between util/damage doesn't seem to matter
- **!IMPORTANT!** Cyber Webs used on enemies and hitting them does **NOT** affect Cyber Webs on the environment
 - Will still have previous 3 Webs on the ground unless you miss, causing the Web Snare to hit the environment

Cyber Bond (F)

- 3s CD
- Main movement ability
 - Shoots web that lets you move towards targeted surface
 - Perfect for contesting high ground, getting behind enemies, getting back from spawn fast, taking off-angles mid-fight
- Max 30m distance
 - Range is not affected by placing a Web down first and then using Cyber Bond - this **WASTES** one of her Webs
- **!IMPORTANT!** Breaking line-of-sight of Cyber Bond causes the Web to disconnect, leading to clunky movement while also wasting time + your CD
- Uses up 1 of the 3 max Cyber Webs from you at any given time, which can replace your oldest placed Cyber Web
- **!IMPORTANT!** Cyber Bond doesn't CC enemies, only Cyber Web Snare does
- **!IMPORTANT!** Must place 10m away from Peni, or will not drag you towards area
- When Cyber Bond center value reaches 10m, it automatically pulls you towards Cyber Web unless you do 2 things
 - 1. Continue pulling in one direction
 - 2. Continue pulling in one direction and then changing directions without hitting the opposite movement key
 - If pulling backwards with S, pulling right or left with A or D will not trigger the pull, but pulling forwards with W will trigger it
 - Applies the entire time as long as you do not overlap W with S or A with D.

- Can hold W/S and A/D with each other to move in other directions
 - Essentially cannot hold more than 2 movement key buttons at the same time
- Jumping does not trigger the pull back, only letting go of a movement key does
- Separate CD timer from Cyber Web Snare, essentially giving you access to create 2 Cyber Webs at once
 - 1 from Right Click
 - 1 from F
- Can latch onto existing Cyber Webs from Cyber Web Snare, directly to Spider Nest body, or from hitting a surface with Cyber Bond
- Cyber Bond breaks the moment you are hit by CC

Arachno Mine (E)

- 15 Arachno Mines at any given time, then depletes first used Arachno Mine
- 100 AOE DMG each, can carry up to 4 at a time
- Stationary explosives that can attach to any surface
- Each charge takes 4s to recharge, meaning 16s to fully reload
- Completely hidden and unbreakable within any Cyber Web
 - **!IMPORTANT!** Rule of thumb: All webs do not need mines but all mines need webs
 - If you can afford to, make sure your mines take advantage of the fact that they're invincible and invisible to the enemy when inside any web
- **!IMPORTANT!** Mines disappear after 1 minute of placement, regardless of whether they are in Webs or not
- Cannot be absorbed by Magneto's Ult, even when thrown out into the Ult directly

Bionic Spider Nest (LShift)

- Can be deployed 10m away from Peni
 - Can be used to judge minimum distance to latch with F
- 350 HP; instantly destroyed if Peni dies
 - Can be instantly destroyed if pressing LShift again
- **!IMPORTANT!** Can be auto-targeted by Psylocke's Ult
 - Place the Nest down in Psylocke's Ult and she may be stuck hitting your Nest instead of you or your team
- Summons 2 Spider Drones every 3s
 - **!IMPORTANT!** Different from Arachno Mines, which you place by your E
- 10 Spider Drones at any given time from Spider Nest after 15s, then depletes the first 2 used Spider Drones
 - 40 AOE DMG per Spider Drone, totaling 400 DMG if all 10 connect on one target
 - Each Drone inflicts an 8% slow, stacking up to 40%

- Spider Drones automatically move through **ANY** connected Cyber Web, unlike Arachno Mines, to hit targets walking into the Cyber Webs
 - Using Right Click or F to create Cyber Webs on surfaces essentially extends the range of Spider Nest, thus allowing Spider Drones to travel further
- Less DMG Spider Nest takes, lower CD for reusing Spider Nest
 - Each 25 DMG adds 1s to the CD timer, totaling 15s CD when fully destroyed
 - 325 HP = 1s, 300 HP = 2s, etc.
 - 0 CD when full HP/350
 - Can cancel at any time to replace Spider Nest if full HP
- **!!IMPORTANT!** If you know your Nest is in a bad spot or will be destroyed by the Enemy team soon without getting any value, destroy it yourself first so that the CD is lower than when it's fully destroyed, which will force a 15 sec CD
- **!!IMPORTANT!** To min-max Peni movement
 - Cyber Bond, cancel Cyber Bond, place Spider Nest ahead, walk through Cyber Webs, cancel Spider Nest, Cyber Bond again, Spider Nest ahead again, walk again, etc.
 - When coming out of spawn, Spider Nest should take 0 DMG
 - Perfect for coming back from spawn faster or reaching a key location before enemy Peni/team
- Spider Nest can **NOT** be placed on **MOST** stairs/angles and on all walls/ceilings
 - Only will place on angled surfaces if top of the surface is completely flat, as the Spider Nest placement hitbox is horizontal
- **!!IMPORTANT!** Spider Nest can connect off the top of a wall/ledge/cliff as long as it touches part of flat surface
 - Connect downwards/upwards depending on placement
 - Will also spawn Spider Drones on both upper and lower levels if positioned properly
- Spider Drones cannot be absorbed into Magneto's Ult
- **!!IMPORTANT!** The Spider Drones and the webs are **NOT** LOS based, meaning the webs, and therefore Spider Drones, can move through walls
- Groot wall from both teams can destroy your mine without dealing damage to it, meaning whatever HP it has at the time it gets walled up into the air will determine its CD
 - Ex: If a nest is undamaged, a Groot wall displacement will leave it at 0 CD but it will still be destroyed
- Also, placing the nest on breakable terrain that falls to the ground will destroy the nest without affecting its CD similarly

Spider Sweeper (Ult/Q)

- 12s duration
- Immediate +450 Ult Overhealth on top of existing HP
- +70% Movement Speed Boost (including Cyber Webs Speed Boost)
- Left Click = 60 DMG melee + knockback into air
 - Can juggle characters into air permanently if timed properly

- Right Click = Places Arachno Mines, up to 7
 - Same projection path as regular Peni
- Drops Cyber Webs and Spider Drones passively
 - **IMPORTANT!** Standing still vs Moving does not affect the rate of Spider Drones dropping
 - Drops 18 Spider Drones total regardless of visual/audible cues
 - Passive Cyber Webs from Ult do not stack on each other, as they cannot be placed on top of each other **ONLY WHILE ULTING**
 - Placing a Cyber Web on the floor from your Right Click will not trigger the passive Cyber Web from the Ult unless you move away from the range of the Cyber Web
- Ult melee follows character model
 - Wherever character model faces forward, **NOT** crosshair
 - Aim with in-game character model in mind
 - Can attack forwards while looking backwards with crosshair
 - Can melee in front of Peni's model and aim with the crosshair in another direction to shoot Arachno Mines in another direction
- **IMPORTANT!** Visually attacks from left and right arm, but does not matter in-game
 - Whatever the left arm hits, the right arm can
 - Vice Versa
 - Not necessary to change direction of body to land melees
- **IMPORTANT!** If CC'd during transformation, instantly lose 50% Ult charge and ability to use Ult
- **IMPORTANT!** First Passive Cyber Web from Peni drops = Complete Transformation
- Holding Left Click + Right Click at same time = alternating melee + Arachno Mine deployment
 - Not advised to do so; wastes the accuracy and precision of your abilities

How to Place Spider Nest

- Always think about how to extend the 10m range as best as you can to cover the largest area possible without sacrificing the safety of the Nest
 - It does not matter if your Nest covers all of point if it can get shot at from literally any angle by any character
- If you want to extend the range of the Nest, you can always use your 3 Webs to do so
 - This allows you to put the Nest around a corner and still get constant poke damage because of how the Spider Drones travel through the Webs
- Also, even if you have a Nest, it's just as good to place another Web where you place your Mines, as if the Nest is potentially destroyed, your Webs will still protect your Mines from being seen/destroyed
- Mines can be placed both aggressively or defensively
 - Defensively is best for protecting your backline against melee/dive characters, as long as your team plays in it

- Aggressively is best for taking high grounds or key areas the enemy wants to play, and forcing them to not walk into the area (which basically means you're making it defensively for yourself/in a selfish way - which in this case is a good thing)
- **!IMPORTANT!** In most cases, personally breaking your own nest is the correct move, rather than letting the enemy team destroy it for free, leading to a 15 sec CD
 - The less damage it takes, the lower the CD is, so you want to be constantly aware of where you're placing it and how
- Hard-nesting, the act of sitting down in one single place and locking it down with your nest and yourself, is a very situational tactic and playstyle for Peni
 - The vast majority of the time, you do not want to be in one spot the entire game nor do you want to be on top of your nest the entire game
- Moving around and moving your nest around is **essential** to playing Peni
- **!IMPORTANT!** Let's get this **VERY** clear. Peni is a defensive character. That does **NOT** mean she is a passive character. There is a difference.
 - Shutting down escape routes, preventing people from walking into chokes, taking away high ground, etc. are all methods of a defensive playstyle, yet not necessarily passive
 - If you find yourself not getting active as Peni, you are not playing Peni properly for the large majority of cases

How to Use Peni's Ult

- Use like a Winston Primal from Overwatch
 - Burst of healing and movement speed to get out of rough situations
 - Force out resources and CDs, such as Luna Ult, Loki Lamp, etc.
 - Cover large areas with Mines and Drones to prevent Enemies from walking in freely
 - Stall overall or target individuals with abilities
- The usage of the Ult heavily relies on the situation
 - **!IMPORTANT!** Main use for Ult is to extend your range of explosives, especially the Drones from your Nest
 - **Whenever possible**, use Ult close to your Nest, so that the Drones from the Nest travel through the Webs that Peni creates while Ulting
 - If not possible, can use Ult as a makeshift Nest, laying Mines and passive Spider Drones in one location
 - Sometimes, you **can't walk into the enemy team**, regardless of being full HP or not
 - In that case, you can wait a certain amount of time and then go in after baiting out CDs
 - You have 12 seconds, you can afford to take some time to heal up/avoid major damage

- If walking in somewhere will kill you regardless, can stack Drones + Mines in certain areas, such as chokes, as you don't have to be constantly moving to get value out of her ult
 - If you know they're going to be able to **touch point** (Strange Portal, fast characters, close to Defender's Spawn, etc.), you can Ult early to set up a large area to deny them from walking in without dying
 - If you know you can get a **kill on individuals** that change the fight (low HP Enemy player, overextending Enemy team, isolated targets, etc.), you can run it down on them specifically
 - If you know you have **fight-winning Ults** but can't be used cuz of **Enemy CDs**, you can force them out, such as getting a Mantis to Ult early, allowing your Psylocke/Starlord to Ult afterwards
 - If you go in and take **more damage than expected**, back out because living is far more important than dying trying to get a kill, whether it works or not
- As new heroes have released, Peni ult has gotten weaker and weaker and she is now one of the weakest, if not the weakest, tanks in the game.

Basic Combo

FYI: Full HP Galacta Bot = 250 HP

- To kill all 250 HP heroes, assuming no healing/DMG reduction:
 - Left Click once, throw E, Right Click once, throw E again, then Left Click Once
- Same process for 275 HP but Left Click Twice at end
- Main reason you don't throw E two times then Right Click is to guarantee at least first E hits, whereas not CCing with Right Click may allow them to dodge both E's
- Obviously not a perfect combo, but (from what I understand) is the best way to min-max DMG while cycling CDs

Peni On Defense

- Peni's strongest attribute
 - The ability to completely lock down entire areas/pathways protects your team/denies space/deal passive damage
 - Shuts down melee characters who have to walk into mines to go on your team
- **!IMPORTANT!** Always think about **WHERE** the **ENEMY** wants to be/walk towards
 - No point in placing a Nest/Mines in locations where the Enemy will never go to
 - Anticipate their actions before they make them
 - Ex: If you hear an Enemy Strange Portal, cancel your Nest and think about where the Enemy might place it/come from
 - Usually behind and on high ground of your team
- **Map Example: Intergalactic Empire of Wakanda: Hall of Djalila**
 - Typically, I place my Nest and Mines here

- If the Enemy Strange were to portal, I can predict they may teleport to the high ground behind me where my Ping is
- Because I'm not perfectly capable of reading minds, I place some Webs and Mines on both the left and right side, as the Strange may teleport not directly in the room, but also on the farthest right ledge
- My Nest is in the Middle so that it can be ever-so-slightly protected by line-of-sight while also covering both left and right entrances





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- Best way to place Spider Nest is to place it out of Enemy sight lines but also covers enough ground to adequately force them to walk into mines or be cautious
 - Can also utilize your 3 Webs to extend the range of the original Spider Nest webs
- **!!IMPORTANT!** Don't need to place all Mines and Webs in the same spot as your Nest
 - If your Nest covers one choke and can safely due so on its own, you do not have to hold the same angle
 - Putting Webs and Mines in other key locations/common paths increase your range of effectiveness + area denial
- **Map Example: Tokyo 2099: Shin-Shibuya**
 - Here, I place a Web and Mines on the health pack
 - Any Enemies that are shot at by me (on the high ground) or by Allies will be forced to walk into my indestructible Mines, killing/damaging them or not take the health pack, leading to a likely death
 - At the same time, my Nest prevents Enemies from walking onto the point or on the side
 - My individual Web on the ground (not connected to the Nest) still prevents clear access to the small wall close to my Nest, due to it carrying (potential) Mines that damage/kill Enemies
 - I also have a Web on the high ground to grant me healing, Overhealth, and movement speed
 - Can also place Mines on me if I get pressured by Enemies to do extra damage (that they can't destroy)



HOWEVER, when the Nest covers essential chokes/locations, can stack Mines + Webs in same spot so that even if the Nest is destroyed, the Mines are not

- **Map Example: Yggsgard: Royal Palace**

- Here, I cover both the left and right entrances while placing my Nest safely in the middle, which reaches both left and right entrances to extend my Spider Drones

- I can then play on the high ground and shoot safely from above because my set up is so self-efficient
 - Forces the Enemy team to walk through a ton of explosives that they can't do anything about
 - Or forces them to walk towards high ground, where I can fight with my team (if they're smart enough to be on high ground)





Peni On Attack

Note: Obviously dependent on your team comp, enemy team comp, and map (also applies to all heroes)

- Generally speaking, playing Peni requires you to be very flexible with the playstyle
 - Sometimes you have to be aggressive to flank/create an off angle on the enemy team who might be bunkered down
 - Sometimes you have to play anti-dive/peel to help your backline kill major threats
 - Sometimes you have to play to bait out resources such as Ult's
- Not very straight forward and you have to come up with these on the fly
- **!IMPORTANT!** Placing your nest on point is generally not the best way to utilize her mines
- Rarely do you want to be shooting at tanks with your stuns, primary, or mines - almost always better to look at backline and be a nuisance to them while leaving instantly when you need to get out
 - If the entire enemy team turns to look at you, this is a good thing because now they don't look at your own team
- Peni has sustain, large HP pool, big burst damage, decent mobility on a short CD, and the shortest CC/stun CD in the game - utilize all of these to be the biggest mosquito around that mentally and physically screws over the enemy team
- **!IMPORTANT!** One more time. Peni is a defensive hero. That does **NOT** mean she is a passive hero. You do not sit on cart and wait for the enemy team to push into you (for the large majority of cases) the entire time and expect to win.
 - Peni is so flexible you can play her like a dive, or poke, or brawl even.
 - You are limiting yourself if you don't utilize her kit in ways beyond "I need to set up this choke" and then just shoot at them when they won't walk into your webs

Convoy (Payload) Maps

- When **attacking on payload maps**, you can't just place mines on the objective and hope to win because you can't take any space that way, especially on long sight lines
 - Get creative - Take high ground, deny space from Duelists, look out for key abilities/Ults and prepare to CC it with your Cyber Web Snare
- As soon as you win a fight on Attack Payload, you have to recognize and think of places where you can create a choke that forces bad decisions/easy mistakes from the enemy
 - If there are hallways that lead to point that the enemy is likely to go through, set up traps there while pushing forward
 - The more resources used to get out of a tight choke you create (doesn't have to be purely from the environment), the better and more likely your team will win the current or next fight
- When **defending on payload maps**, again, planting mines on the point is generally not a good idea
 - However, if the payload can act as a natural obstacle, then you can essentially use the payload itself as a choke to force them to walk through tight areas where they have to group (perfect for mines)
- In general, instead of thinking of Peni on Attack as "No ability to create space," I like to think of Peni as "Ability to deny space"
 - Everyone loves saying "Peni is only good on Defense"
 - So always play as if you **ARE on Defense**
 - If you have to flip map, flip the map
 - If you force them to come to you through a bed of mines, you're essentially playing on Defense
 - If you deny certain areas with webs that may or may not connect to any sort of mines, you prevent them from pushing from off-angles

Domination (Control) Maps

- Most of the time, it's a race to see how can get to the point fastest and set up
 - Once again, this entirely depends on the comp
- Setting up on point can screw you over if they play long-range, high-sustain comps that slowly whittle down your resources
 - May also screw you over if your slower backline can't get to point and get jumped by the enemy team who ignores your mines
- Always come up with a basic idea of how your team wants to play - generally taking high ground and winning the fight first is good rather than setting up on point before it unlocks
- When you eventually start "defending" the Control Point after taking control of it, you need to find or create optimal chokes that's not on point, so that major fights can happen on advantageous locations
 - Fighting on point means you can lose the point while fighting because you step off or die

- Dying on point leads to fast caps
 - Most points are naturally disadvantageous to stand on because they're wide open with no cover or on low ground
- If you lose the 1st fight and can't take control of the point, it becomes very difficult, depending on the map, to take space and claim the objective
 - In these cases, you need to look for individual picks or capitalize on mistakes the enemy team makes, such as overextending or wasted Ult's
 - Flanking typically works out well for me, as it redirects resources from both my team to the other teammates and the enemy to me
 - Realistically though, this is mostly up to your team to get a pick and for you to live long enough to win the fight and set up defensively
- **!IMPORTANT!** Don't auto-pilot into placing mines on point and calling it a day
 - If your Spider Nest cannot survive in a certain location, you shouldn't expect to survive in the same location
- Best way to use mines and Nest is to cover as much of the map as possible where the fights will happen, besides the point
- If your set up is on point, consider the fight lost because the point is designed to be able to be attacked from all sides, meaning you and your nest can be shot from any angle

Convergence (Hybrid) Maps

- Essentially a hybrid of both Convoy and Domination maps, you have to apply the previous knowledge together and adapt even further
- Always, always think in the mindset of:
 - Where will they attack from?
 - Where will they set up?
 - Where will they want to fight?
 - Where can I be the most annoying?
- If you can answer those questions, you can always find a way to take advantage of your Tower Defense-like playstyle

What Ult's Can You Cancel?

- **Not all Ult's are created equal**
 - Some have a large window to cancel
 - Some have a small window to cancel
 - Some have no window to cancel
- **Decent** amount of time to cancel (Any time before Ult is complete)
 - Doctor Strange
 - Groot (Can stun either Groot or Projectile of Ult)
 - Iron Man (Can stun either Iron Man or Projectile of Ult)
 - Scarlet Witch
 - Spider Man (Before you get Webbed)

- Storm (Before Tornado appears)
- **Small** amount of time to cancel (Roughly before 50% of animation is complete)
 - Angela
 - Black Panther (Only Black Panther, not Projectile of Ult)
 - Black Widow (Can cancel to 0% only while charging or Projectile of Ult)
 - Blade
 - Emma Frost (Before initial animation completes)
 - Hawkeye (Before After Images appear)
 - Human Torch (Before initial animation completes)
 - Jeff (Can stop spitting animation after he swallows)
 - Loki (Before initial animation completes)
 - Magik (Before initial animation completes)
 - Magneto (Projectile of Ult, can also cancel the Ult before the Projectile appears)
 - Peni Parker (Before initial animation completes)
 - Psylocke (Before initial animation completes)
 - Star-Lord (Before initial animation completes)
 - Venom (Before initial animation completes)
 - Thor (Before initial animation completes)
 - The Thing (Before initial animation completes)
- **Cannot** cancel no matter what
 - Adam Warlock
 - Captain America (Can technically cancel but still keeps Ult at 100%)
 - Cloak and Dagger
 - Hela (Can block individual projectiles)
 - Hulk
 - Invisible Woman (Can stop Confirmation animation but still keeps Ult at 100%)
 - Iron Fist
 - Luna Snow
 - Mantis (Can stop her movement but not cancel Ult)
 - Mr. Fantastic
 - Moon Knight (Can stop Confirmation animation but still keeps Ult at 100%)
 - Namor (Can stop Confirmation animation but still keeps Ult at 100%)
 - Punisher
 - Rocket Raccoon (Can stop Confirmation animation but still keeps Ult at 100%)
 - Squirrel Girl (Can stop Confirmation animation but still keeps Ult at 100%)
 - Winter Soldier/Bucky
 - Wolverine
- Some of these Ults will only cancel during the very initial parts of the cast time, meaning it mostly comes down to luck/very good timing to cancel the Ult

How to Solo Tank as Peni

- Occasionally you find yourself solo tanking in a game with 3 Supports or 3 DPS

- This makes the game harder but is entirely doable, as 2/2/2 is not an instant win comp
- **However**, you do need to adapt your game style along with your team
 - You can't run it down main against a team with 2 tanks and long range dps because
 - 1. They have more sustain
 - 2. They have more damage
 - 3. They have more defensive abilities
 - Than your entire frontline as a Peni
 - Here is when you have to coordinate flanks with your team or force the enemy into bad positions
 - Such as taking their high ground, placing a Nest up there, and preventing their team from playing in it and force to play out in the open
 - Getting a pick because of the flank makes it an instant 5v6, which means the 2/2/2 comp doesn't necessarily matter during that fight anymore
 - You don't need to be soaking up the damage for your team the entire time if you can get value from staying alive and doing lots of poke damage/draining resources/turning heads/etc.
 - Even flanking while having flank dps on another flank is more than enough to cause people's brains to explode because they're so confused about why a Peni is playing so aggressively while they deal with an already difficult Psylcoke/BP/Iron Fist/Spider-Man/etc.
- Have to be proactive rather than reactive (though this applies to all characters)
 - Keep track of Ult's that you can cancel and look for behavior changes in the enemy that indicate Ult usage soon
 - Look for areas you can shut down where the enemy will want to hold (high ground chokes, doorways that lead to point, etc.)
 - **IMPORTANT!** Especially if you hear a Strange Portal, be prepared to mine high likelihood areas, such as on cart if it's overtime or areas where high ground look over the point, etc.

Who/What Counters Peni?

- Anyone with long-range, high burst, or displacement abilities are very good into Peni
 - Hela, Hawkeye, Punisher Shotgun/Ult, Iron Man with Hulk Team Up, Winter Soldier, Wolverine, etc.
 - On a more conceptual level, double shield or 3x Supports also can counter Peni
 - Longer sustain with damage mitigation abilities prevents Peni from getting a lot of value, who can't provide the same thing to her teammates, like a Strange or Luna would
- How to deal with them
 - **Long-Range**

- Take off angles that allows you to get close to the long-range fighters and find a route that will let you walk through the map without having to get shot at by the enemy team unnecessarily
- Flanking will help a lot in this instance, and taking the high ground and claiming it forces the long-range fighters to play mid-range or even on the ground
- **!!IMPORTANT!** Don't try to go down main and challenge them from where the objective is - objective time does not matter if you cannot win the fight and lose it in 10 seconds (unless it's overtime)
- **High Burst**
 - Typically goes side by side with Long-Range characters, but there are some exceptions
 - These are going to be largely positioning-related issues
 - Play behind cover rather than out in the open
 - If they're high burst, they typically have to get close to you - so play in an area where your team can help shoot them or pushing you up close is a bad decision for them
 - **!!IMPORTANT!** If facing a Wolverine, you have to hard focus him when his passive is gone and play within your Nest so that when the Wolverine attempts to kidnap you, he'll get hit with a ton of explosives beforehand
- **Displacement Abilities**
 - People like Wolverine, Winter Soldier, and now Mr. Fantastic and Sue Storm are going to be terrorists to you
 - Forcing you to move out of your Nest and away from your team while you can't escape heavily screws you over as someone with no shields
 - Same thing as High Burst - play your distance, bait out those types of abilities before engaging, and try to save your Cyber Bond for when you get pulled in by the enemy team

Extra Notes

- As a defensive Vanguard, Peni is the perfect Anti-Dive Hero in the game
 - Large bulk, CC, passive AOE burst DMG, decent mobility, etc.
- **!!IMPORTANT!** Staying alive is the **MOST** important aspect to any character, but especially for Peni
 - Constant uptime, Arachno Mine placement, and Cyber Web CCing major deterrents for enemy teams to push any position
 - Spider Nest instantly destroyed if you die, even if you're rez'd
 - Melee damage is not necessary to utilize when Ulting
 - If you are going to die because you go in while Ulting, **GENERALLY** do not go in with Ult
 - Using half the Ult duration to regen HP + Overhealth worth more than going in with only 500 HP to die

- All AOE DMG sources can destroy nearby deployables (Spider Nest, Loki Lamps, Rocket Rez, etc.) as long as a player triggers the explosives near the deployable
- Because you have no shields, utilize cover to
 - 1. Reduce DMG taken to yourself
 - Less DMG taken -> more time to fight -> less resources used on you rather than squishier teammates -> more uptime with abilities -> more pressure from you that distracts from enemy team targeting teammates
 - 2. Reduce DMG taken to Spider Nest for maximum uptime
 - Hiding Spider Nest from LOS or even bodyblocking it from enemy projectiles helps with max uptime
 - Cancelling Spider Nest early if in threat of being damaged is better than letting it get destroyed by the enemy
- Place Spider Nest on top of backline/Strategists to help deal with divers like Venom, Hulk, Iron Fist, Black Panther, etc.
 - Burst DMG can make divers think twice or even die during their engage
- Always be near Cyber Webs, **not necessarily Spider Nest**, to make use of passive healing, overhealth, and movement speed boost
- Utilize Cyber Webs to conceal Arachno Mines
 - Stacking Arachno Mines together can deal massive bursts of DMG
- Aim for the body, especially in groups, as going for headshots is useless
- Venom Team Up ability best used for DMG reduction purposes, not for DMG purposes
- Keep track of important abilities/Ults in order to cancel them with Cyber Web Snare
 - Also useful for trapping enemies in your Arachno Mines or stopping a dive
 - Can also briefly stop Fliers and drop them closer to the ground
- Think about how to connect Cyber Webs together to extend Spider Nest range
 - Enables you to extend Spider Drones around corners, up walls, cover more area, Wall while giving you +movement speed and +health

TL;DR

- Bullets headshot
- Cyber Webs only heal you
- Armor Expulsion = complete CC immunity + complete damage reduction
- Max Base HP = 750
- Base Overhealth = 150
- Max Base HP + Base Overhealth = 900
- Ult Overhealth from Spider Sweeper = 450
- Max Base HP + Base Overhealth + Ult Overhealth = 1350
- Wait until Peni drops first Cyber Web to know your Ult can't be canceled by CC/death
- Spider Sweeper melee hitbox follows character model, not crosshair
- Spider Sweeper melee attacks from left mech arm to right mech arm, but does not matter in-game, as anything the left mech arm can hit, the right mech arm can as well, and vice-versa

If you enjoyed my guide, follow my [Twitch @ fullmetallamp](#) and [Youtube @ fullmetallamps!](#)

I'm a Solo Queue Peni One Trick who hit 500+ One Above All and has finished T500 (almost) every season.

**Note: Former Solo Queue Reinhardt One Trick, peak rank Top 7 in NA PC
One Above All 500+ Peak Peni OTP**