

Hosts: ChanManV, and Jason Kaplan

Guest: Flame

Time: 01/17/16 4:00pm EST

Topics:

- **Our Week In Overwatch**
 - Jason Top 500 now
 - Flame played 13 straight hrs
 - Chan losing 10 straight Mystery Heroes (no balancing)
 - Tip of the Week
- **News**
 - [Developer Update: PTR Philosophy](#)
 - Console & incentives
 - Sombra
 - Ana / D'va
 - [Reinhardt Dumpster Tank Apparently](#)
 - In the current meta he is no fun to play
 - You can't keep your shield up ever because it gets spammed
 - You can't accomplish much on your own without healing
 - You have no kill potential unless you hit a charge or the other team ignores you
 - [Blizzard Bans 10K accounts in KR & Sues Bossland](#)
- **Team/Player News**
 - [Fnatic Signs Hafficool](#)
 - [JKW no longer on complexity's active roster](#)
 - Winghaven full time now?
 - [Gods joins C9 and Kyky to temp coach Envyus](#)
 - https://twitter.com/EnVy_HULK/status/820846923514933249
- **Balance**
 - [CaptainPlanet Meta Report](#)
- **Events News**
 - NGE Winter Premiere
 - [Standings](#)
 - Immortals & Kungarna leading the way
 - Kungarna full push on WPG against Renegades

- Apex S2
 - [Apex Season 2 Announced](#)
 - Taimou penalized for leaking teams early
 - Day 1
 - EnVyUS wins 3-2 over MVP Infinity
 - LW Blue wins 3-1 over Misfits
- **Shoutouts**
 - **iTunes**
 - Johnny Destructive
 - Moonbeam0586
 - Marcmcp
 - Angry birds are greedy
 - KCKCK130
- **Q & A**
 - **A Teammate**
 - In Flame's recent analysis of the PTR update, he mentioned that there is an underlying problem in Overwatch between damage and healing. He said that DPS characters do enough damage to other DPS heroes, but not do enough damage to tanks, mostly due to the constant healing they receive. As a solution, he recommended an overall nerf to healing and buff to damage. Any thoughts?
 - **Diego A.**
 - A lot of problems with the game in its current state have been pointed out by the competitive community such as 2CP, replays, proper stats, etc. Also, some have said that the changes in the PTR and, namely, the nerfs to Ana, are not enough to get rid of the triple tank meta. That's a lot of things to do before the OWL. And with Blizzard wanting to bring more casual players into esports, features such as in-game schedules and streams are maybe already in the works, or at least being talked about by the developers. Do you guys think all of this will find its way into Overwatch before the league comes out? If not, which of these features do you think is Blizzard's most immediate priority?
- **Other Interesting Links**

