

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 have the release of Doomfist to live with all the crazy updates to ranked and a big surprise for us for Attackers having an advantage in Overtime! Last we want to make sure we highlight the big rollout for the reporting toxic players feature.

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TAG WORDS: overwatch, omnic, lab, podcast,

#### ANNOUNCEMENTS:

- **July Game Night actually have to move to Aug 4th!**
- Blizzcon 2017 Tickets--update

#### News & Blue Posts:

- **Omic Meta:** ([Homepage](#)) [Console Meta Report S5 W8](#)
- **Possible Junkrat changes coming to PTR** ([Source](#))
  - PVP Twitch Thoughts [Video](#)
  - Currently on our internal builds Junkrat has **2 charges of his Concussion Mine**. This allows you to do all kinds of cool stuff like launch yourself into a fight and still have a charge to escape with, or launch yourself up into a Pharah and still have a charge to try and kill her with. Previously this was possible before but you had to plant one on the ground and then wait for the cooldown to come back before doing this. That is still possible, which allows for a triple jump now if you want/need that, but now it is a lot more reliable to do with 2. It has been a ton of fun to play with so far.
  - We're also looking at **making his ult a bit better**. We're experimenting with a **movement speed increase or a health increase** on the tire. **We wouldn't do both** things but in either case it should be more reliable to use in more situations.
- **Possible Roadhog change coming to PTR** ([Source](#))
  - Take a Breather (healing) will reduce damage while healing by 50% and allow him to heal while moving.
- **OWL Signings & Salaries** ([Source](#))
  - Official player signing window for Season 1: Aug. 1st to Oct. 30th 2017
  - Eligibility to sign players requires that a team be currently a part of the OWL or become a part of the OWL during the signing window for S1.
  - All players are possible free agents.

- Players associated with established OW teams or existing teams in the OWL need to sign new contracts for the OWL.
- All players cannot be considered members until they sign the OWL Player Agreement with their team of choice AND approved by OWL.
  - Contracts are 1-year guaranteed contracts with extension options for Y2
  - Minimum Salary at annually \$50K
  - Teams provide players with Health Ins. & retirement savings plan
  - Teams distribute at least 50% of their *team performance bonuses* (money from winning playoffs & other OWL events) to players directly
- OWL Total bonuses for S1 amount to \$3.5M with a minimum \$1M awarded to S1 champion.
- Housing & Management requirements
  - Rosters must have Min. 6 and Max. 12 players
  - No region lock for players' birth/home country
  - Teams must provide player housing & practice facilities during the season "*which will meet professional standards set by the OWL.*"
- OW World Cup LA Tickets on sale \$14.99-\$39.99 ([Source](#))
  - Fri. Aug. 11th to 13th
  - Barker Hangar in Santa Monica
- **LIVE:** Reporting & Penalty System Improved ([Blue Post](#))
  - **Immediately Effective:** "We will be issuing increased penalties to players in response to verified reports of bad behavior. In Overwatch, that means anything from abusive chat, harassment, in-game spam, match inactivity (being intentionally AFK), and griefing. If you see someone engaging in any of these types of behaviors, report them. Players in violation will be silenced, suspended, or even banned from the game as a result."
  - **Further Action:** "Over the next several months, we have plans to make additional improvements based on your feedback, including scaling competitive season bans, a notification system that will alert you when a player you've reported is actioned, and functionality that will allow us to more aggressively penalize players who attempt to abuse the in-game reporting tool."
  - **Console:** "We also remain committed to bringing a reporting system to PlayStation 4 and Xbox One. As console players ourselves, we know it's been frustrating to not have this functionality on your platform. We are actively working on the feature and have many elements of undergoing internal testing right now. Our goal is to implement similar reporting options as are currently available on PC, and any improvements made to PC between now and when it's available."
- **LIVE:** Attackers' Advantage//Defender Respawn adjusted ([Blue Post](#))
  - **Past System that was in place:** Slow increase on Defender respawn when there are more attackers than defenders on an objective for 30s. Respawn time increased in a linear fashion up to when attackers held man advantage for 90s.
  - **New System in place:** Increased defender respawn time starts after attackers hold "advantage" for 15s and reaches the maximum possible respawn spawn timer at 75s
  - **Note:** Timer doesn't reset to 0 if attackers temporarily leave objective to avoid something. Instead the countdown of the penalty of advantage counts back in reverse down to 0. (again this is extra time penalty not standard respawn time)
  - **Example:** "If attackers have an advantage for 10 seconds, then defenders regain it for 5 seconds, the "attacker advantage timer" is now at 5 seconds. If the attackers then get a

few kills to regain advantage then after 10 more seconds the "attacker advantage timer" reaches 15 seconds and defender respawn time begins to slowly increase."

## **Patch Notes: 1.13.02 - General**

- **Doomfist** is now playable. (Remember the range of rocket punch is much less than it was before)
- **Lootbox Update!**
  - Drastic reduction in duplicates
  - Increased overall credits from boxes
    - Credits instead of duplicates or more credits for when you do get duplicates?
  - On avg, you should be earning around the same if not more from boxes.
- **New Highlight Options**
  - Top 5 Highlights available for 24 hrs or until the next patch
  - Players can generate highlights 12s in the past from a button press command.
    - Options Menu > Request Highlight
    - Highlights go to "Recently Captured" location to hold a max of 36 highlights
    - Plays can be exported from either T5 or RC as a video file to your platform's media library for consoles and PC.
    - If PC you can choose the quality up to 4k for Win.8+ and 1080 for Win.7
- Adjusted Respawn timers as mentioned before.
- **Custom Games & Browser**
  - Minimum movement speed changed to 50% (was 10%)
  - Limited 1v1 you cannot choose roadhog (why?)
- **User Interface**
  - **CUSTOM RETICLES**
    - Options > Controls > Reticle > Advanced
    - Valkia Reticle Tutorial [Guide Video](#)
  - Stats for 6v6 Elimination added to Career Profiles
  - **TIE GAMES NO LONGER INCLUDED FOR WIN PERCENTAGE CALC.**

## **Patch Notes: 1.13.02 - Heroes & Bugs**

- **Disclaimer:** We won't cover EVERY bug fix or heroes that we mentioned from PTR in discussions, but may mention them in passing.
- **D.Va** - Defense Matrix
  - New sounds & VO for eating ultimates
- **Genji** - Deflect
  - New sounds & VO for deflecting ultimates
- **McCree** - Flashbang
  - Stunned targets slowed more heavily (mentioned before)
- **Reaper** - Shadow Step
  - Sound & VO distance reduced 50% (mentioned before)
- **Reinhardt** - Rocket Hammer
  - Swing Speed up 10%
- **Zarya** - Graviton Surge
  - Now disables mobility abilities on all affected targets (Reaper is the only hero who can escape...we think)
- **Bugs:**
  - Could cause UI to incorrectly indicate enemies being hit when colliding with them.

- Projectiles like Fire Strike that could pass through shields sometimes passed through other surfaces.
- Sometimes losing audio during matches.
- **Sombra** took damage sometimes on using Translocator.
- **Roadhog** sometimes could hook Orisa Ult
- **Rein's Bloodhardt, Blackhardt, & Wujing skins now have sounds that sound like Axes instead of Hammers!!!**
- **Rein's Rocket Hammer had lots of hit registration bugs, all fixed.**
- **Lucio** sometimes didn't get full speed boost when wall-riding backwards.
- **Torbjorn** sometimes could not build/upgrade the turret.

## EMAILS

### iTunes Reviews: (11)

- 972819 (UK)
- Capt-Sandwich (USA)
- Dcsmith926 (USA)
- lamthenoodlenow (USA)
- Urukhaifive (USA)
- Zombobby1324 (USA)
- Gage\_E (USA)
- Charles\_josef (USA)
- Tyler from Cleveland (USA)
- Tkclark23 (USA)
- Nickygurl007 (USA)

### Reference Links:

- Secret link:

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- New Patrons this week (2 NEW): (116 Total)
  - Kevin S
  - Chris C

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**“Don't be a lab rat, be a scientist...see ya next week, Omnic!”**