

Brigitte

First video: Intro

As the traveling companion and squire of Reinhardt Wilhelm, Brigitte Lindholm follows the same chivalrous codes of any proper knight. Growing up, she heard stories of heroes and knights helping those who needed it most. Learning the tools of her father, Torbjorn's, trade at a young age, Brigitte created amazing mechanical creations, mostly in the form of various armors, like the one she currently dons. But unlike her father, Brigitte is actually useful!

After Reinhardt was forced to retire, he decided to travel the world and act as a true knight would - helping those who needed it most. Brigitte joined him on his travels, using her skills to repair Reinhardt's gear, and, eventually, followed him on his plans to rejoin the new Overwatch recalled by Winston.

Though a support hero with solid healing, Brigitte is a powerful melee-based support who sometimes acts more like a tank or DPS hero. Unlike other supports, Brigitte heals her allies by smacking enemies around with her Rocket Flail. Even more unlike other supports, Brigitte is tanky, wields a personal Barrier Shield, and can stun enemy heroes. Sound like fun? Well, it is! With a mace to the face, Brigitte gets up close and personal. Sure, she still puts out some strong healing numbers like any other support, but hey - this Shieldmaiden has the potential to really bash some skulls in. Which, uh, on second thought, doesn't sound very chivalrous. It's fine - her heart's in the right place.

Second video: Abilities

Passive - Inspire

Brigitte's passive is Inspire, a decent AOE heal that procs whenever Brigitte strikes an enemy with her flail. 16.67 health per second over a 6-second duration sounds like a great amount of healing, but Brigitte won't have this effect up constantly. As an off-healer, don't rely on her to output as much healing as single target supports like Ana or Mercy. Because of this, Brigitte is best paired with a main healer or with two other off-healers to compliment her lower healing rate.

Normally, you'll activate this ability by swinging away with her left-click, but Inspire can also be triggered with your L-Shift ability, Whip Shot (more on this ability in a bit). Since Whip Shot has a much longer range than your normal Flail attack, you can try to bonk an enemy with it to get a short burst of healing to your team if they really need it. Brigitte won't be doing too much healing with this passive outside of battle, but this ability is powerful whenever your team groups up for a push. As soon as you're fighting together on an objective, Inspire can keep your team topped off as long as they're *rallying* around her healing area. With a proper composition and Brigitte swinging away, the enemy team will have trouble securing kills.

Pretty inspiring, isn't it?

Left-Click - Rocket Flail

As the squire of Reinhardt, Brigitte and her Rocket Flail feel similar to the German Crusader and his mighty hammer. Both are melee-range attacks, both can be used indefinitely, and both pack a punch. Reinhardt's more so, but still, Brigitte's damage output is nothing to sneeze at. Even if you're allergic to cats.

[MAYBE SHOW HER CAT SPRAYS]

With its easy-to-land hitbox and quick attack speed, Brigitte's Rocket Flail deals 35 damage per hit and can hurt multiple enemies while refreshing the duration of her Inspire passive.

Brigitte works well either on the frontlines next to her tanks or on the backline protecting her squishies. At the frontline, Brigitte can keep heroes like Reinhardt and Zarya alive while also targeting the opposing team's tanks. Alternatively, acting as a protector and keeping your Ana or Mercy safe can be even more important. Enemies diving for squishy targets will quickly regret it with a Brigitte there to keep them safe. Whether you're with your tanks or shielding the backline, Brigitte does wonders to keep her team alive. However, remember that she works best with teammates bunched up around each other. Mashing left-click won't do anything to protect that Genji who decided it'd be a great idea to dive in on his own. (And if he starts spamming, "I need healing!", it probably wasn't your fault that he died.)

Right-Click - Barrier Shield

Brigitte's Barrier Shield, her right-click ability, deploys a small personal barrier, similar to, of course, Reinhardt's, except a lot smaller in size and durability at 500 HP. Protect yourself with this shield before a fight starts or shield any incoming damage from flankers or snipers who are focusing down the backline. Your shield can also help you stall team fights out - you could even buy enough time for your allies to come running back from spawn and back you up.

If you're dangerously low during a fight, you can throw your Flail out to activate your Inspire passive, then deploy your barrier to give yourself a little healing. Rather than constantly holding down left-click, mix it up a bit so that you have a higher chance of surviving by shielding yourself from the enemy team. If you find yourself 1v1ing an enemy who can't heal themselves, you can slowly gain the health advantage until they either run or die. Note that, when your shield is deployed, Brigitte actually walks slightly slower than her normal movement speed.

You can also use the Barrier to block abilities to save yourself or allies, although the Barrier size makes this harder to pull off than when using Reinhardt's shield. When a D.Va bomb or Roadhog Hook comes your team's way, you can jump into the fray and body block to protect your allies if you're in the right spot. The Barrier Shield's versatility provides a ton of defensive tools for you and your team, but you also have access to sick playmaking with...

Right-Click + Left-Click Shield Bash

Shield Bash! Brigitte's infamous and game-changing ability, Shield Bash, is activated by holding up your shield with right-click, then hitting left-click to dash-and-bash forward. Hitting an enemy will stun them for one second, but in Overwatch time, that's an eternity. In one second, that stunned enemy can get burst down faster than you can blink. However, using this in conjunction with other abilities on your team, such as Reinhardt's Earthshatter, can be a game-changing play.

Or you can simply use it to deal with any flankers who decide that your backline looks like easy prey. Just by standing next to the Lucio or Zenyatta will make your opponents think twice about diving on in. Brigitte's Shield Bash can go also through abilities like Genji's Deflect (because even Genji can't deflect a rocket-charged stun) or cancel out powerful abilities like Doomfist's Rocket Punch or Reinhardt's Charge. Both you and the enemy will get knocked to the ground when this happens, so hopefully, you've got a Zarya ready to bubble you while the rest of your team jumps on the other downed hero.

Now here's where Brigitte can feel like a fighting game character - she's got a classic bread-and-butter combo with Shield Bash. Start off with Shield Black, smack the stunned hero with your Flail, then cancel the animation with Whip Shot (I promise, more on that next!) to deal a solid amount of burst damage. This ability used to be so powerful against low HP DPS flankers like Tracer that Blizzard nerfed Shield Bash down to a measly 5 damage. But you still have some kill potential - if you're looking to completely eliminate an enemy, try getting them to lower health with a few left-clicks before Shield Bashing in. Softening them up a bit could ensure that you secure the elimination.

L-Shift - Whip Shot

Brigitte's Whip Shot, her L-Shift ability, will fire her Flail 20 meters ahead, dealing damage and knocking enemies hit away. This deals more damage in a single go than your other abilities at 70 damage, so it can be a pretty effective way to secure a kill if you're more of a sharpshooter. Plus, you can also snag some sick environmental kills with its knockback, and it's generally a good way to deter enemies off you, similar to how Lucio would use his Soundwave. Some may call this a boop, but to be honest, it feels like this ability flings heroes a lot further out than your typical Lucio boop. (Well, that's because it can.)

As mentioned earlier, this ability can proc your Inspire passive if you hit an enemy. Using this at the beginning of a team fight is an easy way to get some extra healing going as you and your team push to close the gap onto the enemy. One of Brigitte's biggest weaknesses is her short range, so landing good Whip Shots can strengthen your Shieldmaiden play and maximize your overall healing potential. With a cooldown of 4 seconds, you can toss out Whip Shots here and there to make the most of its knockback and your Inspire passive. Aiming this ability takes a little practice, but once you get the hang of it, landing Whip Shots is a great tool for peeling enemies off your team.

E - Repair Pack

Remember that silly hypothetical Genji player who decided to dive in by himself without the rest of his team? Well, now you can help! He'll probably still die, but at least he won't start flaming you for not healing him. (Actually, you never know with DPS players. Good luck.)

If Inspire isn't fast enough for healing your teammates, Brigitte's Repair Pack, her E ability, will do wonders in quickly healing one ally. Plus, if the healing goes over the target's maximum health, they will receive up to 75 temporary bonus armor instead of letting that 150 HP healing go to waste.

Repair Pack is a great way to save heroes from getting killed, and the extra armor can go a long way in protecting your allies. At 30 meters, this ability has a far distance to reach harder-to-reach heroes like Widowmaker or Pharah. Or, y'know, a Genji who decided to dive in by himself. At 6 seconds, the cooldown isn't too long, but remember that this a single-target ability, so try to prioritize your heal targets, starting with low-health targets or heroes who are out of range of your other healers. The armor also disappears after 5 seconds, so using it for its heals is more useful in the long run.

If your squishy teammates are getting destroyed by dive heroes, save this ability for one of them. As Brigitte, you'll have an easy time turning on dive heroes by tossing a Repair Pack at a teammate, bashing the enemy for a stun, then Flailing away at them until they either die or get the heck out of there.

Ultimate - Rally

Here's where Brigitte really shines - literally. When activating Rally, Brigitte glows a bright yellow and raises her rallying flag behind her. This ultimate increases her movement speed and provides all nearby allies with temporary bonus armor. Use this ability right before or during a team fight to provide 15 armor per half-second for your team, or use it in response to the enemy team's push. Rally lasts 10 seconds, while the armor lasts for 30 seconds after Rally's duration, so you'll be able to last during long team fights.

However, this ability doesn't do well against great focus fire - like a smart Graviton play - or team-wipe ultimates, like D.Va's Self-Destruct or Hanzo's Dragonstrike. In a way, it's quite similar to a defensive ultimate like Lucio's Sound Barrier or Zenyatta's Transcendence, but lacks a burst of shields or heals. Rally is more like a sustained defensive ability that grows more powerful the longer it's up. Because of Brigitte's kit, this ultimate is easy to charge up, so there's no need for you to hold onto it. Run forward, mash the Q button, and shout at your team to Rally to you.

Third video: Matchups, Team Composition, Maps Counters

Though Brigitte is a fantastic and versatile support, she's got her own fair share of counters. One of Brigitte's significant weaknesses is her short range. A lot of heroes who can deal damage from a distance can easily counter her by never engaging near her in the first place. Pharah can fly around in the air and spam rockets down at her, and Brigitte is basically a sitting

duck in armor who can only give the Raptora pilot a love tap with Whip Shot every once in a while. Bastion can also burn down a Brigitte from long range - her Barrier Shield doesn't have nearly enough hitpoints to protect her for long. Long-ranged heroes can easily take advantage of Brigitte's short range and lack of verticality, so if a team comp is too difficult to battle against, swapping to another hero might raise your chances of success.

That being said, Brigitte does fare well against dive heroes, like Tracer, Genji, Winston, and sometimes even D.Va. Since those heroes will be using their mobility tools to close the gap on your team, you don't have to worry about finding ways to go in at all - just let them come to you. Then punish them and smite them down. :D Your Shield Bash is a powerful ability against dive heroes and can usually result in either retreat or death, depending on if your team's around to apply pressure.

Team Composition

Slotting Brigitte into a team composition isn't too difficult - she's a strong off-healer who can provide great protection and healing for your team. Any idea on what composition she works best in?

Ah yes, the infamous GOATS, or 3 by 3 composition, typically made up of Lucio, Zenyatta, Reinhardt, Zarya, D.Va, and, of course, Brigitte. Sidenote, if you ever hate a meta composition so much that you want to complain to someone about it, don't go around harassing a *voice actor*. Give the actual game designers some constructive criticism instead.

[SHOW SCREENSHOTS OF PEOPLE HARASSING BRIGITTE VOICE ACTRESS]

With that out of the way, let's move onto why Brigitte made this composition as powerful as it is. Because of Brigitte's unique kit, pairing her with two more off-healers - in Zenyatta and Lucio - makes up for her weaknesses. Lucio's Speed Boost enables you and your tanks to run toward the front line, making your stun even deadlier. Plus, having less mobile tanks in Reinhardt and Zarya naturally force your team into a "Death Ball," allowing you to keep your Inspire healing most of your team during all team fights. Zarya's Projected Barrier can protect you while you're aggressing on the enemy, giving her more charge in return. And, like any good squire, Brigitte sets up huge Earthshatters with her Shield Bash to get rid of the opposing team's Barriers.

But Brigitte isn't limited to *only* GOATS. In fact, as long as you have a main healer, like Ana, Mercy, or Moira, paired with her, Brigitte can work in any team that is mostly static. However, Brigitte *will* struggle with mobile and dive-focused teams. Brigitte lacks mobility and, if your team runs any classic dive heroes, like Winston, D.Va, Genji, or Tracer, you won't be able to move with them and help secure kills. Your allies will be jumping into the fray a lot faster than you, and your value diminishes since you won't be following up any time soon. Not being able to smack around enemies means less healing for your team, which means you're probably going to lose a lot of team fights unless those dive heroes pick the enemy team off. Keep in mind what each

hero's main goal is when you're putting together team compositions - as great and fun a support she is, Brigitte can easily fall flat in the wrong lineup.

Fourth video: Maps

As a short-ranged melee hero, Brigitte works best on shorter maps, where she and her team take less time to engage on enemies. This includes most control maps, such as Nepal (particularly Shrine) or Oasis (particularly University), since they have small skyboxes and less flank routes or high ground areas that you need to watch out for. Brigitte thrives on maps where her team stays close together in range of her various defensive tools.

If she's ever on a map with lots of high ground spots, Brigitte will have a rough time sticking with her team. Many abilities, like Pharah's Concussive Blast, Junkrat's Mine, or even a D.Va charging in and out, can easily knock Brigitte to the lower ground. Once that happens, your team will be left defenseless, and Brigitte, without any vertical mobility, will have a hard time moving back where she needs to be. Watchpoint: Gibraltar has many areas with height disparities and vantage points that make it difficult for Brigitte to work her usual magic. Often times, the enemy team will just have better sightlines and play so far back that Brigitte won't be able to touch them.

Brigitte excels at fighting on the objective, whether it's a payload or control point, since she's durable and hard to kill. Reaching and engaging the enemy team on an Assault map like Temple of Anubis or Hanamura can allow you to heal your entire team while bullying the enemy off the point. Many Assault matches can be stalled out for long periods of time, but Shield Bashing and focusing down certain enemies can help circumvent that problem. Think about the map layout before jumping into the game as Brigitte because another hero might fit the bill even better, giving you a better chance at claiming victory.

Fifth video: Advanced Tips

"Låt proffsen sköta det här" - "Leave this to the experts." As fun as it is to hold down left click and start flinging your mouse all over your desk, Brigitte requires a little bit more finesse than that. With these tips, you can start elevating your game as the Shieldmaiden.

Shield Bash, upon Brigitte's initial release, used to stun through shields, meaning Brigitte could walk up, stun a Reinhardt, and force him to drop his shield. Thankfully for Reinhardt mains everywhere, this was quickly changed, but a smart Brigitte player can still knock that shield down with a well-placed bash. With a little more support from your team and a movement speed buff in the form of your own Rally or a Lucio's Speed Boost, you can slip past Reinhardt's Shield and bash him from the side of the back. If you have a Zarya ready to help, she can put a Barrier on you to ensure that this play will work out.

Your Reinhardt has Earthshatter? Easy - give him a countdown before you go in for the Bash so he knows when to mash the Q button.

Their Reinhardt's keeping the enemy team safe by holding his shield up high? Bash him and make him watch in agony as D.Va's Self-Destruct lands on top of his team. Or maybe something a little slower - bash him while your Ana tosses her Biotic 'Nade, then help your team clean them up while they're anti'd.

Brigitte and her teammates have endless combinations, which is what makes her such a great and versatile support. As long as you keep these tips and tricks in mind when picking Brigitte for those all-important competitive games, you will be Flailing and Bashing your way up the ranked ladder.