# Brawl Stars Tier List

Brawl Stars is an online multiplayer arena third-person shooter created by video game company **Supercell**, previously known for their highly successful mobile games such as **Clash of Clans** and **Clash Royale.** The game consists of several different modes such as Battle Royale and 3v3 Team Battle, a wide array of maps, and a large selection of “Brawlers”. A **Brawler** is a character that the player selects at the start of every match, each brawler has a unique set of basic weapons/attacks, abilities, and ultimate. Brawl Stars currently has a **roaster of 55 Brawlers.**

Ever since the game came out back in June 2017, Supercell has been adding tons of new **brawl stars characters** every year, paired with the regular buffs and nerfs that they receive every update, it is bound to get confusing deciding which character is the best in the current meta and which character you should avoid playing. Whether you’re a newcomer to Brawl Stars or an old player looking to catch up with the **best to worst brawlers** in the current meta, this **brawl stars tier list** will help you choose the right brawler for you.

For choosing a brawler to play, the first thing a player notices is the inner rating system for the rarity of brawlers in the game itself. This rarity-based system is classified into the following 7 brackets:

* **Common**
* **Rare**
* **Super Rare**
* **Epic**
* **Mythic**
* **Legendary**
* **Chromatic**

But these classifications are not translative to the performance of a brawler in-game, the rarity of a brawler does not decide whether it is a viable option for winning games or not, it is more of an indicator of how unique and beginner-friendly the brawler’s kit is

After extensive research, careful consideration, and first-hand experience we have created this tier list while keeping in mind the rarity and difficulty of the brawlers so it may be easier to find the right fit for you.

## S-Tier Brawlers

These are the undisputed best brawlers in Brawl Stars given the current meta. They have high base stats, useful attacks, and gadgets accompanied by some devastating supers. They will dominate any map with any team comp. If your goal is to grind ranked or just win games in general, you should consider giving one of the following brawlers a try

* **Spike – Legendary**

Spike has one of the longest ranged attacks in the entire game, he can heal with his gadget, and control areas very well, spike can basically do everything and he can do it very well making him the absolute best brawler in the meta

### Class

Damage Dealer

### Movement speed

720 (Normal)

* **Ash – Chromatic**

Despite being nerfed, Ash is still the second-best brawler in the game. He has a large health pool; he has no problem running inside enemy teams and filling up his rage. Paired with a healer in the team, especially Byron, their team comp becomes unstoppable

### Class

Tank

### Movement speed

720 (Normal)  
770 (Fast; half Rage)  
820 (Very Fast, full Rage)

* **Byron – Mythic**

Byron is THE best healer in the game right now, plus his star power can make enemy healers useless. His attacks can both deal damage, and heal allies, combined with his long-range he becomes the third-best brawler in the game

### Class

Support

### Movement speed

720 (Normal)

* **Eve – Chromatic**

Eve can deal great damage over long distances and the big projectile she shoots is hard to miss, along with that she can also jump away from enemies if they try to burst her and her hatchlings can soak up a lot of enemy damage and ammo

### Class

Damage Dealer

### Movement speed

720 (Normal)

* **Crow – Legendary**

Crow has always been a strong brawler ever since he was released, and the current meta makes him even stronger as he can counter tanks by cutting their healing in half and slowing them down, he just completely shuts down most meta team comps. The only downside to crow is that you must be a little skilled at him to use him effectively.

### Class

Assassin

### Movement speed

820 (Very Fast)  
3000 (with Super)

* **Fang – Chromatic**

Fang has one of the highest burst potentials and his super allows him to counterplay enemy brawlers. He is just a very good brawler at the moment, and you can also add a stun gadget to his kit which makes him unstoppable.

### Class

Damage Dealer

### Movement speed

770 (Fast)

* **Stu – Common**

Stu is one of those brawlers that is difficult to master but once you learn how to play him, it is worth it as he is one of the best brawlers in the game right now earning him a spot in the S-tier

### Class

Assassin

### Movement speed

720 (Normal)  
820 (with Speed Zone)  
3000 (with Super)

* **Leon – Legendary**

Leon can get close to enemies and burst them down quickly without giving them a chance to react, and unlike other burst brawlers, he can also do decent damage even at long range

### Class

Assassin

### Movement speed

820 (Very Fast)  
1070 (with Smoke Trails)

## A-Tier Brawlers

These brawlers are a good and viable pick, they work well in many different team comps as some of them can dish out heavy damage, and others can help their team by healing or dealing with tanks, whatever the case, these Brawlers will help you win games or just have fun in general. If any of your favorite brawlers are in this tier you don’t have to worry about considering a different main brawler anytime soon

* **Darryl - Chromatic**

Daryll is one of the strongest brawlers in brawl stars. He can deal large amounts of damage and has a massive shield when he is rolling making him very good at soaking up enemy damage. The only reason Daryll is not in S-tier anymore is because of some recent nerfs he received making him not as good however he is still good enough to be at the top of A-tier

### Class

Hybrid

### Movement speed

770 (Fast)  
2400 (with Super)

* **Pam - Epic**

Pam is a brawler with a balance of health, damage, and healing. She is a well-rounded brawler on her own however she works best when she is paired with tanks that can benefit a lot from her slow healing

### Class

Support

### Movement speed

720 (Normal)

* **Rico – Super Rare**

Rico works well in maps with a lot of walls that he can bounce his shots off of, luckily for him, that is most of the maps in ranked right now making him an extremely viable pick

### Class

Damage Dealer

### Movement speed

720 (Normal)  
970 (with Robo Retreat)

* **Gale - Chromatic**

Gale recently got a massive buff to his star power that increased its stun duration, paired with the fact that he has always been very good at dealing with close-range brawlers and tanks due to his attacks which can blow them away makes Gale a good choice

### Class

Hybrid

### Movement speed

720 (Normal)

* **Tara - Mythic**

Tara has remained very good for most of the year because of her super that allows her to pull enemies, most of the brawlers in the current meta are long-range brawlers making her super extremely useful in disrupting the entire enemy team. Tara remains in the A-tier despite receiving nerfs to her attack damage because what makes her really strong is her super not her attacks

### Class

Damage Dealer

### Movement speed

720 (Normal)

* **Sandy - Legendary**

Sandy is a very well-built brawler, he can turn his whole team invisible with his super, he can stun enemies with his gadget, and his regular attacks also deal a fair bit of damage making him suitable for most if not all situations

### Class

Support

### Movement speed

770 (Fast)

* **Piper - Epic**

Piper struggles in close ranges but at long range, her attacks deal devastating amounts of damage plus she can always just jump away or use her gadget to push enemies away if she is stuck in a close-range situation, paired with a meta that promotes healers, Piper becomes a very good choice

### Class

Damage Dealer

### Movement speed

720 (Normal)  
1500 (with Super)

* **Belle - Chromatic**

Belle has a solid attack range, paired with consistent damage and a super that her to deal with tanks. Moreover, her attacks bounce off other brawlers, as long as the map is not too unfavorable to her, she is a great well-rounded brawler.

### Class

Damage Dealer

### Movement speed

720 (Normal)

* **Lola - Chromatic**

Lola has useful long-range attacks she also has a new gadget that allows her to switch places with her ego, the reason she isn’t in S-tier is that her super damage got nerfed, it is still a lot, just not as much as it used to be

### Class

Damage Dealer

### Movement speed

720 (Normal)  
1500 (with Super)

* **Rosa - Rare**

Rosa has remained a strong tank option in the past and she continues to do so but because the current meta promotes anti-tank brawlers, Rosa has moved down from being an S-tier brawler to A-tier

### Class

Tank

### Movement speed

770 (Fast)

* **Buzz - Chromatic**

Buzz has one of the highest burst damage in the game and can quickly outburst most enemies, he does require a bit of patience to charge up his super so if you are a player that can efficiently do that then Buzz is a good choice for you

### Class

Assassin

### Movement speed

770 (Fast)  
4500 (with Super)

* **EMZ - Common**

EMZ has risen to A-tier because strong tanks are just generally very popular in the current meta, moreover, she recently received a second gadget that allows her to shoot through walls. Combined with her fairly long-range, she proves to be a good pick

### Class

Damage Dealer

### Movement speed

720 (Normal)

* **Brock - Common**

Brock received a rework which gave him an entirely new super and made him better in almost all situations, he can deal lots of long-range damage and control areas very well earning him a spot in A tier

### Class

Damage Dealer

### Movement speed

720 (Normal

* **Meg - Legendary**

Meg has remained one of the best brawlers for quite some time because of her insanely powerful mecha, but unfortunately, the said mecha has received some nerfs making her not as good and moving her down to the bottom of A tier

### Class

Damage Dealer

### Movement speed

770 (Fast)  
720 (Mecha; Normal)

* **Colonel Ruffs - Chromatic**

Colonel Ruffs recently got an attack damage buff and it made him feel way better as a brawler. He is extremely good in 1v1 situations and once he gets his super charged, he can buff up himself or a teammate and make them do destructive damage

### Class

Support

### Movement speed

720 (Normal)

## B-Tier Brawlers

The following brawlers can work in certain game modes or team comps, but they are not a go-to option in the current. They are in the middle of the tier list as we are not actively advising you to refrain from picking these brawlers if you like playing them, nor are we advising you to necessarily pick them every game. These Brawlers can be fun to play and are used by some people but just don’t rely on them for climbing ranked as it is unlikely to work

* **Tick - Common**

Tick is at the top of the B-tier because of his long-range attacks, and very useful area control potential. He is very good when he has his team present around him, the reason he could not make it to A-tier is that he is very squishy and cannot do much by himself

* **Mr. P - Mythic**

Mr. P recently received massive buffs making him from one of the worst brawlers to a viable option ranking almost at the top of the B-tier

* **Surge - Mythic**

Surge has always been a dice roll, while being almost useless at level 1 and S-tier at level 4. His ranking mostly depends on whether he is able to charge his ultimate or not. In the current meta, he is viable against enemies he can get an early advantage against

* **Barley - Rare**

Barley is becoming a viable option because of the new map rotation which highly favors him and helps him stay behind cover while dishing out damage

* **Griff - Epic**

Griff is good at both, dealing with tanks and getting over walls, and he recently received some buffs making him one of the best in B tier

* **Gene - Mythic**

Gene’s super is a very useful and powerful ultimate but he sometimes carries the risk of pulling on high DPS close range enemies that can easily kill him, but if he does not pull them, he struggles to provide enough long-range damage to akill them so he is not the best option at the moment

* **Sprout - Mythic**

Sprout struggles in the current meta against brawlers that can easily get close to him, he still has some viability if such brawlers are not present in the enemy team

* **Mortis - Mythic**

Mortis is useful while catching with his dashing attacks but unfortunately there are a lot of close-range brawlers in the current meta that can out DPS him

* **Frank - Epic**

Frank is a great brawler on his own, but he is having a tough time in the current meta because as soon as the enemy team sees Frank they just

pick anti-tank brawlers which makes him a little tricky to play

* **Max - Mythic**

Max recently received a buff making her a solid option as she is always able to help out her team in more than one way

* **Squeak - Mythic**

Squeak has not gotten the love he deserves ever since he came out, but he is a viable option in pro play with his kit focusing highly on containing the enemy team and controlling the map

* **Jessie - Common**

Jessie is a great choice if the enemy has spawns or turrets that she can bounce her shots off of, otherwise, she should not be picked

* **Bea – Epic**

Bea is a long-range brawler that can counter tanks, she is viable in certain scenarios but for the most part, there are other, better long-range and anti-tank brawlers.

* **Poco - Rare**

Poco is a great brawler because of the constant healing he provides to his team, he is very consistent but there are some better healers in the current meta so he remains in the B tier

* **Grom – Epic**

Grom recently received some major nerfs after dominating the game for a little while, he is a lot more balanced now and he stands at the middle of the tier list as a brawler

* **Bull – Common**

Bull is a viable tank pick and can do major damage at close range but his super is a little difficult to land in the current meta because of how many interruptions he can get hit by during the long dash

* **Collete – Chromatic**

Collete got her second gadget in a recent update, plus, she was already pretty strong at countering tanks which makes her a preferred pick against tanks now

* **Carl – Super Rare**

Carl can do a lot, but his ultimate is risky to use on the offensive and often gets him caught in difficult situations. Despite this, he recently got buffed and is a good pick in some cases now

* **8-bit – Common**

8-bit has an extremely long-range and he is great at a distance but to trade it off he has a very slow movement speed which makes him easy to catch. That being said, 8-bit is still great against tanks and other brawlers with not many dashes and movement speed

* **Nani – Epic**

Nani is great in maps that are a little more open, because of the shape of her basic attacks. She can easily land her attacks and kill multiple enemies simultaneously

* **Shelly – Common**

Shelly can be viable in some scenarios when the enemy team has brawlers as she counters brawlers very well with her kiting abilities but other than that, she is at the bottom of B tier

## C-Tier Brawlers

These brawlers are a little better than the brawlers down in the F tier, but they should still not be picked by anyone in ranked games as they drastically reduce your team’s chance of winning the game. If you want to pick them for any reason, pick sparingly in other game modes such as normal battle royale, so there is no team that can lag behind due to you playing these Brawlers.

* **Dynamike – Common**

He is not a very good option as his attacks are delayed and very hard to hit, his kit just seems flawed

* **Amber – Legendary**

Amber does damage over time and Brawl Stars has a lot of tanks and healers in the current meta, so Amber is currently not effective

* **Bibi – Epic**

Bibi does a lot of damage and has good health, but many other tanks are simply just a lot better than she is

* **Colt – Common**

Colt has very high damage but is extremely difficult to use because of his multiple bullet attacks

* **El Primo – Rare**

El Primo is currently not very useful and just gets kited and bullied by lots of anti-tank brawlers unless he can land his ultimate on them

* **Nita – Common**

Her bear paws can sometimes be a hindrance to some brawlers but there are a plethora of better choices than her

## F-Tier Brawlers

These Brawlers are what you call the bottom of the barrel, they are the lowest of the low in the current meta. They should be avoided at all costs in ranked games unless you are looking for a guaranteed loss, moreover, they are just not fun to play with their gameplay being flawed or very weak so they should not be used in normal games as well.

* **Lou – Chromatic**

Lou has decent range, attacks, and ultimate but his general stats are in dire need of a buff

* **Edgar – Epic**

Edgar has not changed much in his ranking since the last few patches either and there are just too many abilities and characters in the game that can deal with him extremely easily

* **Jacky – Super Rare**

Jacky recently got a buff to her superpower which was helpful but still not enough to make her viable

* **Bo – Common**

It is very hard to hit anyone with his main attack and his ultimate is easy to play around, and he has gotten even worse with the last few updates

* **Penny – Super Rare**

Unfortunately for her, this last update didn’t help her at all, she has been at the bottom for quite some patches, and it does not seem as if that’s going to change anytime soon.