

Ana Unranked To GM Blueprint

The away you climb is by playing good.

How you play good with Ana? You play safe, and you use your habilities well while poking people from far away as much as possible! Now the hard part is doing this well. So, how you do that? Practice practice and practice.

Also remenber that damage with Ana is OP. Now the trick is to do damage and save your team. If your tank is 75% hp but there is the enemy mercy in your LOS, who do you shoot? The mercy, you get my point.

Aim is so important with ana. Make sure yours is decent. If you are not always shooting, you are doing it wrong!

Quick Scope is when you scope and shoot quick and unscope right away. Althought the healing/damage per second is reduced, you will be able to have a bigger (FOV) and you will also be able to move around better, one last benefit is higher accuracy otherwise you may miss trying to use unscope shots!

If you are getting dove alot, its probably because the enemy can SEE YOU, being stealth as ana will reduce your chances of being seen and so being dove.

Now lets talk about one of my biggest weakness, SPATIAL AWARENESS. What the heck is spacial awareness? Being aware of your surrounding! Now how does this apply to overwatch exactly and how you gain spatial awareness?

Ask yourself: What kind of comp they have? Do they have dive? Do they have spam? Do they have a sombra thats gonna be jumping on you? Next time you go into a comp game, practice the habbit of LOOKING AROUND YOU, whats the enemy team doing? Whats your team doing? Do you have a tank overpushing? Do you have a dps flanking? Is someone on their team missing? Something that influence your observation skills is your POSITION! You probably wont see your dps needing heals if your close to your tank! Ana as long range use it! Also quick scope will allow you to look at your sorroundings well! Another thing you can do often to gain awareness (you see alot of pro players doing this) is PRESSING TAB! This will give you super valuable information! Information that will give you spatial awareness! If you know they have shatter (because you press tab and you tought about it) ou wont face tank a reinhardt for exemple.. Also imagine you have visor. you soldier may flank...you get my idea! Exercise to gain SPATIAL AWARENESS :

- Look around (from left to right) at least 10 times each round.

- Press tab EVERYTIME YOU die. Try to think what kind of comp they have (dive, spam...etc).

Someone in chat asked me "It is just me or did you build up that last lano so fast"? This was a good observation by the viewer! Its super important to recognize something about overwatch : Your ultimate charge is the ONLY mmo element in the game. If you have it, you are stronger, So every actions matters. The way you get more ulty charge then everyone else is:

- Staying alive. You cant gain ulty charge while you are dead.

- Ability usage. The more abilties you hit, the more you gain.

- Actions per second. With ana you dont want to be a heal bot or a damage bot. You want to do BOTH, thats what will get your nano super fast!

EXERCISE:

- Next time in you comp games, put yourself the goal to have less deaths in the game.

- Always be shooting with ana! Feel the pressure next time you are not shooting! Ana is a sniper, you should always have LOS on someone, so you can always be shooting! If you cant, change position!

PLAYING SAFE:

-Corners | Corners are like a shields, you use them when in danger.

-Position | With your team: Dont use scope since you dont need it, also doesnt reveal your position. Easy Nades and sleep also team can peel better! You dont need to int your position because of your teammates, she has range, she can do damage too. How do you know you are in a good position? Its hard for them to dive you (They have to use gap closing abilities) and also You can heal but also damage the enemy from far, also if you dont feel safe, its probably becouse you need to back off!

If you have hyper dive ejmple : Doom-tracer most likely you will be alone! BE aware of that, dont blame your team for not helping you!, play safe, and most likely save your coldowns!

-Against divers, be patient with yoour coldowns IF YOU are isolated. (Specially against Ball). People often tell me to play closer to my team if they play dive, but my personal opionion? IF you play close to your team and they dive you, their dive has extra value, becouse they are diving your team too. IF you isoleted

-Play around healthpacks if you can! Remenber that you have a passive, after 2 seconds, you start regaining health! So sometimes you dont need the self Nade.

ABILITIES: Are you missing alot of nades and sleeps? Take one second before trowing them to increase your accuracy! Dont think to yourself "I didnt have nade when the monkey jumped so i will never use it aggressively", this line of thought will lead you to play too passive and you wont be able to carry.

-RELLOAD |

You reload faster when not on a empty clip

Ana reload is long, always reload when you can!

You can cancel the reload animation with your abilities. (Dont do it to early!)

-NADE |

Be aggressive when you can!

Its a hyper carry hability.

Make sure you take your time to hit it!

Nade splash aoe range make it super usefull for teammates out of LOS.

You dont need to nade someone right away!

Nade and junkerqueen ultimate durations doesnt stack up!

If you have Junkerqueen ultimate on your team and they have kiriko you have the responsability of forcing cleanse!

-NANO |

Thinking before hand on who to use it!

Not safe Nano for too long!

See if you can combo any ultimates!

Super strong using it on flankers!

Using on tanks are super strong in lower divisions! You heal your tank but also you anti the enemy tank!

Defensive nano where u use it on someone critical.

To better use of nano you can ask in team chat "Who wants nano" The confidente player will step up!

Imagine the situation: You have nano, but your genji has 70 percent on blade, what do you do? Well, if you have another good nano target, like winston, sure why not use it!

Now imagine genji is at 70 percent for blade, but you dont have any good nano targets, since you dont have heroes that can "go in" so its probably best to wait for blade!

Also sometimes nano a certain hero can be bad if they have high counters or the player hasnt proven worthy. Ejemple, you dont want to nano a DVA that its 5/14 on her kda, or you dont want to nano her when they have sym zarya for ejemple.

-SLEEP |

Save sleep for ultimates like, bob, nano blade, rammatra ultimates...etc.

When they have dive flankers you do have to be more calculated, But that doesnt mean you have to ONLY use it to save yourself. You will play too passive and not carry.

04CKR to practice sleeps om ultimates!

If you manage to sleep someone across the map...You can one shot him by, sleep, shoot nade, shoot.