

#117 - Into the Nexus: “Title”

• Garrett • Kyle

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Intro: [Welcome to Into the Nexus! The Heroes of the Storm podcast!](#)

News

Reminder, you can go to [ITNcast.reddit.com](https://itncast.reddit.com) to submit stories or upvote submissions for the next episode.

Patch is Out!

The new meta? How does the game feel?

Orbs

Catapult Lockon

50% more minion damage

Links

- <http://www.hotlogs.com/Sitewide/HeroDetails?Hero=Gul%27dan>
-

Bonus Patch Notes and Changes

Zagara

- Maw went in broken
- Hydralisk heal only works vs. heroes.
- Mutalisk has a 1 minute timed life rather than infinite

Spyrian: I know 60 seconds isn't as exciting as permanence/until death, but in the vast majority of situations the Mutalisk will either be killed, or accomplish its goal, well before the 60 second timer is up.

Azmodan, Zagara and Azmodan can ride horses!

Plain Horse Bug

Minion bonus damage to portals set to only 50%

Medivh's portals are less easy to click.

Global abilities can not be cast on the mini-map

Links

- <http://us.battle.net/heroes/en/forum/topic/20745546976?page=10#196>
 - <http://us.battle.net/heroes/en/forum/topic/20746954533#2>
-

Gul'dan is Out!

- 37.2% win rate
- Best Map, Infernal Shrines and Dragon Shire
- Worst Map, Garden of Terror and Battlefield of Eternity
- Highest Duo Win Rate with Kerrigan
- Highest Win Percentage against Medivh at 59.6%
- Lowest win rate rate against Brightwing at 28.1%

Rain of Destruction isn't entirely random. 44 zones with 56 random meteors. All zones overlap. By [Reddit's dizzyMongoose](#)

Gul'dans "yuck old legs" - intentional! Revealed by Phill Gonzales on DLC 134

- Polygon and Texture Budgets
- Uther's Medic Skin did not stop Medic from becoming a hero
- Played looking down at these characters
- Death Knight Armor Stitches

Links

- <http://www.hotlogs.com/Sitewide/HeroDetails?Hero=Gul%27dan>
 - <http://5by5.tv/DLC/134/1:37:55>
-

First 30 Heroes are free vs. AI

Till August 23rd

Links

- <http://us.battle.net/heroes/en/blog/20176413/more-free-to-play-heroes-in-training-and-versus-ai-7-11-2016>
-

Dustin Browder Tweets!

[Heroes of the Storm in 2010](#)

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Emails

Christian

What do you think about a vote system for the maps before the game begins? In unranked and ranked games you would choose between two randomly selected maps, if the vote is tight the map for the game is chosen randomly between that two maps. Something like the Call Of Duty series had. Would you like it? Do you think some maps would be never picked? If yes which one?

Extra question:

What's your favorite map? Mine is probably Tomb of the Spider Queen because I love to play specialists heroes overall.

Joonas

Rotation.

This is by far my weakest area in the game.

Most of the time I'm okay when it comes to positioning, soaking, objectives, etc.

But I feel like rotation is the big, burly bouncer who has decided to keep me out of the higher leagues. I've recently made it to diamond and I feel like sometimes I drag the team as I'm not quite on ball as I should be when it comes to rotation.

Can you give me some good pointers?

Chad

We've all had more games than we would like to admit ruined by witless AI after a player leaves. What do you think about having different levels of AI at different ranks of play? For example Bronze league gets adept AI and at each jump in league the AI difficulty improves. Albeit I'm only in platinum but holy cats it's GG if we are stuck with an AI player at this point.

Outro

Patreon Shout Out

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