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 have **Emperor** with us who is a GM player on the same team as **Little_Menace** from our Mercy episode here to help us do another deep dive for Winston! We want to ask him a lot of community questions and get some tips and tricks for the listeners this week!

Links:

- *omniclab.com
- *discord.me/omniclab
- *patreon.com/omniclab
- *youtube.com/omniclab
- *twitch.tv/omniclab

TAG WORDS: overwatch, omnic, lab, podcast,

ANNOUNCEMENTS:

- Game Night Giveaway for Patrons Update!
- Blizzcon 2017 Tickets--update

Competitive Update: Rob & Andres

Team is Recruiting! Off Tank (Zarya, Winston, Hog) Mondays, Tuesdays & Thursdays 9-12 pm EST pm IplaiGames on Discord

News & Blue Posts:

- The Nexus Challenge
 - Week 1: 5 Heroes Matches (Al, QP, Ranked) Oni Genji Skin, Oni Spray, Oni Icon
 - Week 2: 5 Heroes Matches (QP or Ranked) Officer DVa Skin
 - Week 3: 5 Heroes Matches (QP or Ranked) 2 Officer DVa Sprays
 - Week 4: 5 Heroes Matches (QP or Ranked) 10 Loot boxes (normal)

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Winston Stat Reference:

Tesla Cannon:

- 60 dps (3 dmg per round)
- 8m Range // 6m Width
- 20 rps // 1.5s reload

Jump Pack:

• 50 dmg

- 6s Cooldown (2s during Ult)
- 5m Radius

Barrier Projection

- 600HP bubble
- 5m Radius // 5s Duration
- 13s CD from the time you activate

Primal Rage

- +500 Health (resets health to 1000)
- 40 dmg Melee // 4m Radius
- 1.6 swings per second
- 10s duration

General Discussion:

What is Winston's primary role?
When should Winston be picked?
What are Winston weaknesses?
Let's talk about the Jump and Initiations.

Tesla Cannon Questions:

Busdriver -

My main question when to melee winston? like if I'm in a 1v1 should you hit them in the face or keep on zapping? Is it worth giving them a dig before jumping away once you run out of ammo?

DanO -

Does aim matter with the Tesla Cannon? Does his gun do more damage if you have them directly within your sights vs. if they are on the sides of your screen / should you shoot toward center of mass of the enemy as well?

General Winston Questions:

MrStealYoBeef -

when playing winston, how much effort do you put into keeping your target in your **main view**, and in comparison, how often do you keep an eye on things such as health, cooldowns, allied health bars, enemy positions?

Boombastic -

The hardest thing for me as Winston is trying to keep track of: My Health, Position of My Healers, Jump cool down, shield cool down, (and where the enemy hog is)... Do you have any tips in trying to keep track of everything.

Question 2: If fighting with another flanker. Do you wait to see where they engage and join them OR do you prefer to engage first and hope they join you... I find the hardest part is coordination of the jump so usually my preference is to jump after I see where they are going.

Orion -

Is Winston only useful in a dive comp? If not, what other comps does he do well in? How much support does he need? Just Zen or Zarya? Both?

rascuache -

In interest of when to and when not to play winston... what are situations where you don't pick winston in competitive compared to situations where you know you must? what do you most often play instead? -- what maps do you think don't favor winston (even though you still might play him on that map anyways)?

JUMP Questions:

!BAŇAŅĔĦ -

Best way for Winston to initiate a team fight?

groove2 -

What are the best leap and shield strategies? Also, how can Winston best fill his Tank role while not being able to take loads of damage?

CapriciousFate -

I'd like to know how Winston's engage works. What's the timing, what targets are prioritized, when and where to drop his shield, when to know when to jump in and when to jump out. Also, I'd like to know if he prefers chunky or smooth peanut butter.

Switch -

What kind of jump trajectories are useful? Is it ever useful to jump straight into the air or should you always use in solely to jump into/out of fights?

Rakor -

I've noticed that a lot of great winston players will jump to an elevated location where the enemies are pushing instead of directly into the backline (ex: Mondatta statue point A Kings Row, the door frame at the choke of Lijiang Night Market). Could you explain the advantages this offers and list other similar locations to use?

SonicShadow -

Considering Winston's leap cooldown, (I'm assuming you have to get in and get out of there quick) how do you prioritize when to use your leap for an engage, OR a leap for a disengage?

Ultimate Questions:

EtherealBnnv -

How do you practice Winston's ult? It's so hard to "aim" throwing them off a cliff or getting them stuck in a corner.

AMM -

Likely redundant, but I'd like some tips on what situations Primal Rage is most effective for. Also, how do I balance aggression and helping out my team, especially in a situation where there isn't a Rein? What are the situations in which it might be more effective to have a Winston than a Reinhardt? (because Solo Queue)

iTunes Reviews: (1)

From: Coolio252 (USA)

Reference Links:

• Grant from the Intro: Twitter, Soundcloud

• **Emperor:** <u>Twitch</u>, <u>Twitter</u> (merepro)

• Omnic Meta: S4 W9 - link

• Kaplan Interview about Peanut Butter

• Secret link: Git Gud at Winston

Special Thanks to Patrons!

• RcCrispy: https://www.twitch.tv/rccrispy

Magic: twitter.com/aBitLikeMagic

• Ben W., MILK, Zampano, Cody K, IceWeasel, Lisome, Matt V, & Sketchy Nonsense Podcast

• New Patrons this week (3 NEW):

o David T. - Edited to Diamond

Alexa V.

Robo Duck

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Twitch, RSS, MERCH
Full Extended Show Notes

Rob: Twitter, Twitch, Hearthstone Podcast - Velen's Chosen

Andres: Twitter, audioblender.studio

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