

Welcome to **the Omnic Lab**. We're a podcast that focuses on the strategies inside of the game of Overwatch. We learn through trial and error in the lab, even if things get a bit crazy and blow up sometimes! We'll brew up team composition strategies, stir in some tips to play better, and hopefully equip listeners with the instruments they need to gain a strategic edge!

In the Lab **this week** we've setup the car wash for the next installment of Going Deep for Symmetra! We have XRYZ coming in through the teleporter to help us out with some Top 100 tips, tricks, synergies, and team discussions about the hero as well!

Links:

- *omniclab.com
- *discord.me/omniclab
- *patreon.com/omniclab
- *youtube.com/omniclab
- *twitch.tv/omniclab

TAG WORDS: overwatch, omnic, lab, podcast,

ANNOUNCEMENTS:

- **July Game Night?**
- Blizzcon 2017 Tickets--update

Competitive Update: Rob & Andres

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News & Blue Posts:

- [PTR Round 2](#)
 - **Doomfist** Rocket Punch down 20% (30m to 24m)
 - [Skyline Doomfist Primer](#)
 - **Doomfist** Seismic Slam only works on areas lower than current position.
 - [Geoff Goodman wants to change this](#): Equal Height or lower is desired.
 - **McCree** Flashbang: slows targets significantly when they are stunned
 - **Reaper** Shadowstep: VO & SFX lowered by a lot.
 - **Reinhardt** Hammer: 10% Faster swing speed & more responsive
 - **Reinhardt** Charge: impact now causes zero damage when charging an enemy charging Doomfist/Reinhardt but still causes knockdown effect.
 - **Zarya** Graviton: **Now disables all movement abilities of affect targets. This is similar to how Junkrat's trap affects abilities.**
- Omnic Meta: [Hero Use PC S5W3](#) and [Hero Impact Patch 1.11 PC](#)

Going Deep Abilities:

[Symmetra Reference Source](#)

- 100HP/100 Shields - Support Hero
- **Photon Projector Beam (Primary):**
 - 7.5-15-30 dmg per "hit" (4 "hits" per sec)
 - 30/60/120 dps
 - 7m Lock-on range
 - 9.5m Tether breaks
 - 100 ammo (7rps)
- **Energy Ball (Secondary):**
 - 26-125 dmg depending on charge
 - 10m per sec
 - 4-20rps based on charge
- **Sentry Turret (Shift):**
 - 1HP
 - 30 dps & -25% move speed (est.)
 - 10m range
 - 1.4s cast
 - 10s CD (per turret)
- **Photon Barrier (E):**
 - 1025HP
 - 5.5 mps
 - 5m Wide
 - 10s CD
- **Shield Generator (Ultimate)**
 - 50HP//250Shield
 - 6 Uses
 - 2s setup cast
- **Teleporter (Ultimate)**
 - 50HP//250Shield
 - +75 Shields to Allies
 - 50m range
 - 2s setup cast

Going Deep Hosts' Q's:

- What is Symmetra's **Role** and what does he excel at?
 - We got a few questions about Symm being a support. Could you speak on how she is or isn't a support and what team comps should be like to balance around her?
- What Heroes are what you want **to play with** a Symm?
 - **RickyTicky** - Preferred healers to support you on Symmetra? How good is Nano-Symmetra?
- What Heroes **give you the hardest** time as Symm?
- What maps does she **excel** at?
 - **AweStruct** - When is symm best for offense?
- What maps does she **struggle** on?
- Let's talk about the **Turret Sentries**:

- **xCDx_Disciple**: How do you go about grabbing ultimate charge on the first push/defense with regards to Turret placements in particular?
 - **Demon Tech** - Random Car Wash/Microwave locations or general annoyance turrets?
- **Primary, Secondary, & Projected Shield**
 - **Tristanf11** - How can you better choose between Alt. fire the Balls of death or Laser Beam?
 - **BodegaRatX** - What vulnerability do you look for when deciding to lock on to a target and how do you position yourself so you don't get killed in the process? Who do you avoid going after?
- **Ultimate: Teleporter vs Shield Generator**
 - **X-Kaliper17**: When you get teleporter do you immediately leave a team fight to go and place it? Or do you stay in the fight, risking dying, and wait till the fight has ended to place it and be sure nobody knows where it might be?
- How does someone **utilize the kit (combos)**?
- Let's talk about **Positioning**.
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Symmetra Community Questions:

- **UlsarPulsar** - How do you deal with toxicity against your pick?
- **Zadca** -
 - Favorite Strats for Maps Symm is considered weaker to play?
 - How do you defend/attack payload while being mobile?
 - How do you evaluate trading Tracer Pulse Bomb for your Symm Ults?
 - How do you present yourself as an aggressive threat, but also play safe?
- **J.Coop** -
 - How do you flip points on King of the Kill when you lost the point? Follow tanks? Lure people off?
 - Do you ever stack up turrets on a basketball in spawn and then bring it out to the fight?
- **Kaputcha** - do you feel like there are any changes Blizzard needs to make to Symmetra to improve, not only her balance, but also her overall appeal? (Super polarized opinions about her being OP/UP)
- **Shasear**: What separates Bad, Good, and Great Symmetra? I imagine there is a decision making process that's very nuanced, and those nuances are lost on lower-level players watching top-ranked play.

EMAILS

iTunes Reviews: (2)

- Sebastian from MA (USA)
- Th1rsry Hippo (USA)

Reference Links:

- Grant from the Intro: [Twitter](#), [Soundcloud](#)
- Secret link:

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- (14/25) Ben W, IceWeasel, HannibalSnowden, Lisome, Magic, Michael Crits, RcCrispy, RoadtoSwole, Sketchy Nonsense Podcast, Spektr, TragicZac, Trinium, & Zampano.
- New Patrons this week (2 NEW): (114 Total)
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"Don't be a lab rat, be a scientist...see ya next week, Omnics!"