


☐

I'm not robot


reCAPTCHA

Continue

Simple background check form

The experiment is over. I'm Alpha. I'm Omega. This guide aims to provide tips and strategies for defeating Omega-M and Omega-F in Alphascape V4.0 (Savage). Omega-M is the first phase of the fourth battle of raid Alphascape, available on September 18 in Patch 4.4. Players must have completed the Main Scenario Quest Stormblood and Sidequest To Kweh Under Distant Skies. Players must be element level 380 or above to challenge this fight in a non-premade group. Omega-M video and Omega-F NIN PoV Drops This fight is gatekeeper, and as such, do not drop any loot. Mechanics Assign protein positions (cardinal and intercardinal) for all players to deal with combat mechanics. Ideally, melee should be cardinal, or have preassigned cardinal spots. Assign 4 players - one tank, one healer, and two DPS - for each boss. The arena platform can be lowered. Place the markers on all cardinal edges. There's a giant eye, the Optical Unit, outside the arena that rotates at random cardinals from time to time. The eye interacts with the mechanics of advanced suppression and suppression. Both effects occur ten seconds after the distribution bar is resolved. Suppression Optical Drive draws a large AoE line into the center of the arena, causing lethal damage. Suppression of advanced optical unit pulls a large circular aoE covering the side of the arena is on, causing lethal damage. Omega-M will turn into Omega-F, then after the second transformation back, it splits in two. Both bosses need to be reinted. Omega-M and Omega-F will ready either synthetic blades or synthetic shield. Each of these mechanics indicates the mechanical order to be followed. Operational Synergy Cast after Synthetic Shield or Synthetic Blades, and indicates mechanics are about to occur. Omega-M's Synthetic Shield Subject Simulation F transforms into Omega-F; Throws the Downloader shortly after. Beyond defending targets a player, jumps at them, and deals heavy damage while causing Magic Vulnerability Up. He followed with Pile Pitch. Pile Pitch targets a player to receive a stack of shared magic damage. Players who are not hit by Beyond Defense must gather to share the damage. Beyond the power jumps to a random player. An AoE doughnut centered around Omega-M. Efficient Bladework jumps to a random player where cast. A circular AoE centered around Omega-M. Omega-F's Synthetic Blades Subject Simulation M transforms into Omega-M. Optimized Fire III Large Damage AoE centered around all players. Spread out so you don't cut each other. Optimized Blizzard III A horizontal and vertical AoE line centered on Omega-F. Superliminal Motion A large 325 degree conal AoE that hits everywhere except behind Omega-F. Steel A large AoE parallel to the sides of Omega-F. Evacuator Moderate Magic Raid-wide Damage and Knockback. Other Skills Fundamental Synergy Omega-M Brands Players with F package filter with one to four rectangles and Omega-F mark all players with M package filter with one to four triangles. Readies Electric Slide (dash). Electric Slide (dash) Omega-M pounces on players marked rectangle in sequence, and Omega-F pounces on players marked in triangle in order. Cratime makes a wide Line AoE and Cause Magic Vulnerability Up, as well as dealing proximity damage to the target and anyone in the way. Electric Slide (Stack) Two stack markers on both healers. Omega-M and Omega-F appear on the location damage stack is taken, although that occurs if it is random. Firewall + The four closest players to Omega-M are caused with F Package Filter, preventing any damage done to omega-F. + The four closest Omega-F players are challenged with M packet filter, preventing any damage to Omega-M. + If the package filters are already active, all debuffs are changed. Resonance poured by both bosses - grants both remote resonance or local resonance. On the second cast, it will grant a that has not been granted previously. + Local Resonance bosses resonate where they are close to each other, buffing them huge. + Bosses remotely resonating bosses where they are away from each other, buffing them huge. Laser Shower Moderate raidwide magic damage. Once thrown by both bosses, it becomes hard. Solar Ray A tank buster AoE that hits a circular AoE around the target. Cosmo Memory Extremely heavy raidwide magic damage, which is thrown by both bosses, but comes from the Optical Unit. As such, the head of attenuation does not work on it. Optimized Sagittarius Arrow Omega-M's Limit Break - marks a tank to take an AoE line, dealing extremely heavy magic damage. Optimized Omega-F's Limit Break Meteor – Marks a tank to take a near bythe AoE, dealing extremely heavy magic damage to all party members. Optimized Blade Dance An extremely heavy physical tank buster on both tanks. Fight Mechanics Phase 1 Synthetic Shield Suppression Beyond Defense Pile Pitch Optical Unit Moves Subject Simulation F Discharge Synthetic Blades Advanced Suppression Superliminal Motion Optimized Fire III Optical Unit Moves Subject Simulation M Electric Slide (Stack) Evacuator + Efficient Bladework Phase 2 [M + F] Firewall [M ++ F] Resonance [M+F] Fundamental Synergy [M+F] Advanced Suppression [M+F] Electric Slide (dash) Optical Drive Moves [M+F] Laser Shower [M+F] Solar Ray Phase 3 - Shield Synthetic [M] Synthetic Shield [M+F] Operational Synergy [M] Beyond Defense + [F] Optimized Blizzard III [M] Pile Pitch [F] Optimized Fire III [M] Beyond The Power [M] Effective Bladework + [F] Laser Shower [M + F] Laser Shower Phase 3 - Synthetic Blades [F] Synthetic Blades [M + F] Operational [F] Superliminal Steel [M] Pile Pitch + [F] Optimized Blizzard III [F] Superliminal Motion [M] Effective Bladework + [F] Optimized Fire III [M] Laser Shower [M + F] Laser Shower Shower 4 [M + F] Firewall [M + F] Resonance [M + F] Fundamental Synergy [M + F] Advanced Suppression [M + F] Electric Slide (dash) Optical Drive Moves [M + F] Laser Shor ew [M + F] Solar Ray Phase 5 No Phase 3 - Synthetic Blades Where Phase 3 Was Synthetic Shield / Not Phase 3 - Synthetic Shield Where Phase 3 Was Synthetic Blade Phase 6 [M+F] Laser Shower Suppression [M] Optimized Sagittarius Arrow + [F] Optimized Meteor Optical Unit Moves [M + F] Cosmo Memory [M + F] Laser Shower [M + F] Optimized Blade Dance Advanced Suppression [M] Optimized Sagittarius Arrow + [F] Optimized Meteor [M + F] Cosmo Memory [M + F] Laser Shower [M + F] Optimized Blade Dance Enrage is a Cosmo Memory Fight Strategy Phase 1: Skills with [M] indicates that they are cast by Omega-M. Abilities with [F] indicate that they are molded by Omega-F. Skills with [M+F] indicate that they are expressed by both at the same time. The party should group near the east side of the arena and shoot the boss to the east, as the suppression is quickly thrown into the fight. Spread on the east side of the arena to avoid cutting another player with Beyond Defense (melee on cardinal, varied away) while dodging Suppression. Immediately after, all players should stack on the back of the boss for Pile Pitch, except the one that was targeted for Beyond Defense. Both do great damage. As the boss is already on the eastern edge, the stack behind when the F simulation topic is casting to avoid being knocked off by the Evacuator. Knockback prevention skills work on this. Pull the boss in the middle and face her in the eye. Stack behind it during Superliminal Motion, then spread on the side of the arena opposite the eye to dodge advanced suppression. MT should move after advanced suppression resolves. The boss becomes untargetable after the subject simulation M. Two stacks appear on any of the healers; should move with their piles to the south and east. After taking the stack, Omega-M and Omega-F will appear at random. Go to Omega-F, and get beaten back by the Evacuator, but not in The Omega-M, which throws Efficient Bladework. The two groups should break up and be close to their bosses. Aggro resets. Phase 2: Tanks must restore the aggro on both bosses. Drag both a little before you throw the Firewall. Because both groups are already close to the bosses they should hit, Firewall will place the packet filter debuffs on the right targets. Resonance will determine whether the tanks need to pull the bosses away from each other or close together. Look for debuff and react accordingly. Keep the boss close to the edge of the arena, but not right at the edge. The location of the optical unit will determine tank is moving. The heads must be positioned perpendicular to the eye, so that the tank with the head parallel to the eye will move the head either close to the other tank or opposite of the other tank. All party members Follow their respective buffs and stay relatively close to the boss. To make Fundamental Synergy effective, players who receive an odd number of triangles OR rectangles move to the opposite side of the arena where they are currently located. Players who have been attacking the male (Pack Filter F) should stand on the marker, while players who have been attacking the female should stand on the side of the arena away from the eye. This is to dodge the advanced suppression that happens halfway. All players should be at the very edge, in a rectangular pattern, relatively far apart. If the bosses were close: 3 1 2 4 3 1 2 4 If the bosses were far away: 3 1 2 4 4 2 1 3 The front players should move back once they have been given to. Players who are in the back should also advance so as not to hit the first two players with their board. The two players in front should stay relatively far apart because the hyphens are quite wide. This strategy ensures the same movement for both methods of fundamental synergy. If the tank has to run back remotely, they should sprint and run back along the outer edge once they have been hit to make sure the bosses stay far enough away from each other. Melee can do this too for uptime. After hyphens, heal for double Laser Shower. If the bosses are away, try to stay near the center to be within range for healings. As Solar Ray is an AoE, stay away from the tank when it is poured. Attenuate and heal accordingly. The next phase has two different models, depending on where Omega-M throws Synthetic Shield or where Omega-F throws synthetic blades. The best way to position them is to have Omega-M in the middle facing any direction, and Omega-F slightly away facing outside, preferably on any cardinal. This ensures the availability of both models. Phase 3 - Synthetic Shield [Our group uses the position of the eyes as north for this sequence. However, using the North Omega-F boss is too good – just make sure everyone is on the same page.] Omega-M throws out the Synthetic Shield, signaling the beginning of the Shield phase. Both will throw out Operational Synergy. This is the beginning of the mechanical sequence. Be prepared to run to eye-based protean stains. As soon as Optimized Blizzard III starts casting, move outside to dodge it and stay up beyond defense resolves. All players run back and stack in the middle, except for the player who was targeted by Beyond Defense. All players should then immediately head to their protean stains (varied slightly further) not clip each other with Optimized Fire III. It might be a good idea to keep a healer in the center of the arena so that their healing reaches all players. Don't run too far. Immediately afterwards, Omega-M jumps at a random player and throws Beyond Power. Immediately collapse in, then run out as he throws Efficient Bladework shortly afterwards. Heal for Laser Shower, as Double Laser Shower Shower Entry. Phase 3 - Synthetic Blades [Our group uses Omega-F as the northern chief for this sequence. However, using the eye position as the north is too good - just make sure everyone is on the same page.] Omega-F throws synthetic blades, signaling the beginning of the Blades phase. Both will throw out Operational Synergy. This is the beginning of the mechanical sequence. Stay close to the east, inside Superliminal Steel, then dodge the east immediately after it ends as a group. This ensures no one is hit by Optimized Blizzard III while still stacking for Pile Pitch. Return to the middle of the arena to dodge Superliminal Motion. Dodge out for effective bladework, heading to protean spots to avoid cutting each other with Optimized Fire III. Heal for Laser Shower, then heal and double attenuate Laser Shower. Phase 4: Phase 4 is the same as Phase 2, however the Firewall will change the debuffs, which means that whoever was attacking Omega-M will now attack Omega-F, and vice versa. Debuff resonance will also change - if the bosses had to be much earlier, now they have to be close, and vice versa. Be sure to position the bosses so that they are perpendicular to the eyes, so as to avoid advanced suppression. Position the boss as at the end of phase 2, too. Phase 5: Phase 5 will be any synthetic model not made in Phase 3. React accordingly. After that, move the head perpendicular to the eye near the edge a little south of the eye. Phase 6 Heal softer second Double Laser Shower. Suppression will throw, followed by Optimized Sagittarius Arrow and Optimized Meteor. The optimized Meteor tank should run quickly to the opposite side of the arena so as not to be hit by suppression. The Sagittarius Arrow Optimized Tank should run south in relation to the eye. All other party members should stack at the edge where the bosses are; Max body-to-body range of the boss is fine. Mitigate and heal through high tank damage, and moderate part damage. Attenuate and heal through the double Cosmo Memory, an extremely hard hitting the raid buster. Then heal through another double Laser Shower. Optimized Blade Dance is a heavy physical AoE. One tank should challenge the other boss and use an invuln on both hits if one is available. Alternatively, use extremely heavy cooldowns. As the eye moves, the bosses must be moved again. This time, do not sit on the side of the arena the eye is on, as advanced suppression will throw. Do the same things as before. Role Specific Tank Tips: Drag the boss to the east side of the arena to get started. There is not a lot of tank damage at the beginning, so rotate the cooldowns for automatic attacks and AoE damage after necessary. Make sure you always know in in which the eye is, so that you can position the boss(s) accordingly. After being beaten back by the Evacuator, you can jump back to the boss (DRK Plunge/WAR Onslaught/PLD tempered Will) and ride them in the middle or simply let the boss come to you. The MT MT Move immediately to the front of the boss after advanced suppression goes off to not clip the other body to the body. Prepare to pick up your boss immediately as it spawns after Electric Slide. Swap to the tank position and prepare to use an aggro combo, since both eggs with fresh enemy tables. It can be useful for someone to shout local or remote resonance for you - either another player or a trigger - so you can quickly position the boss. Do not position the boss at the edge, but rather close to the edge, so that there is space between the boss and the edge. Save Sprint or a line to return to the boss if you're an odd number during local resonance. The boss will move easily after Electric Slide (dash) ends, and if you still run, the bosses will bond. Stand at max body-to-body range close to the edge for Solar Ray and use appropriate attenuation. Position the bosses afterwards correctly. Omega-F should always be outward-facing, slightly away from the center. Omega-M should be in the center, but facing any direction. Swap with each other once the second firewall comes out. The boss's position opposite what was last time - if it was away last time, it will be close now, and if it was close now it will be far away. Position the bosses correctly again. For Optimized Meteor and Sagittarius Arrow, save Sprint to run over the arena for Meteor. The boss should be close to the edge. The reservoir with Sagittarius Arrow should be to the south as to point the AoE line away from the party. Smooth them both. Use shields for Cosmo memory and laser shower retaliation. A tank should take both bosses with Ultimatum and invuln the first Optimized Blade Dance. The other tank should take it back as the casting ends. Move the bosses afterwards and make the mechanic again. Healer: AoE damage in this battle, while not occurring at a high frequency, causes heavy damage. Spend extra AoE heals accordingly. HoTs and OGCD heals should be able to cover the first Pile Pitch, Evacuator, and Optimized Fire III. Surecast can be used for The Evacuator to keep casting heals or damages. Be sure to discuss with the co-healer where you are going for Electric Slide (stack). Shield and heal beforehand, but do not use HoTs as both bosses spawn with a new aggro table. If it's local resonance, players will be on the opposite side of the room. Stay in the middle of the arena to make sure everyone is in range for healing. It can be wise to have a healing stand in the center during Optimized Fire III during the Synthetic Shield phase so that they can hit everyone with healings. This requires everyone fan out easily, but it's in of the loss of uptime. Save OGCD heals for periods of heavy movement during operational Synergy mechanics. Keep HoTs running and attenuating accordingly. The hard healing part is in the final stages. Make sure all players are topped before optimized Meteor and Optimized Sagittarius Arrow. Arrow. Heavy raidwide damage follows that, and then heavy raidwide damage, then heavy tank damage unless invulns are used. This happens twice, so make sure you have enough tools to deal with. DPS: Always try to be in the range of heals, and not fan too far for mechanics. Know the assigned places in advance to prevent confusion and cutting AoE. Length of weapons and Surecast are effective for maintaining operating time during discharge. Use Diversion when the boss breaks up, so you don't get chunked by a machine. The enemy resets at that moment, so the tools of enmity are extremely effective. If you have to run to the opposite side for Fundamental Synergy, run back along the outside to return to the boss faster. If the bosses are positioned correctly during Operational Synergy, there should be only a few disconnections and small uptime losses. You can attack the other boss to keep the combo and gauges flowing, however it will do zero damage. It doesn't matter which DPS does not hand-to-hand LB3. Once a boss reaches 1 HP, Packet Filter will disappear, allowing one group to attack the other boss. Boss.