

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 returns! And with his return, we finally talk through all the madness of Hero Pools, what it means for comp, and how they're running it in OWL. We have some major updates on PTR for balance and workshops as well so let's get into it!

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INFO:

- **NEXT GAME NIGHT: 02/28**
- **Patreon Coaching for \$2.50 Patrons!**

Hero Pools

- **“Experimental Hero Pools”** to be discussed in full with Andres, next week.
 - Link: <https://www.youtube.com/watch?v=SbEagP5ebzY>
 - Followup: <https://us.forums.blizzard.com/en/overwatch/t/hero-pools-is-a-brave-and-holistic-change/453417/6>
 - OWL Version: <https://overwatchleague.com/en-us/news/23299542>
 - PTR Update with Hero Pools Feb. 4th
 - <https://us.forums.blizzard.com/en/overwatch/t/overwatch-ptr-patch-notes-%E2%80%93-feb-4-2020/455112>
 - NEW Workshop blank maps, features, values added, updates, and more!
 - Workshop Chamber
 - Workshop Island
 - Workshop Expanse
 - MAJOR update to how stuns in OW work
 - Mei Wall has a “damaged” indication state
 - Career Profile now adjusted for QOL
 - Assembling Heroes game phase is down to 35s (was 40s)
 - This has been reduced multiple times over the game’s history.
 - Jeff Kaplan and other Dev posts about Hero Pools Follow Up
 - <https://www.overstalk.io/?pageNumber=3>
 - **“Hero Pools will be introduced for Season 21 of Competitive Play only.”**
 - The team likes “every week” or faster for changes to Hero Pools
 - Hero Pool shifts every match was also on the table
 - Definitely not more than a week between changes to the Pool
 - Hero Pools will be curated by the Dev team directly
 - “it will be a combination of targeting metas that players are being vocally negative about (recent examples: double barrier, goats) and slightly encouraging other

playstyles (i.e. “more mobile” comps might be fun for a week...) but i am sure we'll refine our approach over time.”

- It will not be different for each rank, it will be the same for everyone
- PTR Updated with Rebalance, Feb. 6th
 - <https://us.forums.blizzard.com/en/overwatch/t/overwatch-ptr-patch-notes-%E2%80%90-93-february-6-2020/456032>
 - Wrecking Ball - Piledriver Air Speed
 - Brigitte Repair Pack Overhaul & HPS
 - Symmetra Photon Projector (2nd Fire)
 - Widowmaker Widow's Kiss Charge Time

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1. Cypher
2. Shazear
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4. Chrisdaplanya

- **New Patron updates:**
 - Jared Y

iTunes Reviews: (0)

- -

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Rob: [Twitter](#), [Twitch](#)

Andres: [Twitter](#), [soundcloud](#)

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

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GAME NIGHT: 2/28/2020

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<https://docs.google.com/document/d/1vfbU--3ZTSmEXOJ87MkN1MVPhLsywoikkjduUjnsrYA/edit?usp=sharing>

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