

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 **today** we are going to discuss a TON of the changes that are now live on the servers for console and PC, some big news coming for Lucio mains, and balance philosophy discussion for what we think Blizzard can do for the game.

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

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

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TAG WORDS: overwatch, omnic, lab, podcast, orisa, ptr, bastion, ana, nerf, zenyatta, winston, sombra, junkrat, zen

ANNOUNCEMENTS:

- **Game Night Giveaway** for Patrons BEGINS
- Monthly Game Night -- March 31
- Blizzcon 2017 Tickets
 - Apr. 5 @7pm PDT
 - Apr. 8 @10am PDT

Competitive Update: Rob & Andres

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PTR Update:

- **Assault & Hybrid [Tiebreakers](#)**
 - You now have a % of how much of the point you capped
 - Draws only occur when both teams fail to not cap 1% of the point.
- **General**
 - Lores and backstories added to Hero browser
 - Custom Game settings can now be saved as a preset from the game's details page
 - Eichenwalde now has a new route to the right side of the the Attacker's View of the point.
- **Lucio**
 - Primary Fire: Missile Speed 50 (was 40--25% increase)

- Alt. Fire: Now considers vertical orientation for the knockback
- Songs from Cross fade down to 10m (was 30m) radius with an Aura indicator
- Healing song up to 50% (can be tripled by amp it up to 150%)
- Sound Barrier (Ultimate) down to 20m range (was 30m)
- Wall Ride (Passive) gives 30% Speed while riding
- Burst of speed when jumping off walls
- **Developer Comments:** Lucio has often felt like a must-pick due to his raw healing output and the versatility of providing a speed bonus to your entire team. The goal of these changes is to keep those elements feeling strong, but making them harder to apply to everyone on your team at all times. The end result is that he should feel stronger with teams that he can stay close to but not as strong when on teams with heroes that are often spread out (such as Pharah, Widow, Genji, etc). Much of Lucio's character power was tied up in his large passive auras, which caused other elements of his kit to be weakened over time in an attempt to balance him. Now that his auras are more focused it will allow them to be much stronger and allow Lucio to be more active in his role.

Overwatch Balancing Philosophy:

- > Balance for every hero to be somewhat strong in every map.
- > Balance for each hero to sometimes have more niche picks for specific situations

News & Blue Posts:

- **Orisa LIVE. 1 Week for QP before Comp**
- **Official Patch Notes:** [Link](#)
 - R66: After Point 1 you gain 60s extra time.
 - Ana: Rifle Damage down to 60
 - Bastion [Console] - FINALLY Ironclad nerfed to 20%
 - Junkrat cannot hurt himself anymore
 - Sombra Hacked targets can be seen by your teammates through walls
 - Sombra Stealth VO sound down to 15m
 - Sombra Translocator down to 4s CD
 - Winston Bubble Cooldown starts after use
 - Zarya: Barriers block non-penetrating knockbacks
 - Zenyatta Orb of Destruction: Alternate Fire recovery now 0.6s (was 1s)
 - Zenyatta Orb of Destruction: No Weapon Spread

Emails & Questions:

-Joey K asks,

Hey guys, I've listened since episode 2, and loved every episode since.

I play on Xbox and am a die hard support main. Since season 1, be it playing solo or with a solid 5/6 stack, lately I can't seem to win a game in comp. Bastions and Symmetras are haunting my games and making there way into my dreams lately it's been so bad.

When I queue alone I often fill the role as shot caller, coach, emotional therapist, resident positivity provider and whatever else is needed. Not to mention I'm kinda those things even with my regular team. But lately I've found myself getting so frustrated with this game after long nights grinding comp, all the way to short spurts of "now I'm mad and need to get off" competitive failures.

I guess my question is, should I follow the meta and pick these heroes which seem to wreck regardless of skill or team comp, take an extended break from OW altogether, or somehow find more time to squeeze in more practice/homework about this game, even though that seems physically impossible to do?

Rhino-03/09/2017

Can you comment on in-app and Discord for voice chat in game? Is the choice of one over the other purely situational e.g. based on what your group tends to use, or are there other pros and cons in your experience? Context: new Discord user who can see both working well.

iTunes Reviews: (1)

From: **Dobetron** (USA), **sir_caz** (Sweden)

Reference Links:

- [Orisa Origins!](#)

Special Thanks: Patrons!

Platinum level Scientist check out the VoD submission guide to submit your videos for review!

https://www.youtube.com/watch?v=s_xRlnr_wpo

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- **New Patrons this week (4 NEW):**
 - Sketchy Nonsense (Diamond)
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Little_Menace: [Twitter](#), [Twitch](#), [Youtube](#)

Rob: [Twitter](#), [Twitch](#), [Hearthstone Podcast](#) - Velen's Chosen

Andres: [Twitter](#)

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