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 show to be a LOT more chill than normal. We've brought in special guest Jardio, a top 500 player and hero specialist to talk about Mei with us this week. Jardio has made it to top 10 for 4 seasons in a row (seasons 2-5) on the competitive ladder playing primarily Mei.

Links:
*omniclab.com
*discord.me/omniclab
*patreon.com/omniclab
*youtube.com/omniclab
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TAG WORDS: overwatch, omnic, lab, podcast,

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

Competitive Update: Rob & Andres
- ●

News & Blue Posts:
- **Doomfist Release: July 27th**
- **Doomfist - Masquerade Comic**
- **Doomfist - Motion Comic**
- **Possible Gun Cosmetics**: Reddit Link
- **Reinhardt changes on PTR**
  - Fire Strike hit-box was too small
  - A host of hammer swing issues affected by high network latency have been addressed
  - We've also increased Reinhardt's hammer swing speed by 10% in general in 1.13
  - Several animation cancelling bugs (also high network latency related) have been fixed
  - Fire Strike and Charge animations now sync correctly regardless of network latency

- - Charge reliably pins targets instead of knocking them back (Note: we fixed a number of issues and all of the issues we were reliably able to reproduce. Because charge is a cone-based attack and latency is involved, there might be other issues that surface. Providing us reproducible steps or video clips will help us if additional issues arise)
    - Charge reliably pins targets when moving up steep stairs/ramps (see above note)
    - **Not fixed yet:** Earthshatter isn't picking up targets under certain circumstances. We intend to fix this issue in the next patch.
  - **Omnic Meta**: ([Homepage](#)) [PC Meta Report S5 W7](#)

Going Deep Abilities:
[Mei Reference Source](#)
- 250HP - Defense Hero
- **Endothermic Blaster (Primary):**
  - 2.25 dmg per round
  - 45 dps
  - 10m range
  - 200 ammo (7rps)
  - 1.5s before a target is completely frozen
    - (although with people moving it's closer to feeling like 2s)
- **Icicle (Secondary):**
  - 22-75 dmg
  - 26-55m Falloff Range
  - 25 ammo per shot
  - 0.4s delay
  - 88.88 mps speed
- **Cryo-Freeze (Shift):**
  - 37.5 hps
  - 4s duration (max)
  - 12s CD
    - Immune to enemy damage & effects
    - Creates a LoS object to block some abilities
    - Mercy can still heal through it
    - Self-heal gains ultimate charge
- **Ice Wall (E):**
  - Five 500hp pillars go up
  - 35m range
  - 3m x 8m size
  - 10s CD
- **Blizzard (Ultimate)**
  - 97 dmg (i think this is over time?)
  - 10m Radius
  - Ult does not start until "Snowball" hits the ground to "deploy"
  - 5s Duration

Going Deep Hosts' Q's:

- What is Mei's **Role** and what does he excel at?
    - **DK** - Is Mei an off-tank, if so what other tanks do you like pairing with?
- What Heroes are what you want **to play with** a Mei?
- What Heroes **give you the hardest** time as Mei?
- What maps does she **excel** at?
- What maps does she **struggle** on?
- Let's talk about the **Ice Wall:**
    - **CD Disciple** - What are some interesting/different routes you've created with the Ice Wall?
    - **SpaceClown** - Just for fun, what is the one Mei wall you regret the most?
- Let's talk about the **Ice Block:**
- **Primary & Secondary Fire**
    - **Switch -** The majority of Mei's kit seems to be about area denial - but different types (icicle / wall for far distance denial, freeze gun / blizzard for close range. These two different types seem to create two different playstyles that you want to switch between. Can you describe what scenarios you would want far-range vs short-range denial?
- Ultimate: **Blizzard Timing and use**
    -
- How does someone **utilize the kit (combos)**?
    - Basic Combo: Slow to Freeze non tanks and Icicle headshot
    - Basic Combo: Ice Wall 1-2 targets off and freeze them and team focuses them to kill
- Let's talk about **Positioning**.
    - **Switch:** Can Mei Flank like pre-nerf Roadhog, but with the Wall instead of Hook?
- What is the difference between a Mei that is Bad, Good, and Great?
    - **Cyclops** - What defines a good match with Mei? Whats her role and what parameters need to be met to say you have done your job properly. I believe a good mei is defined by her wall usage.

Mei Community Questions:

- **SuperValle -** What mechanical skill/ability is the most important to practice and get really good with to make the most out of Mei? (For example: Aiming with her alt fire, placement of walls or absolute map awareness etc, anything you can practice methodically)
- **X-Kaliper17** - What is the most frustrating thing for you when you play mei? (Something teammates or enemies do)
- **BodegaRatX** - Mei seems pretty effective against dive heros, but yet she is rarely seen in this meta. Is she being underutilized or is she just too weak hp/dmg wise? (How would you buff her)
- **InfiniteNo1** - When playing Mei, do you consciously play using psychological warfare? for example, focus the flanker every time you find them, wall em off, freeze em, spam voice line, icecycle to the head and finish with troll emote. (tl;dr: do you consciously try to tilt the enemy team with Mei)
- **Tragic Zac** - Do you see a lot of potential in combining your tool kit with Doomfist's? I.E. baiting enemies into the open then putting a wall down turning it into Doomfist's little playground
- **Cr4Zy** - It seems like Mei's pick rate has decreased significantly, could you tell us why?

EMAILS

iTunes Reviews: (3)
- **BedJumpingBoi (Norway)**
- **The TCS (USA)**
- **Idepty (AUS)**

Reference Links:
- **Grant from the Intro:** Twitter, Soundcloud
- **Secret link:**

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"Don't be a lab rat, be a scientist...see ya next week, Omnics!"