

Welcome to **the Omnic Lab**. We're a podcast that focuses on the strategies inside of the game of Overwatch. We are here to learn through trial and error, 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!

This week, Andres and Rob give you the rundown of the first patch in 2020. This patch includes Baptiste, Doomfist, DVa, Hanzo, Mei, and Orisa. We've also got some stirring about "Power Creep" on the forums as well as a quick heads up on the new map pool for Season 20.

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INFO:

- **NEXT GAME NIGHT: 01/31**
- **Patreon Coaching for \$2.50 Patrons!**

Lunar New Year 2020: Year of the Rat

- Event Runs from **Jan.16 to Feb. 5**
- Patch Link: <https://playoverwatch.com/en-us/news/patch-notes/pc#patch-65302>
- Event Link: <https://playoverwatch.com/en-us/events/lunar-new-year>
- Patch 1.44 Pushed to live! (Bap, Mei, DVa, Orisa, Hanzo, Doomfist changes)
 - NOTE: Doomfist's Uppercut was changed, but NOT what the PTR numbers were
 - Doomfist Uppercut Recovery is now 0.35s (was 0.2s//PTR was 0.5s)
 - Quick Warning, there seems to be some major bugs right now in the game.
 - Flickering bodies after dying on screen
 - Genji Dash rubber bands, or gets yanked back in time a split second especially while performing a "ghost dash" technique.
 - Some others are on the known issues while others are inconsistent bugs
 - Full Known Issues here:
<https://us.forums.blizzard.com/en/overwatch/t/144-known-issues-list/447273>
- New Event Skins, sprays, emotes, victory poses
 - Face Changer Sombra
 - Mask Dancer Moira
 - Samul Nori Lúcio
 - Opera Brigitte
 - **Doomfist** Monk skin earning week: Jan.16 – Jan.23
 - **Winston** Ancient Bronze skin earning week: Jan.23 – Jan.30
 - **Wrecking Ball** Paper Cutting skin earning week: Jan.30 – Feb.5
- New Arcade Mode: **Blitz CTF**
 - Both team's flags are much closer.
 - First team to 6 captures wins
 - Original CTF is also available
- GOAT Brigitte Releases on Feb. 6
 - Link: <https://twitter.com/overwatchleague/status/1217887996604768257>

- **New Party Flex for Role Queue**
 - You can select multiple roles while queuing now when grouping up.
- **Spectating and Replay Improvements**
 - New Hotkeys for camera angles
 - Updates and bug fixes for camera features

Jeff Kaplan's Post about 3-2-1 Internal testing:

- <https://us.forums.blizzard.com/en/overwatch/t/blizzard-save-your-game-go-132/446226/100>
- Queue setup for 1 Tank, 3 Damage, and 2 Support
- Improvements for Queue times and games felt faster
 - 3-2-1 has been tested for the last 2 months internally
 - The biggest issues center around D.Va, Zarya and Roadhog.
 - *"Now, don't freak out. We're not doing this for 2-2-2... I am only sharing the design experiment that's going on here."*
 - Roadhog was mentioned as a point of illustration to move to DPS category, adjust gun and healing with Take a Breather for rework to see if they could make it work.
 - *The other fear around a 3-2-1 comp is the importance it places on the Tank player.*
- Mentioned 1 Tank, 1 Support and 4 Damage was tested prior to 2-2-2 going live
 - Playtesting 4-1-1 was "terrible"
 - Solo Support felt bad for not being able to keep the team up
 - Solo Support always felt hyper focused with 5 other aggressors singling you out

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1. Cypher
 2. Shazear
 3. Shepherd
 4. Chrisdaplaysia
- **4 New Patron updates:**
 - Chance H (Plat)
 - Dave (Plat)

iTunes Reviews: (0)

- -

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"Don't be a lab rat, be a scientist...see ya next week, Omnics!"

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https://docs.google.com/document/d/1SoriQPmgDbwqMmcAWejOeT7K_r2Rq4U5kqlpq3K2eFE/edit?usp=sharing

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