

~~Greetings, Strategists!~~ Welcome to **the Omnic Lab**. 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 **today** we'll be introducing our hosts, giving you a sampler of what this show will be all about and discuss the latest news that have hit the Overwatch Closed Beta!

(TAG WORDS: overwatch, omnic, lab, strategy, strategies, team, composition, comp, comps, heroes, tracer, podcast)

Show intro: (7 min)

*What can people expect from the podcast?

- Individual hero in depth discussion (tips and tricks)
- Team Composition Set-ups & Adjustments
- Map Specific Strategies
- Updated News for changes in the game
- Answering as many questions that we can in emails
- Competitive Scene Strategies (not EVERYTHING)
- Shooting for 45min - 1 hour

Host Intro: (15 min)

- What brings us into this game and why are we starting this podcast?
- What are our gaming backgrounds?
- What do we hope to bring to the table?
- Favorite Map and favorite Hero?

General Overwatch Talk: (10 min)

- Our impressions of the game. What is it? How should we approach it?
- 6v6 & misconceptions
- Comparable to TF2, but different. NOT CoD, NOT CS:GO
- MOBA styled.
- Abilities overlap with movement or sieging instead of just killing
- Stacking Abilities (Ultimates & CC)

Overwatch Modes:

- Quick Play
- Brawl (weekly on launch)
- Custom
- Ranked

***Ranked play for Overwatch -**

<https://www.youtube.com/watch?v=L28555oaDI4&feature=youtu.be>

- Level 25 gives you the ability to play Ranked
- Solo and Group Ques up to a full team
- Single Match Set-up
- Point-Capture (**Control**) Maps - Experimental
 - Best of 5 randomly selected Map Points
 - You will have repeat points
- Attack/Defense (**Assault**) Maps & Payload (**Escort**) Maps
 - Winning on Attack & Defense = Win
 - Winning on one side puts the game to a Random Point Capture
 - Sudden-death Overtime, Random Map, Random Point
 - Stopwatch (Time Attack on an Attack/Defense or Payload) NOT apart of competitive play.
- **Progression** in Ranked/Competitive System
 - 5 Tiers and 5 Divisions within each Tier (1 as the lowest, 5 as the highest)
e.g. Expert: Division 4
 - Challenger: You can't lose points (Similar to Hearthstone Rank 25-20)
 - Advanced: (15-10 HS Rank)
 - Expert: (10-5 HS Rank)
 - Master: (5-1 HS Rank)
 - Heroic: Does not have 5 Divisions (Similar to Hearthstone Legend Rank)
 - E.g. **Heroic: 135** (when live)
 - Pre-season in Closed & Open Beta
 - Ranked **Season Time**: monthly (when live)
 - **Rewards**: Light & Cosmetic only (when live)

News & Patch Notes: (5 min)

***Important Dates:**

- Closed Beta Ends: **May 2nd?**
- **Pre-Order**, Early Access Beta: **May 3 - 4 (Noire Widowmaker)**
 - No closed beta, no open beta people
 - You can invite a friend with you.
- Open Beta: **May 5 - 9 (Xbox, PS4, PC)** (Access to all Maps & Heroes)
- Unsure: **May 10 - 23** (Closed Beta access still?)
- Game Launch: **May 24 (Xbox, PS4, PC)**

***Patch Updates**

- Mei can cancel her Ice Wall early
- Torbjorn and Mercy reload their guns through switching weapons
- Penalties for leaving matches early - 75% XP reduction
- Increased AFK kick rate to 45 seconds after match starts
- Symmetra Shields decreased from 50 to 25

- Zenyatta has a line-of-sight limitation on both Orb of Discord and Orb of Harmony
- Invite button next to your player icon
- Soldier 76 temporarily disabled - New skin makes him invisible in some games.
- Pre-Purchase/Origin Skins are now playable
 - Overgrown **Bastion**
 - Blackwatch Reyes **Reaper**
 - Security Chief **Pharah**
 - Noire **Widowmaker**
 - Strike-Commander Morrison **Soldier 76**
 - Slipstream **Tracer**

- **RANDOMIZED Skins?**

<http://us.battle.net/forums/en/overwatch/topic/20742917139#post-2>

- New Legendary Skins:
 - **Bastion:**
 - **Gearbot** (Black & Bluish Steambot reskin)
 - **D.Va:**
 - **Scavenger** (Junker reskin)
 - **Junebug** (B.Va reskin)
 - **Genji:**
 - **Sparrow** (similar to Young Hanzo for Genji)
 - **Junkrat:**
 - **Fool** (Jester reskin)
 - **Scarecrow** (Scarecrow + Green & Blue)
 - **Hayseed** (Scarecrow, but with Orange & Black)
 - **Lucio:**
 - **Slapshot** (Hockey Theme - bluish-purple, no helmet)
 - **Breakaway** (helmet hockey theme, black and purple)
 - **Mei:**
 - **Yeti Hunter** (Yeti Ice and Snow theme)
 - **Abominable** (pink, blue, black Yeti recolor)
 - **Pharah:**
 - **Raptorion** (Mechaqueen light blue tones reskin)
 - **Thunderbird** (Native American Falcon theme red & white)
 - **Reaper:**
 - **Plague Doctor** (green/black reskin for Nevermore)
 - **Reinhardt:**
 - **Stonehardt** (Stone variant for Lionhardt)
 - **Roadhog:**
 - **Islander** (blue/green reskin for Toa)
 - **Sharkbait** (brown/red & more pirate-y reskin for Mako)
 - **Soldier 76:**
 - **Commando: 76** - Jungle Camo Green Commando
 - **Night Ops: 76** - Digital Pattern Blue Commando

- **Widowmaker:**
 - **Comtesse** (Renaissance France theme - purple/brown)
 - **Huntress** (Comtesse reskin black/red) vibe of Underworld movies
- **Winston:**
 - **Safari** (reskin of Explorer - Blue pinstripe shirt)
- **Zarya:**
 - **Arctic** (Sovient Russia - white parka)
 - **Siberian Front** (Arctic reskin with green/black highlights)
 - **Cyber Goth** (Industrial reskin with light blue and purple hair fade)

***Extrapolation and how the Netcode is working before launch:**

<https://www.youtube.com/watch?v=vTH2ZPgYujQ>

*LAN Hertz setting for Custom games for competitive play is REALLY awesome.

Hero Discussion/The Team Comp

*

Emails/Twitter Questions:

Name

Email content, content, content.

iTunes Reviews:

~~Reviewer~~ ~~Review Title~~

~~Review content.~~

How can you get involved with the show?

*iTunes review the show

*Share with your friends

*Chat with us on twitter

*Support us on Patreon (even if it's just a follow)

*Play Overwatch with us!

*Email the show some questions you want answered or a fun game story!

You can find the Omnic Lab on:

*Twitter: <https://twitter.com/OmnicLab>

*Facebook: <https://www.facebook.com/omniclab>

*Email: omniclabpodcast@gmail.com

*Patreon: <https://www.patreon.com/omniclab>

*iTunes: <https://itunes.apple.com/us/podcast/omnic-lab-podcast/id1102068116>

*Youtube: <https://www.youtube.com/channel/UCZsJLxSSdwXqvh0M5BzpvbA>

*Twitch: <https://www.twitch.tv/omniclab>

*Website: <http://www.omniclab.com/>

*RSS: <http://feeds.feedburner.com/omniclab>

*Stitcher:

*Full Extended Show Notes:

<https://docs.google.com/document/d/1E5DY97cELlyyvmM2RMMbRZZtYWKgjjKFLIO2Kf0t5k/e/dit?usp=sharing>

Rob here:

*Instagram: [@notrob](#) & Twitter: [@notrob](#)

*Facebook: [notrobmedia](#)

*Steam: [sirtwik](#)

*Twitch: [NotRobMay](#)

*Hearthstone Podcast: www.velenschosen.com

And Andres here:

*Twitter: [@IplaiGames](#)

*Twitch: <https://www.twitch.tv/iplaigamez>

*Music Work: In the works...soom TM.

*Hearthstone Podcast: www.coinconcede.com