

## **Moira**

### **First video: Intro**

A cunning and intelligent geneticist, Moira O'Deorain yearns to unlock humanity's true potential. She lets little get in the way of her ambitions, least of all morality and restraint. Her scarred right hand is evidence of her unwavering desire to pursue scientific - and controversial - research. Though one of her publications was scrutinized for its unethical procedures, she was soon recruited into Overwatch's covert ops division, Blackwatch, by none other than Gabriel Reyes. After Overwatch fell, however, she caught the attention of Talon, who wanted to use her research for their own means.

As a powerful main healer, Moira provides the highest healing per second in the game with tons of tools to go aggro or defend herself from incoming attacks. Similar to Reaper, one of her successful test subjects, she can reposition herself by fading out of harm's way, unlike other less-mobile supports. With a versatile playstyle, Moira can dish out some strong damage numbers while still keeping her teammates healthy. With her cocky, sarcastic quips, know-it-all charm, and definitely-not-a-Kamehameha-ultimate, Moira brings a certain drive and power that other supports can't provide.

### **Second video: Abilities**

#### **Left Click: Biotic Grasp (Heal)**

Moira's Biotic Grasp has two sides - heal and damage, a fitting combination for someone with skewed morals and motivations. Her left click heals in an area in front of her, allowing Moira to rejuvenate multiple allies for 80 health per second. Plus, allies still get 50 health per second for 3 seconds after you stop holding down left click.

This ability has the most healing per second in the game, but comes at a unique cost: Biotic Grasp's heal has a resource meter. Whenever you're using the left click, - even if you're not healing anyone, but why are you doing that? - the resource bar on the left will slowly drain. You passively recharge this meter at the slow, slow rate of 2.4 energy per second, while the resource maxes out at 90 energy total. To save this resource, make sure to utilize the heal over time if your team isn't in immediate danger of getting picked off.

#### **Right Click: Biotic Grasp (Damage)**

Ah, the infamous Moira succ. [PAUSE, SHOW CLIP] Anyway, Biotic Grasp's damage side is a beam, which means it can go through D.Va's Defense Matrix and even Genji's Deflect, but not through Barriers, like Orisa's or Reinhardt's shields. Unlike its healing version, this version of Biotic Grasp can be used indefinitely and anytime you deal damage to a hero with it, you heal yourself for 30 HPS and gain 10 additional energy to your healing meter. Again, if your team isn't lighting up with "Criticals" everywhere, you should focus on keeping your resource bar full by holding that right click down and deal some damage here and there.

As a main healer, your priority is to, y'know, *heal* teammates, but Moira being Moira, your right click is strong enough to deal with squishy flank heroes who are targeting your backline. You can heal yourself and damage them at the same time with this ability, forcing out a troublesome Genji or Tracer all by yourself. If you bring your Biotic Orb to the fight, - more on that in a sec - combined with your Biotic Grasp, you have the potential to win a lot of 1v1s. Alternatively, if a tank like Winston jumps on you, you probably won't be able to drain him on your own, but at least you'll be topped up while he wastes his sad little tesla cannon on you. Biotic Grasp is also a great way to finish off enemies who are low health because, luckily for you, the right click has a forgiving hitbox that feels like a "lock on" beam most of the time. So if you're not exactly the best aim, Moira's got you covered. ...*Mostly*. You can still definitely miss the mark with this ability, but hey, at least you're not missing shots as Ana.

### **E: Biotic Orb**

Another ability suiting Moira's theme, Biotic Orb has two sides to it: you guessed it! - healing and damage. To activate this ability, you hit E, then choose either left-click (Healing) or right-click (Damage). Thankfully, this lines up with which button to hit for her Biotic Grasp abilities. The Orb shoots out pretty quickly, but it'll slow whenever it comes into range of a wounded ally for healing or an enemy for damage. Be careful about using this ability around a D.Va though, since she can D.Matrix it, and you'll be down a powerful ability for 10 seconds. The Orb can also bounce off walls and pass through enemy barriers. This gives you opportunities to hit cool trick shots to heal an ally out of your Biotic Grasp range or to damage enemies from unexpected angles.

### **Biotic Orb (Heal)**

Let's start with the Heal Orb first. I get it, you finally got your hands on a damage-dealing support hero, and you're just itching to hold down right-click and toss damage orbs all over the place - we've all been there. Adrenaline courses through your veins with every elimination you get 1v1ing the enemy Junkrat or taking out an airborne Pharah.

But, as with every support hero, your main priority to make sure your team stays alive. The Heal Orb does 75 healing per second for 4 seconds, which can restore your teammates to full quickly, especially if used alongside your left-click Heal. Plus, its unlimited travel range means you can heal heroes you couldn't normally reach with your left-click, like a Widowmaker on high ground. During messy teamfights, tossing a Heal Orb can be more powerful than yeeting a Damage Orb into the fray. Your damage dealers and tanks will most likely have a higher chance of finishing off kills, rather than your measly Damage Orb.

Before you toss out an Orb, think about how much healing YOU need because the orb will slow down immediately to heal you. You might have to toss out a healing orb faster than you expected since the orb will slow down, even if you're in need of just 10 HP. This could cost your team an important teamfight because an ally didn't receive the healing fast enough.

### **Biotic Orb (Damage)**

Yet Moira's Damage Orb *does* have its place, I promise. The Damage Orb deals 50 DPS for 4 seconds. This isn't a ton of damage, but the Damage Orb is a great ability for Moira to gain ult charge. You should definitely be using this ability at the beginning of every round on Defense. Toss the Damage Orb at the Spawn Room and watch as the ult ticks up. Or, y'know, completely whiff and just watch as the Orb flies into the sky... wasted.

You can also start team fights off with the Damage Orb for extra ult charge, but do watch out - an ult like Zarya's Graviton Surge can scoop your teammates while the Orb's on cooldown. However, if you're ahead in a team fight, and your teammates don't need much healing, go ahead and fire off Damage Orbs. This is a great way to finish off low-health enemies since it bounces all over the place, even if a Reinhardt is spinning around desperately to hold his shield against it. Focus on using Damage Orbs to secure kills - if you don't secure kills, you're likely just giving the other team easy healing for support ultimates.

As mentioned previously, you can use the Damage Orb with your right-click to ward off or even eliminate any heroes who decide to jump on your butt. Another cool trick is to flush out enemies sitting near chokes or flank spots - if you start dealing damage after tossing out that Orb, then you'll be able to tell your team that someone's hiding there. Do note that your orb doesn't deal damage to hero-built gear like Symmetra's or Torbjorn's turrets so don't rely on this ability to destroy them if the Defending team is hiding behind walls of turrets.

Moira's Biotic Orb is an awesome ability that just becomes more fun to use as you play her more. Because of its wall-bouncing effect, you can find some clever spots to surprise the enemy team or clutch out some heals. It's simple trigonometry, after all.

### **Shift: Fade**

Similar to Reaper's Wraith Form, Moira can hit L-Shift to Fade away, giving her a boost of movement, invisibility, and invulnerability to damage for 0.8s. The max range of this ability is 15 meters, though you can go any direction as your normal movement. Fade also cleanses negative effects off you, like Zenyatta's Discord Orb, Ana's Biotic 'Nade, and even Tracer's Pulse Bomb. (Just be careful not to deliver her Pulse Bomb to one of your teammates.) However, positive effects are also removed, like Zenyatta's Harmony Orb or Mercy's Caduceus Staff.

This ability is relatively short at 6 seconds and has a ton of versatility, so be sure to use Fade often. Getting dove? Reposition yourself away from them. The enemy Mercy looking like a juicy target? Chase her down before she flies away. Snipers poppin' off, and you need to avoid their line of sight? Slide on over to the rest of your team without getting picked off by a Widowmaker or Hanzo. Winston decides to dive without the rest of the team, and now he's in a pickle? Fade on over and toss some healing his way, then Fade right back out. Can't stay alive as Ana or Zen? Keep yourself safe with the plethora of tools that Moira packs - Fade gives her a unique survivability mechanism that even Lucio's Speed Boost and Wall Ride can't quite match.

### **Ultimate: Coalescence**

Yes, yes, we've been going on about how you, as a support player in good faith, should be focusing on healing your teammates instead of killing the enemy team, *blah blah*. But what if you could do both at the same time? Well, you can! Moira can bust out a Kamehameha in the form of her Ultimate, Coalescence. Although, I don't think that a Kamehameha has ever *healed* anyone in the history of Dragon Ball. That's right - Coalescence heals allies *and* damages enemies at the same time.

Coalescence is a beam which goes through all Barriers (except Zarya's which will just charge her up, so good going, you), D.Va's Defense Matrix, and other similar abilities. Lasting 8 seconds, Coalescence deals 140 healing per second to allies and 70 damage per second to enemies, as well as healing Moira for 50 healing per second. Since the healing is stronger, you should definitely use this ultimate whenever your team is taking too much damage. However, this won't do much to save your allies from the DPS output of huge bursts of damage like Hanzo's Dragonstrike, Junkrat's RIP-Tire, or Genji's Dragonblade.

With its far, 30 meters range, this Ultimate pierces through (yes, the heavens, we all know Moira is a weeaboo) and affects everyone as long as they are getting hit by this gigantic swirling beam. Make sure you line up the ultimate beforehand or use it in narrow areas since, unfortunately, Coalescence can't break through walls. Some of your allies might be missing out on some important heals if they're not in line of sight.

Another note - Moira can't access any of her other abilities while using her Ultimate. So, if D.Va decides to toss a Self-Destruct while you're blasting out damage and healing, you won't be able to Fade away from it. Luckily, though, Coalescence gives Moira a small burst of movement speed, which can help her avoid sticky situations like that or chase down any low-health enemies.

Try to use this ability as often as possible. As mentioned before, Moira has a lot of abilities that help her gain her Ultimate quickly. To maximize its effectiveness, toss out a Biotic Orb before using Coalescence - which cancels Biotic Orb's animation, so that's cool! - and don't switch targets. You could melt down 200 HP heroes with help from a Damage Orb and your team, or you could clutch out a team fight win by keeping your teammates topped off.

With all these abilities at the tips of Moira's long and well-manicured fingernails, you should be able to carry more games as this mad scientist and reach new heights on the competitive ladder.

### **Third video: Matchups, Counters, Team Compositions**

#### **Matchups/Counters**

Moira matchups... oh boy, does Moira have counters. The following may seem like a lot, but don't worry - Moira *does* have a ton of ways to play around them.

*Who you should Fade from:* Fade is a great ability to use to avoid any huge amounts of damage, but these heroes, in particular, are good to save Fade for. Hammond because he'll probably boop you around and try to use his Ultimate on you and the rest of the backline, Bastion because you won't do nearly enough damage on your own to kill him, and Snipers because... well, your range isn't that great, other than the Biotic Orb, which probably won't do much more than tickle them.

Keep your distance from these heroes. Rely on your team to take out a Hammond and, when he's not paying attention to you, you can focus your Damage Orb and right click onto him. As for Bastion, toss some Damage Orbs his way rather than fighting him head on since you're just not the right hero to deal with him - the same goes for any sniper.

If you do end up going 1v1 against any DPS heroes, focus on tossing your Damage Orb at them while using your right-click. Learn to strafe and crouch often so that you're a much harder hero to hit.

*Any form of CC:* What do McCree, Brigitte, Doomfist, Reinhardt, Sombra, Roadhog, and Mei have in common? They all have strong crowd control that can lock you down during your ult. Make sure you're utilizing the range of Coalescence because, without hard crowd control, the only other way the enemy team can stop your Ultimate is by eliminating you. Which some smart DPS players will take advantage of since you can't Fade away during your Ult.

*High Damage Ultimates:* On that, what do Pharah, Genji, and Hanzo have in common? Rocket Barrage, Dragonblade, and Dragonstrike - they (and a few others) are all high damage ultimates that Coalescence usually won't heal through. The exception to this is having your Ana use her 'Nade on your team before you toss in a Healing Orb and Coalescence. However, your Ultimate is a good way to kill a Pharah if she's not being pocketed by a pesky Mercy.

*Barriers (Orisa, Reinhardt):* Your Biotic Grasp (both its healing and damage versions) is futile against Orisa, Reinhardt, Winston, and Symmetra Barriers. That being said, your Ultimate *will* go right through and can apply a ton of pressure to them and whoever's hiding behind those shields. Hey, whatever works. Save Coalescence if you're finding these barriers to be blocking your line of sight for healing.

*Zarya:* Movement abilities are disabled for heroes locked in Zarya's Graviton Surge... except Moira (well, *and* Reaper, but c'mon, the abilities are pretty similar). With that in mind, if you ever get stuck in a Graviton Surge, you can just Fade right out and pop your Coalescence to keep your teammates healed up while they wait out the Grav's duration. However, do be careful - Zarya can charge up pretty easily against your Coalescence with her Personal and Project Barriers.

*D.Va*: *D.Va* can easily eat your Biotic Orbs with her Defense Matrix. That is probably one of the worst feelings as a *Moirra* player. This limits how much ult charge you gain, how much healing you do, how much damage you output... really, *D.Va* just puts an overall damper on *Moirra*'s effectiveness as a support if the Biotic Orbs are consistently being eaten.

If you're having issues against an Orb-hungry *D.Va*, focus on aiming the Orbs away from her. Or don't even toss an Orb out at the enemy team. Bounce the Healing Orbs around your team until you de-mech *D.Va*, possibly with your Coalescence since it hits through *D.Matrix*. Once she's out of her suit, you can start throwing Orbs at their team like it's going out of style.

### **Team composition**

*Moirra*, with her insane amount of utility and healing per second, is a main healer and works best in that role. Watch out as you might end up competing with an *Ana* for ultimate charge if you're on the field together. However, *Moirra* does have a harder time healing people who play out of her range, such as flankers like *Genji* or heroes with high vertical mobility, like *Pharah*. Playing with those heroes isn't impossible, but requires more coordination between your entire team. Since she can heal a bunch of people at the same time, *Moirra* works best with slow-moving tanks who will be bunched up together, like *Reinhardt*, *Roadhog*, *Zarya*, and *Orisa*.

This is especially true for triple- or quad-tank team compositions, as *Moirra* will be able to keep strong and consistent healing, so long as your tanks stick together. Slow-rolling through the choke of *Volskaya* first point is so much easier when the tanks aren't getting shredded by the defense. Plus, all these high HP heroes will give you opportunities to build your Ultimate faster than most heroes in the game. And if flankers and divers are giving you trouble as *Ana* or *Zen*, swapping to *Moirra* is a breath of fresh air since you can Fade away and save yourself without losing healing output.

### **Fourth video: Maps**

*Moirra* works best on maps that tank-heavy compositions work on, like *King's Row* or 2 CP maps on *Attack*. A death ball or *GOATS* composition with *Moirra* slotted instead of *Zenyatta* or *Ana* can work well on a map like *Temple of Anubis*, where your team has to walk through dangerous chokes. When coordinated during a push, *Moirra*'s high healing output can keep any teammate alive, so long as they don't wander off on their own. However, *Moirra*, being a shorter-ranged healer, won't do much good with teams who are jumping all over the place and using high ground, like parts of *Numbani* first point defense or the *Watchpoint: Gibraltar* hangar phase, since she has no vertical mobility.

Certain Control Point maps, like *Nepal: Shrine*, are strong for *Moirra* if there is little outdoor areas. Sticking inside and near close, tight spaces will keep Orbs bouncing around to either heal your team or damage the enemy. The same goes for narrow alleys and sightlines, such as the different phases of *Kings Row*. *Kings Row* first point and streets phase have long sight lines for *Moirra* to toss an Orb out and utilize her Coalescence effectively. For *Moirra* to reach her fullest potential, players should learn the best spots are for bouncing Orbs around or the cleanest

sightlines to use her all important ultimate. Plus, her Fade becomes even trickier to figure out when you know every last nook and cranny of a map. Take a fun, Fade-filled stroll through each of the maps to get an idea of the best places to set up as Moira.

### **Fifth video: Advanced tech**

#### *Biotic Orb Tricks:*

A fun trick is to aim the orb at a flat ceiling surface so that it bounces endlessly in the same spot and ensure that your orb heals the entire time. This also works with parallel walls, which you should be able to find near almost every objective area.

When you're tossing out orbs, aim them toward a character's intended path, not straight at them. The orb still takes a little while to travel and, if you're not careful, you might not actually provide the healing or damage that your team needed.

As mentioned previously, Moira can gain early ultimate charge on Defense by throwing Damage Orbs at the enemy spawn door. Aim at the top of the spawn door so that orb actually bounces back and "follows" the enemy team instead of going into their spawn room instead. If possible, step up as far as you can from their spawn room and launch the orb early - doing so will still give you ultimate charge, but allow you to have enough time to have that second orb ready to go.

#### *Fade Tricks:*

Fade has a couple of neat jump-related tricks as well! Jump at the end of your Fade to gain a little bit more distance. It's a small maneuver, but you might need that extra bit of distance to secure a kill or stay alive. If you jump right after pressing L-Shift, you can cross large horizontal distances, such as the two tall buildings on first point Dorado or jump the gap from Watchpoint Gibraltar's spawn to the bridge. One of the funniest ones, however, is when an Orisa decides to use her Halt on you. When she does pull you, Fade out, which maintains Halt's momentum, allowing you to fling yourself even farther than usual.

When you get stunned or CC'd in some way, hold down L-Shift instead of tapping it rapidly. After the CC ends, the ability will immediately activate, and you'll be able to Fade out as soon as possible. This could be the difference between you living and dying.

Fade is a great way to reposition yourself to get better angles before using Coalescence. As mentioned in the Counters video, one of the best uses for this tactic is to Fade out of Zarya's Graviton and Coalescence your team to ensure their survival. Another great use for Fading before ult is to bait out an enemy's ult with Fade, like Genji's Dragonblade or Reinhardt's Earthshatter, then immediately using Coalescence because they won't be able to catch up to you.

#### *Team Fight Positioning:*

As weird as it sounds, Moira's survival as a main healer is more important than the survival of other heroes because of her sheer healing output and utility. But hey, if *you* survive, then that means you can help the rest of your team survive. Right? Right.

Focus on healing tanks, and focusing on killing backline when you *are* pushing forward. Don't sit too close to your tanks because you might get caught in a huge ultimate aimed at your tanks. If your backline needs some help, be within Fade-range to run back and give them a hand. Moira doesn't need to be in the enemy's line of sight unless she needs to recharge her healing resource with right-click. Play smart and behind your team's shields or any natural walls on the map.

One of the best Coalescence uses is when players are trying to retreat - focus on the backline and healers because you might force a defensive ult. Toss out that damage orb, then cancel it into Coalescence. This combo is especially powerful after taking the first point on a hybrid map, like Kings Row's streets phase or the ramp after Blizzard World.

In the words of Moira, remember: "Stupidity is not a right," so use this knowledge, get out there, and win some competitive matches!