

# Overwatch 2 Update 11: Matt Burns Interview and Hero Changes

Overwatch 2 Update 11 is a major update to the popular first-person shooter game, bringing with it a host of new features, changes, and improvements. One of the most significant aspects of this update is the of a new hero, Sojourn, and substantial changes to several existing heroes, including Cassidy, Baptiste, and Orisa. To get a better understanding of these changes and the design philosophy behind them, we sat down for an exclusive interview with Matt Burns, Lead Hero Designer for Overwatch 2.



## Overwatch #11 by Matt Burns

★★★★☆ 4.6 out of 5

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## Interview with Matt Burns

**Q: What were the main goals for the hero changes in Update 11?**

**A:** With Update 11, we wanted to address some of the feedback we've received from the community regarding hero balance and gameplay. We felt that certain heroes were either too strong or too weak, and that some of their abilities were not as effective as they could be. Our goal was to make subtle adjustments to ensure that all heroes are viable and fun to play.

## **Q: Can you talk about the specific changes made to Sojourn?**

**A:** Sojourn is a new hero who excels at mid-range combat. She has a unique ability called Railgun, which can store up to three shots that deal high damage. We wanted to make sure that Sojourn was a valuable addition to the team, so we gave her some utility abilities as well, such as Power Slide, which allows her to quickly move around the battlefield and disrupt enemy formations.

## **Q: What were the reasons behind the changes to Cassidy?**

**A:** Cassidy is a versatile hero who has been a staple of the Overwatch roster since the game's launch. However, we felt that his Flashbang ability was too powerful and could be used to chain-stun enemies. With Update 11, we've reworked Flashbang so that it no longer stuns enemies but instead knocks them back.

## **Q: How will the changes to Baptiste affect his gameplay?**

**A:** Baptiste is a support hero who excels at healing and regenerating his teammates' health. With Update 11, we've increased the healing radius of his Biotic Launcher and reduced the cooldown of his Immortality Field. These changes will make Baptiste even more effective at keeping his team alive and in the fight.

## **Hero Changes in Detail**

In addition to the aforementioned heroes, Update 11 also includes changes to Orisa, Doomfist, and Sombra. Here is a breakdown of these changes:

### **Orisa**

- Fusion Driver now has a higher damage output and faster projectile speed.
- Fortify ability now reduces damage taken by 40% (up from 20%).
- Halt! ability now has a shorter cooldown and can pull enemies closer.
- Supercharger ultimate now grants teammates a 50% damage boost (up from 30%).

## **Doomfist**

- Seismic Slam ability now damages enemies on impact.
- Rocket Punch ability now deals more damage and has a shorter cooldown.
- Meteor Strike ultimate now deals more damage and has a larger radius.

## **Sombra**

- Hack ability now disables enemy abilities for a longer duration.
- EMP ultimate now also disables enemy shields.

Overwatch 2 Update 11 is a major update that introduces significant changes to the game. These changes are designed to improve the balance and gameplay of the game, and to make all heroes more viable and fun to play. We hope that you enjoy these changes and continue to provide us with your feedback. Thank you for playing Overwatch 2!

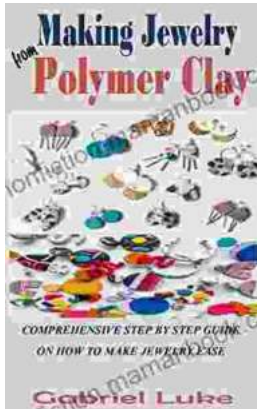
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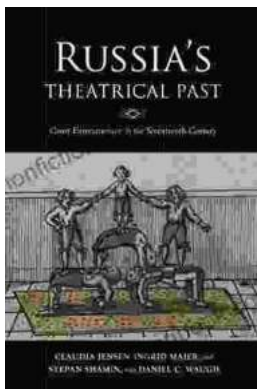


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