

Episode 312

For the Week of November 5th, 2023

Refueled Rostermania

Timestamps

- 0:00:00 - Intro
- 0:08:00 - Topic - Discussing Rostermania
- 1:02:00 - Competitive Halo News
- 1:17:20 - Upcoming Tournaments of the Week
- 1:18:15 - Scrim & Tournament & League Recaps
- 1:22:30 - Halo News
- 1:50:25 - CoD and Other Games Watch
- 1:58:25 - Will's Adventures
- 2:22:15 - Shoutouts/Community Creations/Ending

On This Episode...

- We finally announce the winner of the HWC 2023 Predictions Challenge.
- Well, Forbidden was added to Ranked...
- Europa Halo Blackpool's Seeding Cup has concluded.
- The Rostermania madness has truly begun and that is also our topic for this week.
- A look into the future of Halo Infinite.

MOTHER FUCKING GAME FUEL IS BACK!

- [Find Game Fuel Near You](#)
- [Redeem Codes for In-Game Rewards](#)
- [Halo x MTN DEW Merch Collection](#)

News (Competitive)

- HWC 2023 Predictions Challenge Winner
 - 3rd - Tie
 - SleepyFox & Search - 36 Points
 - 2nd
 - Danny_OJ - 43 Points
 - Nearly having all of Pools predicted correctly if it wasn't for Luminosity over Cloud9.
 - 1st
 - Goalie Sniper - 51 Points
 - Nearly having the entire Top 8 predicted correctly (missing one 7th/8th placing).
- [Forgehub 4v4 TREADSTONE Winners Announced](#) - by Forgehub
 - 3rd
 - Anthracite by Bullet2thehead9
 - 2nd
 - Conflux by The Grim Dealer
 - 1st
 - Vyrant by WolfReign
- [Forbidden CTF is in Ranked...](#) - by HCS



FORBIDDEN

ARENA UPDATE

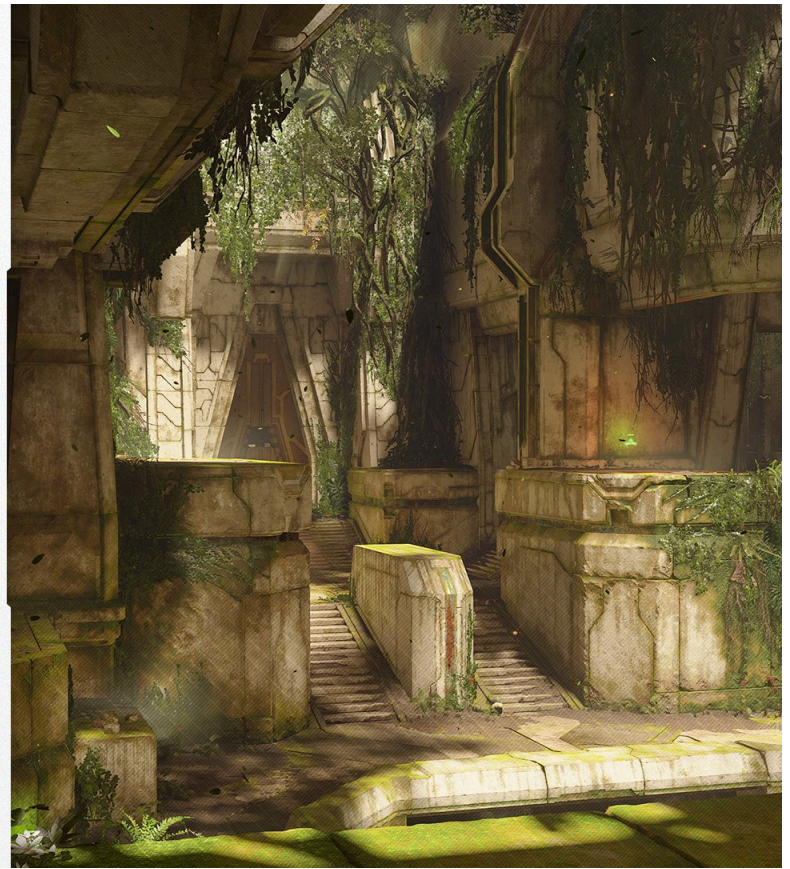
Forbidden CTF has entered the Ranked Arena map rotation.

- 3 Caps to win.

ADDITIONAL UPDATES

Live Fire: “Brutes” Extraction point has been moved to back of tower.

Recharge: “Long Hall” Extraction point has been moved to “Sneaky” outside of C Hall.



- [Speaking of Ranked...](#) - by Tashi
 - We've been investigating feedback and data around high Onyx players frequently being matched with or against high Diamond or low Onyx players
 - This is somewhat by design, as it helps high Onyx players have a better chance of finding matches, but we've found it's occurring more often than intended.
 - Later today ([now live](#)), we're making some updates to Ranked matchmaking that will significantly decrease the likelihood of high Onyx players matching against low Onyx or Diamond players. This will likely increase matchmaking search times for high Onyx players at all points during the day but should result in higher quality matches. We will be keeping an eye on feedback and making further adjustments as needed.
 - Note that this adjustment will also impact the very bottom of the skill range as well where there are also a very small amount of players (low Bronze).

Upcoming Tournaments of the Week - Presented By NoobCombo

- Saturday, November 11th
 - [PURE DELIGHT'S DRAFT TOURNAMENT](#)
 - LCM DRAFT SERIES 4V4
- Saturday, November 11th and Sunday, November 12th
 - [EUROPA HALO BLACKPOOL LAN](#)

Scrim/Tournament/League Recaps

- [Europa Halo Blackpool Seeding Cup](#) Results
 - 4th
 - Pharmaceutical
 - Bcxter, DeZire, Subatomic, Clonely
 - 3rd
 - Team Vuelta
 - Phlux, Milsy, Sxptiq, Mqse
 - 2nd
 - Quadrant
 - SLG, Lqgend, Tchik, Sica

- 1st
 - NAVI
 - Snipedrone, Glory, Jimbo, Mightyzy
- [VOD](#)
- [The IVsaken Queens of Halo Championship](#) Results
 - 4th
 - Chill Vibes
 - Veronickuh, J3n3r1c, Domino, Songfully
 - 3rd
 - Bittersweet
 - Kaasmic, GunnGoddess, Ultras, OperantPower
 - 2nd
 - Need 8s Bad
 - Krandberri, Queen, Divine Damsel, Ideas
 - 1st
 - Taquitos de Pastor
 - Byankiss, RoguePhos, PinkSakvra, AirborneVanessa
 - [VOD](#)

Topic - Discussing Rostermania

- Penguin and Spacestation Gaming Split - by SSG and Penguin
 - [SSG](#)
 - Love to see him play the ball...
 - Hate to see him waddle away...
 - THANK YOU Pznguin
 - [Penguin](#)
 - Nothing but love for everyone over at SSG, absolutely a top tier org that really cares about Halo and the community! Will always cherish my time as a part of the team there and wish them the best 🧡🐧🏆🧡
 - Onto my next chapter.
- [Sentinels Look to Stick Together](#) - by Spartan
 - NGL I'm kind of surprised that any team in the top 4 made changes. Will be interesting to see who goes where!
 - Our team all agreed we wanted to stick for Season 3 so I wouldn't expect any change from us if you were wondering.
 - I just want scrims and tournaments to start again.
- [Callous Looks to Make Return in Year 3](#) - by Callous
 - The competitive fire in me to compete to win isn't going anywhere. I am looking to coach or analyze film for a top team in season 3 of the HCS.
 - As a coach, I focus on team building and execution. Teamwork is the best power weapon, and I like to make sure we control all the power weapons.
 - As a film analyst, I can be the dedicated mind to any situation the team wants solutions for. Odds are I love film way more than all of your players combined. (I really love that shit)
 - This is my biggest passion and I am ready to get back onto the mainstage as an asset to the right team.
 - Any help spreading awareness to help me find that team would mean the world to me.
 - Thank you and I'll see you all next year.
- [Thug Nasty Looking to Coach for Year 3](#) - by Thug Nasty
 - F/A Coach for Season 3 of Halo Infinite.
 - 2023 made me realize how much I want to continue being a part of this. Got to coach a great group of guys: KingJay, Piggy, Diagram, Sab, & Cherished. Now it's time to find my next opportunity.
 - #JobsNotDone
- [King Jay Announces F/A](#) - by King Jay
 - F/A for season 3, made it to worlds and got shit on don't wanna go out like that.
 - DMs are open for any players/orgs that wanna work something out.
- [Eli Open to Coaching/Competing in Year 3](#) - by Eli the Ninja
 - Putting it out there that I would be down to coach a pro team again and possibly be down to compete again if I could be compensated well enough to warrant the time commitment and giving up casting etc.
 - I know I could be an asset to any team. Let me know.

News - Regular

- An Update on Infinite's Inner-Workings - by Unyshek and Ske7ch
 - [Unyshek](#)
 - - Networking -
 - We touched on it during a Spartan Chatter earlier this year but wanted to speak to it again since it's coming up as a common topic after Season 5's launch. Previously, our focus was on improving the existing system bit by bit. However, we recognized that this was not having the impact that we wanted – and you expected – so we decided to pursue fundamental changes to the underlying networking model. Since this decision was made, the team has been heads down on a more comprehensive overhaul. An endeavor of this scale takes time, which is why we haven't had many updates to share. Significant work has been done here already, with more still underway. We'll share more when it gets closer to a public testing phase.
 - - Custom Game Browser -
 - With the launch of the Forge AI Toolkit and Custom Game XP in Season 5, we've seen an explosion of custom game sessions and interest in the incredible experiences being created by the community. That said, we're aware that many of you have reported issues when trying to leverage the Custom Game Browser to join these sessions. Typically, these loading issues happen because other players were joining the same session at the same time, causing the lobby to fill up before you're able to join in. We're reviewing your feedback, support tickets, and game data to investigate potential opportunities to improve the CGB experience in the future.
 - - Multi-Use Customization -
 - After hearing your feedback here, the customization team brought the highly requested ability to wear any helmet on any core in Season 5. We plan on continuing our work in this area by going after multi-use shoulders next. Beyond shoulders, the team plans to add multi-use support to more armor coatings in future updates. Since there are a lot of coatings (multiplied across multiple cores), this will continue to be done in waves, like Season 5's additions. We understand how important shoulders and coatings are when creating your ideal Spartan, and we're committed to getting as much multi-use functionality in these areas as possible. Once that work is complete, that means your Spartans will have access to helmets, shoulders, visors, and a plethora of armor coatings – all of which will have been made multi-use thanks to your feedback.
 - Additionally, the first HCS team bundles from Season 1 are still planned to be updated so that individual items from them can be equipped. When this makes its way to people who picked them up, the armor coating will also be able to be used on multiple armor cores.
 - - Stability & Enhanced Crash Reporting -
 - In Season 5, we included even more reporting information in the game to help detect when and why crashes happen. We'd been steadily improving our stability but expect to gain even more insight on crashes with these new reporting systems. You should expect to see continued improvements in stability moving forward.
 - - Midseason Update -
 - During this Season, we'll also have an update that brings in Firefight: King of the Hill, the Repair Field equipment, bug fixes, stability improvements, and more. We're just as excited as you are for this one. We'll start sharing more as we get closer to its release.
 - [Ske7ch](#) on Shop Prices
 - Shop prices on many offers have changed in conjunction with multi-core functionality being added to customization content. With Season 4, we saw new shop offers reflect a new pricing model to account for new coatings being multi-core enabled. With Season 5, many previously released coatings and all helmets in the game were updated to work on all cores, and those shop offers were adjusted to reflect these changes (and to have parity with S4 offers). At the same time, the team went ahead and made proactive adjustments to offers that included shoulders since they will be multi-core enabled in a future update. It was a tradeoff to try and front load some of that work now vs. just having a constant churn of shop pricing changes along the way. While many S1-S4 offers have been adjusted, I want to be transparent that as more multi-core coatings come to bear, there are going to be more past offers that weren't included with the initial S5 adjustments that will see updates in the future.
 - As a reminder, everyone who already owns these helmets, coatings, and shoulders will automatically receive multi-core functionality on eligible items as the changes go live in game.

- In the case where some offers are being displayed as a "SALE" despite being the same price, or even more than before, this is due to the underlying base price of the offer being increased. The current sale price is lower than the new normal price but without that context, we can certainly see how it leads to confusion, perception of it being a bug or error, etc.
- I understand this isn't necessarily what everyone wants to hear, but I hope this at least helps explain what did change and why.
- Speaking of Halo Infinite Updates... - by Halo Support
 - [Halo Infinite NVIDIA Driver Update](#)
 - NVIDIA has released an updated driver that addresses the long loading screen when launching Halo Infinite.
 - [Playlist Updates](#)
 - In addition to the new Combat Workshop playlist featuring Big Team Battle Infection, three other rotational playlists rotated today:
 - Featured rotational: Extraction 24/7 has replaced Forbidden and Prism 24/7.
 - Arena rotational: Social Slayer has replaced Team Snipers.
 - Free-For-All rotational: Lone Wolves has replaced FFA Slayer.
- [Halo: Saturn Devouring His Son | Audiobook](#) - by 343

CoD (and other games) Watch

- Call of Duty League 2024 Season Information - by Call of Duty League
 - [Schedule](#)

CALL OF DUTY® LEAGUE 2024 SEASON SCHEDULE

MAJOR I

DEC 8 - JAN 21 ONLINE QUALIFIERS

JAN 25 - 28

BREACH
LAN TOURNAMENT

MAJOR II

FEB 16 - MAR 17 ONLINE QUALIFIERS

MAR 21 - 24

**MIAMI
HERETICS**
LAN TOURNAMENT

MAJOR III

APR 12 - MAY 12 ONLINE QUALIFIERS

MAY 16 - 19

ULTRA®
LAN TOURNAMENT

MAJOR IV

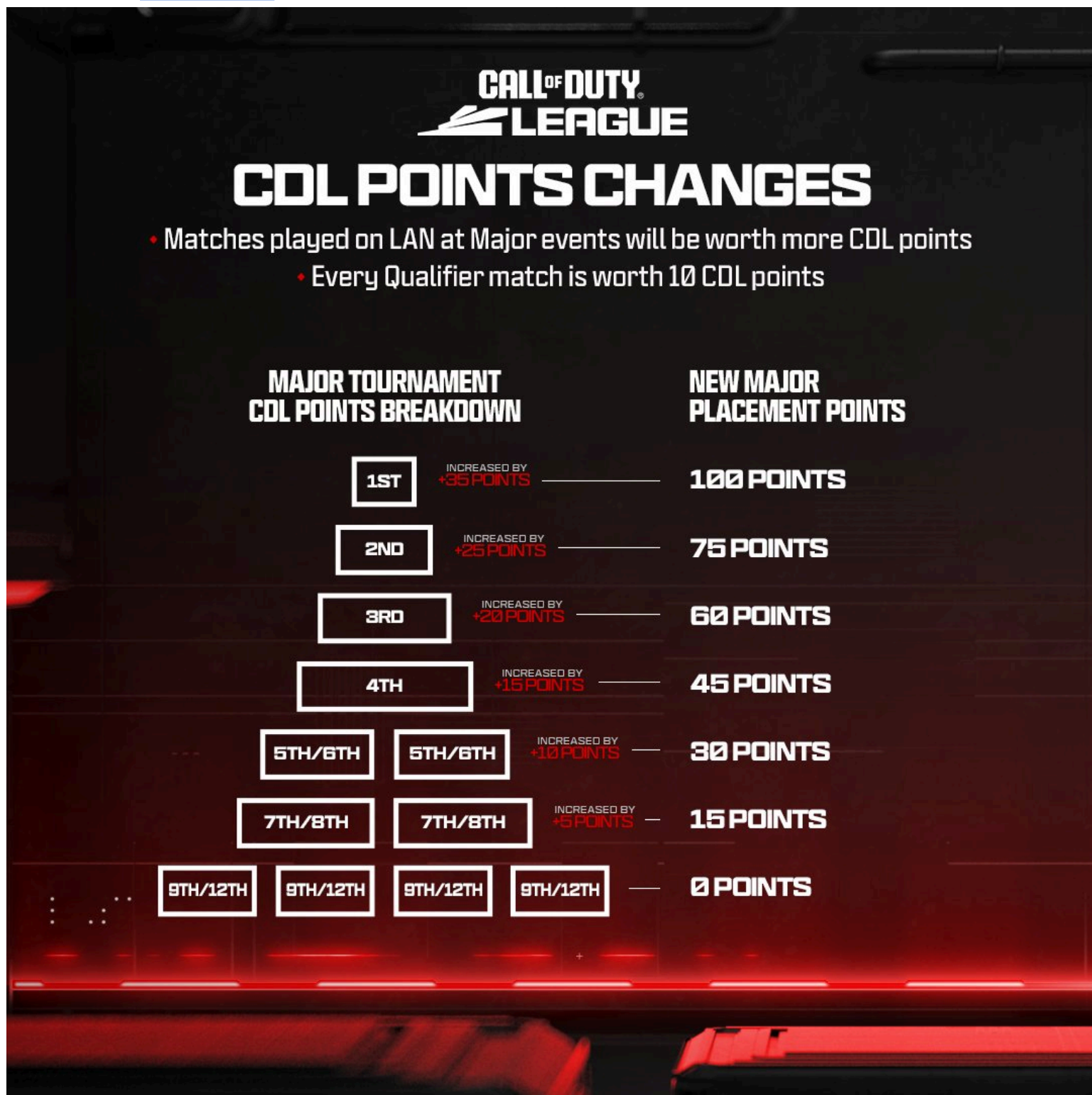
MAY 24 - JUN 16 ONLINE QUALIFIERS

JUN 20 - 23

**CAROLINA
ROYAL
RAVENS**
LAN TOURNAMENT

DATES AND LOCATIONS TENTATIVE

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Wills Adventures Within the Haloverse

- What games did Will play during the week?
 - Halo Infinite
 - Wednesday
 - ranked
 - Friday
 - community playdate
 - OG Fortnite
 - Madden
- Josh?

- Halo Infinite
- Super Mario Bros Wonder
 - Finished the game.
- Sea of Stars

Shoutouts

- Happy belated birthday to xotoxic and YNOT B RECKLESS!
- Happy 11th birthday today to Halo 4!
- Shoutout to everyone who joined in the community playdate!
 - Ashleyblair
 - Christomatic
 - Danny_OJ
 - Fox2Quick
 - GameCrazyJohn
 - HaltxHammerZeit
 - HeroSpartan
 - JBShootin
 - Rasta Monkey Jr
 - Search
 - Snaggu
- Shoutout to everyone who followed/subbed during the live show!
- Shoutout to everyone who is a Patron at the Semi-Pro and higher tiers!
 - dpancakes
 - Ashley
 - Voodooman
 - Rasta Monkey Jr
 - Rikkid3rr
 - Snaggu
 - Raidrater
 - Peanutmut
 - 1SwoleDaddy
 - Danny OJ
 - Rizznak
 - Zarnarz
 - Auby Joy
 - Mr.Smyliey
 - HiTechRedneck
 - Goalie Sniper
 - TheOnlyN33b
 - Heavy Rainfall
 - ElatedDartBoard
 - Karnage

Community Creations

- [Halo memes every day!](#)
- [Tied at 0:00! FaZe Team Comms - Grand Finals | HaloWC 2023](#) - by HCS
- [Halo Infinite Tower Defense Ultimate](#) - by Beekle

Plugs

- Patreon (patreon.com/hcsprotalk)
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- Website (<https://www.hcsprotalk.com/>)
- Podcast Evolved Partnership
 - Make sure to check out EvolvedHalo.com, your home for Halo!
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 - Missions - Mission Debrief - <https://halopodcast.com/shows/mission-debrief>
 - Halo Paramount+ Show - Halo TV+ - <https://evolvedhalo.com/shows/htv>
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