

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're going deep yet again, that's right we featuring yet another hero to really dive deep. Our Lucio episode got such great feedback we're doing it again, this time with the Russian Body Builder, Zarya!

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TAG WORDS: overwatch, omnic, lab, strategy, strategies, team, composition, comp, comps, heroes, tracer, podcast

What We're Testing:

*Rob:

- Testing: Competitive 2216-2437 GOLD
 - I hate Competitive at the moment.

*Andres:

- Testing:
 - Competitive - Lucio and Zenyatta.

Special Thanks: Scientist Level Patrons!

***Also thanks to our brand new Patrons this week: Mike M, Michael M, and Racsuache!!**

TOPIC:

Going Deep - Zarya

Gameplay:

Role - Support Tank

- Frontline pusher with high damage and protective capabilities.
- Able to shield allied targets that are being focused.
- One of the strongest crowd control abilities in the game.
- Able to quickly regenerate while out of combat.
- Good short and long-range attacks (channeled and projectiled based)

Why pick Zarya?

- Very versatile tank, good for any game mode and allows the player to adapt easily to most comps.
- Zarya can perform both tanking and DPS duties simultaneously, if played right. This trait can actually allow skilled players to carry a team.
- Zarya excels at attack and KOTH maps since the nature of her kit drives her into a more aggressive playstyle.
- On defense, Zarya plays a more reactive game making it hard to keep up constant energy levels.
- Her ultimate tends to perform better as an initiation tool, than a reactive defense.

Abilities:

Particle Cannon:

Particle Beam (Primary Fire/ LMB)

- 75-150 DPS, 16 meter range
- Close range, single target beam damage

Explosive Charge (Secondary Fire/ RMB)

- 45-95 Damage per shot
- Lob-shot with very long range.

LMB - Close range, big frame Targets

RMB - High Mobility, small frame targets

- Aiming your LMB fire at the ground can be a very effective way of killing high mobility heroes.

Use your RMB when enemies are clutter up for more DPS

Particle Barrier (Shift):

- 200 HP shield, 2 sec duration, 10 sec CD

Projected Barrier (E):

- 200 HP Shield, 2 sec duration, 8 sec CD, range 30m

The brighter red she glows the more charged Zarya is.

Zarya excels at an aggressive style, it helps keeps her energy high and put a lot of pressure.

Best Targets for your Barrier:

- Allies that have charged into the enemy backline.
- Allies currently being focused by the enemy.
- Allies trying to get off an ultimate.
- Allies being hooked by Roadhog or pinned by Reinhardt.
- Supports who are getting chased down.

Graviton Surge(Q):

- Black Hole, biggest snare effect in the game.
- 22 DPS, 9m AoE, 4sec duration.

One of the best play initiation abilities. Combos with almost every other DPS or crowd control Ultimate or ability.

Make sure your team can follow up a Graviton.

Try to be at high charge and full ammo before using it.

It can stick to walls!

Zarya can be weak to:

Counters:

- Mei: With no movement abilities, after your shield is down you are very vulnerable to mei.
- Reaper: His high damage output can eat through your shields very fast at close range once your barrier is down.
- Zenyatta: Discord orb makes you a less effective damage sponge. Play
- Roadhog: His hook can put Zarya in very disadvantageous position, which can be abused by the her lack of movement abilities. His shotgun can do a lot of damage to her shields as well.

Emails/Twitter Questions:

iTunes Reviews:

Email:

What is your guys' opinions on the way consoles are looked at from a competitive standpoint. Considering the finality of all consoles, and the fact that there really isn't an actual competitive scene on them I.E. No tournaments or teams. Do you believe playing competitive on console is a waste of time? Or will blizzard get to them?

*It's Hallowed (USA):

>**D.V.A. OUT:** Great incite and community involvement in the formation of the podcast! Just started watching and can't wait for the next episode.

*Mike C. (Clarque on Discord) (USA):

>**Top-Tier Podcast for Newbies and Vets:** I picked up this podcast just starting in Overwatch and it was very easy to understand what they were talking about. A lot of podcasts will go into esoteric details and just sort of assume you know what they're talking about, but Omnic Lab takes those extra few seconds to explain what they're talking about to get you on the same page. That's what separates this podcast from the rest. All-in-all, great podcast with great quality. It will probably be my go-to podcast for everything Overwatch in the future.

***Kayoss2862 (USA)**

>**Very Informative & Entertaining:** The hosts do a great job of providing tons of great information to improve your entire Overwatch experience in an informal entertaining show. They are always well prepared and are very active with their listeners. I really enjoy the show and have definitely improved thanks to their tips.

Helpful Links of the Week:

*Overwatch Central: Roles & Responsibilities: <https://www.youtube.com/watch?v=z5WXJVScZFk>

You can find the Omnic Lab on:

*Twitter: <https://twitter.com/OmnicLab>

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*Full Extended Show Notes:

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*Twitch: <http://www.twitch.tv/notrobmay>

*Hearthstone Podcast: www.velenschosen.com

And Andres here:

*Twitter: <https://twitter.com/lplaiGames>

*Twitch: <https://www.twitch.tv/omniclab>

*Music Work: In the works...soon TM

*Hearthstone Podcast - Coin Concede: www.coinconcede.com

*Coin Concede Discord:

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