

Alphascape savage guide

Do not sell my personal data Skip to the content PageDiscussionEditHistory Alphascape V4.0 (Savage) Raid The switch mocks you. They can't resist. A satisfying click and your moment of weakness has activated a new phase of the Savage Initiative. This time, however, something is different. The transmission is interrupted by an unexpected transmission is interrupted by an unexpected transmission. A familiar voice leads you in an unfamiliar tone and armed you with knowledge of impossible simulations. Your evolution is at hand. Requirements: For eight players (2 tanks, 2 healers, 4 DPS), the above composition requirement is not imposed on preformed parties. Votal Allowed 2 2 2 4 Tomestones 30 Item Type iLvl Requirements Stats Alphascape Datalog v4.0 Miscellany 668Magic Defense 668Strength & amp;0000000000000371000000+371Vitality & amp;000000000419000000+419Critical Hit 

welcome to the comprehensive text guide for Alphascape V4 (Savage). If you recognize any mistakes I've made, or have ideas for optimization, please let me know either on reddit or on Discord. Thank you for helping you create, correct and optimization, please let me know either on reddit or on Discord. Thank you for helping you create, correct and optimization, please let me know either on reddit or on Discord. member plays his or her role properly, it won't be too much trouble. The fight is split in the Adam and Eve fight, followed by the Final Omega encounter. Phase 1 (Adam and Eve): At the beginning of the fight, you will face Omega-M with your eve in the north of the platform. Throughout the encounter, the eve is used to display a number of mechanics, so keep a \*eve\* (pun intended) where it is. First, Omega-M will throw a synthetic shield that equips it with a shield that equips shield and points to an impending afterlife defense. Next, Omega will throw suppression, which causes the eye to hit the platform after a few seconds with a large linear AoE. Now to the first real mechanic of this fight: Omega-M will use Beyond Defense, which will make it a random player, which damages the magical vulnerability that deals heavy magic damage that must be shared in a small area around the target. This skill is an instant cast and targets another random player. We place Omega-M on the east side of the platform turn him to THE NORDOSTEN, because that will save a little further north/south of the boss. When Beyond Defense lands, all players except the one that was hit stack up at the back of the bosse for Pile Pitch. If all other 7 people are stacked, this should cause about 30k damage. 45k if only 6. Shield and soften if you denotes it necessary. The suppression runs out around the same time as Beyond Defense. Next, the eye will hit the party with Discharger, damage all players and push them away from their 5/8 distance of the platform. Skills like Surecast nulify this setback, but for some reason cover doesn't seem to work. Pull Omega-F to the side in front of the eye and let it look outward. She will first throw synthetic blades, turn her legs into blades and display an upcoming superliminal motion. This is followed by the extended suppression that orders the left and right of the eve are still safe. Shortly thereafter, she will use Superliminal Motion, an AoE with a 340° angle, leaving only a small cone of a safe zone at its stern. When hit, the player is severely damaged and a damage-down, vulnerability, and healing debuff is applied. At the same time, the extended repression is coming to an end. Since the boss is on the opposite side looking outward, you should have no trouble avoiding both of these zones. The eve moves. Immediately after that, Omega-F will use Optimized Fire III and hit any player with a small AoE that deals high damage. Being hit by two is deadly. Distribute the tanks and seam area around the bosses front/flanks/rear, with the direction assignment you also used for Pile Pitch. The healers are marked with a stack marker that marker that marker that marker that market by two is deadly. causes severe physical damage and applies the physical vulnerability downwards. Being hit by both will definitely kill you. We divided the party into two groups with a tank, a healer and two dps in each. One group stays where omega-F is liquefied, the other group goes to the next cardinal marker. After the stack markers, there is a need for healing. Before Omega-F becomes vulnerable, it will throw discharge sands and Omega-M. Efficient Bladeworks, an aoE around it. Stand away from Omega-M. and if you can't undo the setback, come close to Omega-F, and Party Packet Filters. Grant F/M, which prevents players with packet filters: From damaging Omega-F, and Packet Filter-M. Omega-M. How exactly Firewall assigns the debuffs is a mystery to us at the moment. However, if you place the two groups near the boss that is stackmarker from the assigned stack marker, the be able to damage this boss. (A kind of near-shenanigans? Does M or F have priority? Help appreciated!) Consider which players you group together. For example. B. always group the DRG and BRD/MCH on the same add. Shortly after both bosses resonate, giving them either the local resonance or remote resonance or remote resonance buff. Local grants both bosses massive offensive and defensive buffs when the two are close to each other, remotely when they are far away. Depending on the buff they receive, the tank located with the eye (or the opposite side) on the cardinal marker must move its boss either to the opposite side) on the cardinal marker must move its boss he can attack. They have a number of one to four symbols above their heads. Each boss will hit their respective markers with electric foil in ascending order, dealing damage based on the distance travelled by each player he has hit. The further they strike, the less damage they cause. We are moving the odd numbers to the other side. People with red markers, towards the place where the eye is not. The higher number waits after the lower number for the dash, and after the boss has swept away, they switch to have the higher number in front of them. Around the time of the first stroke, Advanced Suppression hits here more south of the markers than it actually does for the sake of clarity) First charge, 3 and 1 change. Change second charge, 2 and 4. Third and last cargo. Note to healers: Healing at this stage can be difficult because the two groups of people are too far from the center to be healed with AoE healings. Following the allegations, both bosses will throw their posture mechanics. If Omega-M uses synthetic shields, the bosses will run the shield pattern next. When Omega-F is synthetic blades, it executes the blade pattern. For both of them, we draw the tank-busters Omega-F in the middle and hits the platform in cardinal directions with Optimized Blizzard III. at the same time, a random random is hit with Beyond Defense. Shortly thereafter, Omega-M meets various random players with Pile Pitch, which must be shared. After that, it will immediately throw Efficient Bladeworks, so go in and out immediately afterwards. During this last part, Omega-F will hit the entire party with a laser shower. That sounds a lot, but the movement to avoid it is quite simple. Assign positions around the optimized Blizzard III, which we also use as an orientation on how to spread after the stack. We run into the middle, and after Pile Pitch out again. But a healer, in our case the WHM, can stay in the middle and heal the party as best he can. Look out for Omega-M, run towards it and immediately look for the name needed hits. Between snowstorm, pile pitch and fire, the group takes severe damage to all these abilities so that healers are prepared, and help them to mitigate and boost them as best they can. Mantra, Addles, Shake it off, Divine Veil, and all of these will be greatly appreciated! Blade Pattern: The Blades Pattern works as follows: First, Omega-F will throw the required name, which hits the area left and right with a large AoE. This leaves a safe line on which it can stand front and back. Next Omega-F will use Optimized Bizzard III as an instant cast with no indication, but it covers less space than the Blades pattern. At the same time, a cast will display a Pile Pitch of Omega-F will use Optimized Fire III hits each player with an AoE. This pattern is simpler than the shield pattern, and we treat it this way: the tank on Omega-F holds it north, so that the line passes through the platform. Then we soften away and to the side where Omega-F face to the north. Stay close together behind Omega-F and bait the Efficient Bladeworks, then distribute it toward the assigned positions. According to the shield/blade pattern, both bosses will throw laser shower. Then they throw another firewall, this time they change the packet filter debuff on each player to the Variant. Shortly after the throw, the Aggro tanks have to reach for the boss they didn't refuel, remember. Next, they will resonance and apply the other variant of the buff from the first time. So if they resonance before they now have remote resonance and vice versa. Position the bosses relative to where the eye is at this point. We found it easiest to keep the same groups of players on the side of the marker that is close to the eye as before, no matter where they land. But as long as the sites selected side of the platform Another fundamental synergy, marking people for electric slides. Proceed as usual. It also seems that if you have an odd number marker before, you will get a straight eye will move during this. After these strokes, another double laser shower, another fundamental synergy marking people for electric slides. double solarray, and next, the bosses will execute the shield/blade pattern that they did not execute for the first time. To do this, pull them back side by side. After you run the other pattern, drag both bosses to a neighboring cardinal marker next to the location where the eye is.) Both bosses will throw suppression. After you run the other pattern, drag both bosses to a neighboring cardinal marker next to the location where the eye is.) Both bosses to a neighboring cardinal marker next to the location where the eye is.) Both bosses to a neighboring cardinal marker next to the location where the eye is.) Both bosses to a neighboring cardinal marker next to the location where the eye is.) Both bosses will throw suppression. After that, Omega-M targets a tank with an optimized shooter arrow, basically the thin DPS limit break, a huge Line AoE, while Omega-F attacks the other tank with Optimized Meteor, which adds proximity to all players. Intended: The tank with the proximity marker makes its way to the opposite side of the arrow in the direction of Desauge, while the rest of the party stands behind him. Simultaneously with the expiry of the limit, the suppression makes everything but the sides of the platform uncertain. Next, they will both throw Cosmo Memory and deal heavy raid damage. The eye moves. Definitely shield and soften. This is followed by Optimized Blade Dance, a melee limit break that each boss throws on his or her tank. This hits pretty hard compared to solar flare, mitigate or invulnerability shield and soften. on both. Pull both bosses to the cardinal marker next to the eye. You will throw Advanced Suppression this time and run the same optimized Meteor/Shooter Arrow mechanics again, but with the meteor marker going to the opposite side, while the first, with the meteor marker going to the opposite side, while the first, with the advanced Suppression. Treat it like the first, with the meteor marker going to the opposite side, while the same optimized Meteor/Shooter Arrow mechanics again, but with the meteor marker going to the opposite side, while the first, with the meteor marker going to the opposite side, while the first, with the meteor marker going to the opposite side and run the same optimized Meteor/Shooter Arrow mechanics again, but with the meteor marker going to the opposite side, while the first, with the meteor marker going to the opposite side, while the first, with the meteor marker going to the opposite side, while the first, with the meteor marker going to the opposite side, while the first, with the meteor marker going to the opposite side and run the same optimized Meteor/Shooter Arrow mechanics again, but with the meteor marker going to the opposite side, while the first, with the meteor marker going to the opposite side, while the first, with the meteor marker going to the optimized Meteor/Shooter Arrow mechanics again, but with the meteor marker going to the optimized Meteor/Shooter Arrow mechanics again, but with the meteor marker going to the optimized Meteor/Shooter Arrow mechanics again, but with the meteor marker going to the optimized Meteor/Shooter Arrow mechanics again, but with the meteor marker going to the optimized Meteor/Shooter Arrow mechanics again, but with the meteor marker going to the optimized Meteor/Shooter Arrow mechanics again, but with the meteor marker going to the optimized Meteor/Shooter Arrow mechanics again, but with the meteor marker going to the optimized Meteor/Shooter Arrow mechanics again, but with the meteor marker going to the optimized Meteor/Shooter Arrow me point, the fight will move on to the next phase. Once you've killed the first boss, his HP stays at 1 and she's still running the mechanics by using the tank lb 3 on the meteor and arrow and simply absorbing this damage as a stacked party. It will restore about two and a half limit break bars and the next LB3 will be available for the next Meteor/Arrow combination. Tank lb this too, and use the melee limit break as soon as it comes back. This is probably not the way the mechanic is to be handled. But it works. And it's broken. If it is patched, this note is removed. Defended to be handled. But it works. And it's broken. If it is patched, this note is removed. battle begins with Target Analysis, a tank mechanic attacking the player with the highest or second highest enmity with a blue marker. Shortly thereafter, this player is hit by a circular AoE tank buster that deals less damage to the later targets hit. The offtank will have to provoke omega at about the fourth global cooling. Then avoid the main tank (or hold the enmity so that the main tank gets the blue marker. After the first AoE hits, the other tank moves in front of the marked one. Alternatively, you can use the invulnerability in target analysis when they are available, let a tank absorb the marked one. Alternatively, you can use the invulnerability in target analysis when they are available, let a tank absorb the marked one. Alternatively, you can use the invulnerability in target analysis when they are available, let a tank absorb the marked one. Alternatively, you can use the invulnerability in target analysis when they are available, let a tank absorb the marked one. Alternatively, sou can use the invulnerability in target analysis when they are available, let will be hit by small AoEs, which will damage them to the raid for about 20k damage and apply a stacking magical vulnerability up (3s). The same happens with remote regression, if the players are too far apart, or if the debuffs, the boss or its two flanks. You can determine which of them it will be by looking at its cast animation. The sides with the blue floating spheres will be the safe sides. The latter targets the next two players on the side of the boss. This healer will go to the north side so as not to detonate his green tether. In doing so, the and DPS with local regression explodes and damages the party. The damage must be healed before the next set of tethers explodes. Next comes Diffuse Wave Canon. If its front and back are not secure, everyone turns clockwise around the boss 90°. Once the Diffuse Wave Canon. In case the party is on the side of the leader with the screens, all change sides. Important to note: If you as dpS still have a green local regression tether at this point, be careful not to ignite them too early to avoid stacking the Magic Vulnerability Up or kill the tanks that get a magical tank buster after the point, be careful not to ignite them too early to avoid stacking the Magic Vulnerability Up or kill the tanks that get a magical tank buster after the South. For example, if the side east of the boss is secure, the healer would be on NE, the connected DPS on SE. For the two tankbusters we have the main tank on the front (NE/NW, if The Boss is True North), and the off-tank remain in the back (SE/SW) of the boss so as not to overlap them. After the debuff fades again, the last bound DPS detonates its remote regression. Regression

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