



Storming Heroes: Exciting PTR Patch Notes!

Description

Our latest Heroes of the Storm patch has been deployed on the Public Test Realm for playtesting. Should you encounter any issues during your PTR sessions, please visit the PTR Bug Report forum on the official Heroes of the Storm website to share your feedback and experiences.

Map Update:

Volskaya:

- The Pilot and Gunner Abilities now recharge 25% faster when both slots are occupied.
- The Protector will receive a 25% increase in energy regeneration.

Hero Updates:

Chen:

- Talents:
- Wandering Keg: Updated to include quick-cast targeting for improved gameplay.

Samuro:

- General:
- Order of buffs in the Buff bar has been adjusted to align with talent acquisition order.
- Samuro can no longer target a Mirror Image affected by launch effects.
- Tooltips have been revised for clarity.
- Base:
- Wind Walk [E]: Activation no longer cancels move and attack commands in the queue.
- Critical Strike [W]: Improvements to activation timings and visual indicators.
- Talents:
- Various talent adjustments for improved functionality and clarity.

Balance Update:

Various hero balance changes have been implemented in this patch for heroes like Arthas, Greymane, Imperius, Li Li, Medivh, Murky, Varian, and more. These changes aim to enhance gameplay and address any existing issues for a more balanced experience.

Bug Fixes:

Numerous bug fixes have been applied to address issues related to heroes like Anubarak, Artanis, Azmodan, Cho'Gall, Deathwing, Diablo, Gul'dan, Hanzo, and many others. These fixes aim to improve overall gameplay and ensure a smoother experience for all players.

Join the discussion on the official Heroes of the Storm forums to share your thoughts on the latest updates and changes.



Vocabulary List:

1. **Recharge** /rɪˈtʃɑːrdʒ/ (verb): To restore energy or power especially after it has been depleted.
2. **Regeneration** /rɪˌdʒɛnəˈreɪʃən/ (noun): The process of renewal or restoration especially of energy or life.
3. **Functionality** /ˌfʌŋkʃəˈnælɪti/ (noun): The quality of being suited to serve a purpose well; practical utility.
4. **Clarity** /ˈklærɪti/ (noun): The quality of being clear and easy to understand.
5. **Implementation** /ˌɪmplɪmenˈteɪʃən/ (noun): The process of putting a decision or plan into effect.
6. **Adjustment** /əˈdʒʌstmənt/ (noun): A small alteration or movement made to achieve a desired fit appearance or result.

Answer

CATEGORY

1. Sci/Tech - LEVEL6

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