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O10s text guide

This is entry 1 of 1 of the series FFXIV: Alphametry Epic Guide Note: This guide is based on my gaming experience and our tactics, so differences may occur with other guides. If you have any comments, questions or comments, please write a comment. Condition to enter item level -> if you register the content with a Full Squad with 8 people, then the item level of the individual is no matter O9s/O10s must be placed after the reset on Tuesday at 10 o'clock -> O11s can also be registered if only the group leader O9s/O10s has already placed terrain markings before the fight terrain markings counted to the left from the edge of each edge, to help place a 1 in the middle and a 2 in a corner -> preferably to B, since they have the same colors & so on the fast no confusion comes to make a sky direction for each player – i.e., N, NO, O, SO, S, SW, W, NW -> To pin the cardinal directions to the boss's direction of view is sensible – i.e. N in front of the boss and e.g. S behind the boss. [00:00] Start of combat [00:07] Atomic radiation - Raid-wide AoE [00:18] Mustard bomb - strong tankbusters with 5s bleeding debuff -> strong CD recommended, mock only partially necessary -> distribute in its direction for flamethrower [00:26] Flamethrow - (formerly flamethrower) - smaller fan-shaped AoE to each player followed by a large AoE, which is based on your position in the flame storm -> immediately after the first flame storm animation move right/counter clockwise from the AoE –> this direction of dodging is needed for later flame storms [00:34] starboard/port wave cannon [00:41] starboard/backboard wave cannon [00:53] Print (A) – Distributed! Both healers and the four DDs are assigned to a blue or a yellow fist, which appear on their own hitbox when the printcast ends. -> They attack their player 3x, making small AoEs appear under their player -> Explode by non-destruction by themselves -> Vulnerability stacks & mostly a Wipe –> To prevent this, one player with a blue hand and one with a yellow hand will join each other, thus disappearing and leaving a damage buff on the ground, which the DDs should collect immediately. Proper destruction of hands -> It's random who gets which hand, but you can pin point the following: [01:07] Mustard bomb - strong tank buswith5r with 5s bleeding debuff [01:27] program loop - Omega starts its intermediate phase [01:31] Omega becomes unassailable [01:41] Monitor becomes vulnerable / Program start (A) Healers and tanks are connected to a DD the debuff Positive Charge or Negative Charge as well as the loop debuff -> See which debuff your and your chain-connected partners have => + and + as well as - and - repel each other and must stand close to the monitor hitbox for the following mechanics => + and - pull and have to get to the extreme edge of the [01:48] ferrofluid [02:03] program start (B) – the two most distant players from the monitor get the debuff Chain of Forgetting. => Before casting, there must be a player on the edge in the north and a player on the edge in the south. Healers and bards as well as machinists are well suited for this mechanic. -> Remaining players get a debuff with a timer of 12s, 21s and 30s starting position Black Points = Players with Loop Debuff Blue Circles = Players with Chains of Forgetting Debuff Lilane Line = Do Not Touch as A Player with Loop Debuff or Without Debuff! -> Target: Players with the loop debuff will release their debuffs one by one through the meteorite fields. Players with the Chains of Forgetting must run appropriately on the outside of the edge to clear the way and get into their outer meteorite fields. First Possibility Second Possibility Meteorite Field in the Northwest Chain Players move counterclockwise to make it accessible. Both players with shortest debuff into the meteorite field, which showed its debuff at the beginning 9s. Meteorite field in the south-east chain players run clockwise without covering the field with the chain. Both players with shortest debuff into the meteorite field, which showed its debuff at the beginning 9s. Chain players north and south in meteorites The meteorite field in the NO is occupied by the players whose debufftimers were at 19s at the beginning. Chain players north and south in meteorites The meteorite field in the SW is occupied by the players whose debufftimers were at 19s at the beginning. Chain players east and west in meteorites The field in the SO is debuffed by the last remaining players. Chain players east and west in meteorites The field in the NW is debuffed by the last remaining players. Chain players continue to run clockwise to their last fields in the N and S. Everyone else needs to get out of the middle and towards the edge. - (SW) Mr President, I would like to Large AoE in the middle. [02:50] Forced shutdown - If the monitor is not defeated when the cast exits, a wipe occurs. [03:02] Delta Attack - Tank LB 3 is necessary and strong mitigation -> Debuff Gradual Petrification disappears at full HP, otherwise when the debuff timer expires [03:24] Omega becomes vulnerable again -> Take flamethrower positions [03:36] Flameret -> Dodhand-wise [03:43] Ballistic impact - Circular AoE around each player, leaves a firefield after explosion [03:45] Starboard/port wave cannon [03:52] Starboard/board wave gun [04:04] Mustard bomb + Blaster chain > Tankbuster on MT -> Players gather behind Omega, OT with full LP removes the chain by passing through and moves far away from the group [04:12] Blaster -> If the connected does not have full LP at the casting end, he gets a doom debuff and dies with certainty -> large AoE around the connected, sets the LP to a certain percentage value [04:16] Atomic radiation [04:30] Print (B) - A Tank, a healer and two DDs are connected to one of the four large fists on the arenarand + debuff nerve shock -> immediate movement of the connected to their sides on the terrain markings set at the beginning -> inability to move by nerve shock - Debuff verschwindet -> Rest in die Mitte [04:47] Stürmen – Hände schlagen ihren Spieler gerade über das Feld, hoher Schaden [04:48] Elektrosturz – Sharemarker auf einen Spieler -> in der Mitte stacken, schnelles Hochheilen erforderlich [04:59] Ausdrucken (B) – Der jeweils andere Tank, Heiler sowie die anderen beiden DDs werden mit den vier großen Fäusten verbunden + Debuff Nervenschock -> wird ebenso wie das erste Ausdrucken (B) gespielt, OT übernimmt für die Mechanik den Boss und kann danach wieder zurück abgespottet werden [05:15] Stürmen [05:16] Steuerbord-/Backbord-Wellenkanone [05:23] Steuerbord-/Backbord-Wellenkanone [05:35] Programmschleifen-Update – die nachfolgenden Steuerbord-/Backbord-Fähigkeiten sind nun folgendermaßen aufgebaut: Steuerbord-Nullform-Partikelstrahl = Steuerbord-Wellenkanone -> Steuerbord-Wellenkanone Backbord-Nullform-Partikelstrahl = Backbord-Wellenkanone -> Backbord-Wellenkanone => sofort während der Animation der ersten Wellenkanone auf die andere Seite [05:48] Flammensturm mit Brand-Debuff für 8s [05:57] Steuerbord-/Backbord-Nullform-Partikelstrahl [06:14] Pantokrator (A) – Raidweite AoE sowie 4x AoE-Flächen , which randomly appear among four players -> behind the boss stack & counterclockwise from the AoE to the safe edge, repeat 3x [06:28] Fire control system initiation - elongated sharemarker -> Flamethrower Positions Occupy [06:40] Wave Cannon 4 Targets (not shown as Cast) – Targeting the four closest players to Omega -> these are hit by Omega with a long AoE and receive an Increased Magic Vulnerability debuff -> the unmarked players line up at the Omegas Hitbox to get from the Wave Cannon to be attacked [06:47] Wave Cannon 4 targets (not shown as Cast) – works like the first [06:50] Large caliber P (not shown as Cast) – stack on the terrain marker 2 -> AoE starting from the center – the further away you are, the less damage you get [07:00] Blaster - Chain [07:08] Blaster [07:10] Atomic radiation [07:22] Print (C) – Hands appear as with printouts (A), but all glowing red. Two ways to play the mechanics: Simple – stacking on 2 and so the appeared hands curl to hit one place -> Tank LB3, when the hands are thought - Distribute and always let two hands beat each other one after the other -> high damage to all players that needs to be healed before the next two hands can be destroyed [07:45] Mustard Bomb [07:58] Atomic Radiation [08:07] Flame Storm – Dooder counterclockwise [08:1 4] Ballistic impact [08:15] Starboard/port zero-form particle beam [08:33] Pantokrator (B) Starting situation: The FRG/MCH stands in relation to the entire group in order to maintain a large AoE. At first everyone runs counterclockwise, then either the flamethrower can approach or leave. The AoE suits you. You now walk clockwise and thus past the edge of the deposited AoE surfaces. Now they are treated as in Pantokrator(A). The AoE goes away from one. Continue to run counterclockwise and the AoEs under a treatment as in the Pantokrator(A). [08:59] Fire control system initiation - elongated stack marker, the FRG/MCH does not necessarily have to stack, but it must go to the side of the group -> The point of stacking is now the south. One tank must now be in the NW the other NE. These are hit by strong for the mechanics continuous AoEs. The other players occupy their approximate flamethrower positions. [09:11] Wave Cannon 3 Goals (not shown as Cast) – Targeting the three closest players to Omega & Elongated AoE -> the targeted players spread and run to the edge -> the non-targeted players go closer to Omega [09:18] Wave Cannon 3 Targets (not shown as Cast) -> the targeted players are distributed and run to the edge -> the non-targeted players dodge somewhat the targeted players [09:22] Large caliber P (not shown as cast) -> on terrain marking 2 stacks [09:40] starboard/port zero Form Particle Beam [09:49] Starboard/Port-Zero-Form Particle Beam [10:04] Charybdis - LP of all players are set to 1 [10:17] Mustard Bomb + Blaster Chain [10:25] Blaster [10:29] Atomic radiation [10:35] Atomic radiation [10:41] Atomic radiation [10:47] Loop = Enrage Additional note Mustard bomb: The first tankbuster with and the second with Holy Ground, if there is a warrior and a Paladin. Also works with a Dark Knight and Death Awakening. Blaster chain and blaster: The first two chains can be taken over by the FRG/MCH if there is a paladin in the group that protects the one from the subsequent AoE of the atomic radiation with cover. Whether the last one can be played in this way depends on the group itself for healing/mitigation. Print (A/C): It can be left in the AoE of the hands if the hands are destroyed by this attack, otherwise it will lead to a confiscary debuff. Only Omega's car attacks, electric crashes and hand storms with printouts(B) are physical, everything else is magical. The blaster is neither magical nor physical. As an optimization, you can delay your second use of the pots after printing(B) and pull them together with the group buffs. Timeline *Flame Throw = Flame Storm If you have any questions or comments, please write a comment! Have fun and success in raiding. Sources: Starboard/Larboard Alphascape V3.0 (Savage): Omega Rotation & Timeline Screenshots from Final Fantasy XIV: Online and Paint Scribbles AlphametryEpischFFXIVGuideo11sSavage Then let's have a little obulus. We would be happy about every little gift. Look forward.

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