

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 **this week** Rob & Andres return from Blizzcon to delve into the experience with you all. We cover what Blizzcon was like for our first time, quick news updates, some announcements, the Overwatch World Cup, the panel about the Overwatch League, and the new hero Moira!

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News & Blue Posts:

- **Game Night -- Nov. 24 Game Night**
- **Omnic Lab is now a Twitch Affiliate!**
- **Omnic Meta:** ([Homepage](#))
 - [Moira Ability Stats](#)
- **Season 7 is live!**
- [Recorded Pixels Ep.69](#) with Scott Johnson and Patrick Beja
- **PTR Nov. 6**
 - Ana Rifle up to 70 (was 60)
 - Mercy Resurrect
 - Cast time increased from 0 seconds to 1.75 seconds
 - Mercy's movement speed is now reduced by 75% while casting
 - Can now be interrupted when Mercy is knocked back, stunned, or hacked
 - Mercy Valkyrie
 - When activated, Resurrection no longer has a cast time
 - While active, casting Resurrect does not reduce Mercy's movement speed

Community Spotlight

- **Overwatch "What's Next" 24:41-24:48** Andres and I are in the first 2 rows!
- **Omnic Lab Discord community at Blizzcon**
 - What the favorite parts of Blizzcon were
- **Meeting and Networking**
 - **Overwatch & Hearthstone Panels** with World of Podcasts
 - **Pro Players:** IDDQD, Pokelaws, Jake & his Parents
 - **Creators**
 - Cavalry: Melarina, Slambo, & Tankzord
 - Heroes Never Die: TotemlyDrunk & Squidzord
 - Watchpoint Radio: BlazzinBob
 - Switch (OmnicMeta)
 - Ryan (Overwatch Central)

■ Skyline

■

New Game Content

- **The new Map: Blizzard World (Early 2018)**
 - Custom Announcers for each Game area (SC/Diablo/WC)
- **New Reinhardt Cinematic**
- **8 New Skins coming to base loot box (Early 2018)**
 - **Magni Bronzebeard (Torb) - WC**
 - **Immortal (Orisa) - SC**
 - **Nova (Widowmaker) - SC**
 - **Blackhand (Doomfist) - WC**
 - **Barbarian (Sonya) - Diablo**
 - **Butcher (Roadhog) - Diablo**
 - **EcoPoint (Mei) - Cinematic**
 - **Crusader (Reinhardt) - Cinematic**
- **Q&A at What's Next:**
 - Connection between Moira's abilities and Zen?
 - More with Mercy! Modified Mercy tech with evidence on Oasis! -Chu
 - Internally talking about readjusting naming the categories
 - Tracer used to have a 2nd gun where she could detonate her rounds that she stuck into enemies.
 - How are you handling the seeming mobility "creep" in the game.
 - We try to make sure not every hero we make has a "mobility thing involved."
 - More LGBT members are coming in Overwatch
 - Every layer that the team adds to restrict matchmaking, the queue times increase a lot
 - Plans to reuse old assets (especially on maps) to be redesigned?
 - We do that for Deathmatch. I have a feeling we will do a few more of those
 - Redesigned score cards?
 - No announcements right now, but definitely something we're looking into.
 - More lore & single player content?
 - YES. We have a number of things in development right now to show off more of heroes and the universe. We are hoping to have them more frequent.
 - LFG Systems?
 - We know community wants to find folks with certain roles. We don't have details yet, but we are talking about some of these things right now.
 -

Overwatch League & Overwatch World Cup

- **OW League Website Updated**
 - 12 Team names, brands, & rosters announced
 - Match Statistics & Match games on the website
 - Promises for more teams in EU and Asia after S1
 - More Merch
 - Jerseys (home and away) (Dec. 6th)
 - Hats, Socks, Joggers (sweat pants)
 - Contenders and OW Open news coming at the end of Nov.
 - **Companion App coming out**

- Favoriting system (push notifications)
- Add games to your calendar
- Watch games via the app
- Making it easy to be a fan

- **Inside the Overwatch League (with Nate Nanzer)**

- 2 Divisions (Atlantic & Pacific)
 - A: London, NY, Boston, Philly, Florida, Houston
 - P: Shanghai, Seoul, LA, LA, SF, Dallas
- No region locking: Anyone can play for any team
- 113 Players - 17 Countries (so far)
- Each Team, 2 Games a Week, 4 Game days
 - Wed, Thurs, Fri, Sat
 - 3 Matches per day
 - Start times change each day for global reach
- Jan. 10 to June 16th run time (Pre-season Dec. 6)
- July 11 Playoffs (Championship outside LA in a bigger venue)
- Jan 10:
 - LAV - SFS 4pm
 - SHD - LAG 6pm
 - DAF - SLD 8pm
- Jan 11
 - LSF - FMH 2pm
 - PDF - HOL 4pm
 - BUR - NYX 6pm
- Jan 12
 - LAV - DAF 4pm
 - FMH - BUR 6pm
 - SFS - SHD 8pm
- Jan 13
 - LSF - PDF 11am
 - NYX - HOL 1pm
 - SLD - LAG 3pm
- 5 Weeks and then Title Stage
- 8 Map pool
- Traveling Schedule with international breaks
- Best overall record on a season
- Progress resets after 5 weeks
- 4 opportunities (during a season?) to comeback
 - \$125K team performance bonuses at each stage
 - 50% minimum goes directly to players

- **OW World Cup talk about SKR vs USA**

- **Spectator Update**

- **Instant Replays**
- **Color Palette** impressions & perspective from a non-OW player
- Segment from "Ridiculous Hat"
- Smart Cam & 3rd person
- Top-Down Map view with health bars
- Tournament Interface (pause with connection drops)

Moir Chat: A New Support

- **Irish Geneticist:** Science above all else.
- [Gamepedia Stat Spread](#) (tentative & likely not 100% accurate)
- **Biotic Grasp: Regeneration (Heal) (same as Ana) (50/80 HPS)**
 - 15m range (Spray is like Mei's Freeze)
 - After she stops healing there is a heal over time for a short duration; it will heal 50 health over the course of three seconds (16.66 health / s for three seconds).
 - 9 of use for full meter
 - 45s total recharge with no damage
 - 9s of recharge when damaging (so 3x increased speed)
 - Goes through enemies, allies, barriers
 - Can heal multiple targets
- **Biotic Grasp: Decay (50 DPS?)**
 - 21m range
 - 40ish per second dmg (less than winston)
 - Operates similar to Symmetra's beam in how it connects, but the range is long
 - 30 HPS on self as a drain
 - Lock-on of the Drain is smaller the farther away the target is.
- **Biotic Orb:**
 - **Heal 300 total (50dps) // Damage 200 total (75 hps)**
 - Slows down after tether (about the same as your run speed).
 - 5m range for tether
 - 10s duration or until depleted
- **Fade (shift)**
 - 0.8s duration
 - 6s cooldown
 - Untargetable, Invisible, Dash (15-20m in a dash)
 - Clears debuffs, escapes Graviton, does not escape JR traps
- **Coalescence**
 - Goes through enemies, allies, barriers
 - 120 HPS // 70 DPS
 - Slight speed increase
 - 8s duration
 - 30m range
 - Heals 2x as Mercy Beam

Overwatch Archive:

- Timeline for "Team 4"
 - 3 Game ideas (2 weeks on each)
 - The people on the ground in Starcraft (McCree in Starcraft)
 - Outpost planet that was a Universe Crossroads in a new IP
 - MMO that was class-based (6-9 classes)
 - "I wish we could do a class system with wildly different abilities with 50 or more classes" - Geoff Goodman

- Russian - Female - Rode a bear - Dual-wielded AK-47s and ultimate the bear started using AK's
 - Reinhardt used to be "Wildebeest" with African art, then that divulged to Orisa
 - From Titan:
 - 3.6M lines of code deleted
 - 760K lines of code kept
 - Servers and Game architecture shifted
 - 100% new assets
 - 60FPS/Global illumination/Physical Rendering
 - All Art remade and remodeled to be new (concept art only)
-

iTunes Reviews: (1)

- Kiyo Guchi (USA)
- Jive Turkey Jim (USA)
- Gdhnfincg (USA)
- Ginger Guerrilla (USA)

Reference Links:

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- New Patrons this week:

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