

Yet Another Weapon Guide - Gunlance

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Intro

Special Thanks to: Kapu#1178 for giving it a once-over and providing feedback before release.

The only weapon that can poke and boom at the same time, Gunlance! Build up heat by shelling, then lock your heat by Wyvernfire! Use that heat to deal more damage with your thrusts! Use different shell types for different purposes, and blow down the monster with *explosions*!

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Purpose

This guide is meant for new players of Monster Hunter Generations Ultimate (MHGU) or for players who haven't played Blademaster in the old-school games, and wish to play as Gunlance. Note that this guide will not assume any prior knowledge, regardless of games played before in the Monster Hunter series.

Guide Contents

This guide will contain a comprehensive guide on GL controls, commentary on GL styles and combinations, details on the various shell types, recommendations on progression GLs, and a final note on matchups against all monsters in the game.

At A Glance

How Do I Play Gunlance?

- Thrust with X, Shell with A. You can also perform an upswing attack with X + A, which is useful for extending combos. You can guard with R, from which you can also thrust or shell.
- You must shell in order to increase the Heat Gauge, which you see in the top-left. Each color of the gauge corresponds to a different amount of raw boost, Yellow being none, Orange 15%, and Red 20%.
- Making the Heat Gauge fill completely will completely empty the Heat Gauge and force you to overheat, preventing the Heat Gauge from moving.
- Time and attacks with thrusts will reduce your Heat by small amounts.

- To lock the Heat Gauge safely, perform Wyvernsfire with R + X + A. Performing this will lock your Heat Gauge while your Gunlance cools down, but it also reduces your heat by a small amount when performed.
- To reload shells, either press A while Guarding, or A after a backstep. You may also reload a single shell after you shell by pressing A again.
- Performing a Slam (in Guild, X, X, X) will let you follow up with a Full Burst with A, expending all of your shells at once.
- You may charge your shells by pressing and holding R + A, increasing their damage and Heat gained.

Hot Tips

1. **Shelling also takes a little bit of Sharpness**, making Razor Sharp more vital for Gunlance play.
2. **Use shells to extend your combos when you've locked your Heat**
3. Like Lance, **ending your Guard has a long animation**. Backstep to quickly end the animation.
4. Also like Lance, **you may move around while Guarding**. Moving while Guarding lets you restore Stamina at a normal rate.
5. Each Shell type is good at different things, reflected in damage modifiers for specific actions.
6. **Normal**: Has a standard explosion radius as well as a standard Heat Gauge. Best at Full Bursts. Loads 5 shots.
7. **Long**: Has an increased range and the Red portion of the Gauge is extended. Good at both Full Bursts and Charged Shots, but deals more damage with WyvernsFire. Loads 3 shots.
8. **Wide**: Spreads out over a wider area and the Orange portion of the Gauge is extended. Good at Charged Shots, but is weak at Full Bursts. Loads 2 shots.

Meta Stuff

- I'm obligated to say that Gunlance gets really slow times, even with the Heat Gauge, which was an overall nerf to Gunlance play.
- **The most common shell type used is Wide**, as it provides more Heat than its cousins.
- **The Gunlances most commonly used feature a long amount of Sharpness**, largely due to counter Gunlance's increased Sharpness usage upon shelling.

- **Gunlance tends to favor raw over element**, despite Gunlance shells themselves dealing Fire-type damage, regardless of the element of the Gunlance.
- **Adept Gunlance is most used**, due to the uncharacteristically high damage of the counterattack.
- Guild Gunlance has access to the Slam at all times, as well as the ability to Upswing, extending your normal combos slightly.
- Striker Gunlance loses the ability to Slam, and thus Full Burst too, but could be nice if you use Long or Wide and like the ability to perform a 3rd thrust, as well as use the Gunlance HAs.
- Aerial Gunlance lets you hop into the air and perform Full Bursts easily with the Aerial Slam, at the cost of not being able to perform Slams on the ground.
- Valor Gunlance is all about shelling with the damage modifiers on shelling, but since shells don't scale with raw...
- Alchemy Gunlance lets you Wyvernfire more often and doesn't let you perform Upswing mid-combo in exchange for the Alchemy Barrel.
- **The Gunlance HAs are hit and miss.** On the one hand you have Dragon's Breath, which maxes your Heat Gauge and locks it there for a few minutes, and is fantastic, as well as Blast Dash which gives Gunlance some much-needed mobility.
- On the other hand you have the mediocre Dragon Blast which deals fixed damage while you stay still as well as the sadly disappointing AA Flares, which is basically a shell combo.

Cool Stuff

- Not only do shells deal fixed damage, but they also deal a little bit of Fire damage. For best results, use Gunlance against Fire-weak monsters.
- Unlike what it seems like, Wyvernfire is actually 4 separate hits, and so is not suitable for waking up monsters, despite what some people think.
- After the 3rd X attack in certain styles, pressing X + A will let you Wyvernfire instantly.
- You can adjust the angle at which Wyvernfire hits by using the Control Stick.
- Some attacks that reload shells while doing so have higher damage if you load shells successfully.

- You can backstep further as with Lance by pressing Back on the Control Stick at the same time you hop back.
- Like Lance, you can unsheathe into a guard by pressing R + X + A. Especially useful on Adept styles since you can gap close by dashing in and immediately Adept Guard an attack.

Controls & Style Rundown

Guild Style

Two Hunter Art slots (1 SP Art). Easy access to some of Gunlance's stronger and more useful moves.

- X - **Thrust** - 21% damage
- After Thrust, X - **Thrust II** - 21% damage
- Forward + X - **Forward Lunge** - 28% damage
- While Lunging forward from Forward Lunge, A or Forward R + A - **Forward Shell**
- X + A - **Upswing** - 25% damage
- A - **Fire Shell**
- After any attack, R + A (hold) - **Charged Shot**
- After Upswing, A - **Upwards Shot** *(Can be charged.)*
- After Fire Shell or Charged Shot, A - **Quick Load** *(Reloads a single shell.)*
- After Thrust II or Quick Load or Upswing as the 2nd or 3rd attack, X - **Slam** - 36% damage
- After Slam, A - **Full Burst**
- R (hold) - **Guard**
- While Guarding or after Upswing as the 1st attack or Upwards Shot, X - **Guard Thrust** *(Can be performed up to three times consecutively.)* - 16% damage
- R + X + A, or after Slam or after the 3rd Guard Thrust, X + A - **Wyvernfire**
- B - **Backstep**
- After Backstep or while Guarding, A - **Reload**
- While in midair, X - **Jumping Thrust** - 22% damage
- Forward Lunge off of a ledge or while in midair, X + A - **Jumping Slam** *(Reloads one shot, has increased damage if you reload a shell, can go into Full Burst as in a normal Slam.)* - 36% damage
 - *If reloading* - 40% damage

Guild Style allows easy access to the slam, allowing you to Full Burst anytime normally, as well as perform Upswing to slightly extend your combos. Remember to use shells to extend your thrust combos, once your Heat is high.

Recommended Hunter Arts:

- Absolute Evasion
- Absolute Readiness

Turn Up The Heat

X + A, A, X, (repeat A, X)

A fast way to quickly rank up Heat.

It's Getting Hot In Here

A, A, X, A

After a single-shell reload, you can perform a Slam, after which you perform a Full Burst. This combo's effectiveness at increasing your Heat will mostly depend on the shell type.

Now We're Cooking

Forward + R + A, A (repeat)

A shell-only way to boost your Heat. It's a bit slow but you don't have to fully reload.

Full Heat Locker

Forward + X, X, X, X, X + A

A thrust combo which ends in a Wyvernfire. Useful if you're near maximum Heat.

Thrust Extension

Forward + X, X, X, X + A, A, (repeat) X, X, X, A

This combo provides gapclosing with the initial lunging thrust, as well as an infinite combo. For best results, use while Heat is locked.

Out-of-Guard Thrusts

While Guarding, X, X + A, X

A way to immediately transition from a guard into attacking.

Full Burst Reload

X, X, X, A, B, A

A simple way to perform a Full Burst and immediately reload afterwards.

Striker Style

3 Hunter Art slots (1 SP Art). Can't perform Slam, but gives you a 3rd Thrust instead as well as a 3rd HA slot to use Gunlance's cool HAs.

- **Cannot perform Slam or Jumping Slam.**
- After Thrust II, X - **Striker 3rd Thrust** - 24% damage
- After Striker 3rd Thrust, X + A - **Wyvernfire**

Striker Style is perfectly okay for basic play, only losing the slam as compared to other styles. This makes Full Bursting difficult, but if you run BlasDash you can still Full Burst that way. Striker is useful for long combo strings interspersed with occasional shelling, as well as using the two Absolute HAs for enhanced mobility, letting Striker be significantly more mobile than other GL styles.

Recommended Hunter Arts:

- Absolute Evasion / Blast Dash III
- Absolute Readiness
- Dragon's Breath III / Blast Dash III

Super Thrust Extension

Forward + X, (repeat) X, X, X, A

After shelling once, you can repeat the basic three thrust combo, like Lance. Most effective while at maximum Heat.

Guarded Thrust Extension

While Guarding, (repeat) X, X, X, A

Similar to the above combo, but transitions out of Guard.

Super Heat Charger

Forward + R + A, (repeat) A, A, R + A

Uses shells to build up Heat fairly quickly. You might have to reload before doing this, though.

Aerial Style

1 Hunter Art slot (1 SP Art). Lets you hop off of the monster and easily perform Aerial Slams, which can lead into Full Bursts.

- **Cannot perform Backstep.**
- **Cannot perform Slam.**
- After Thrust II, X - **Aerial Thrust III** - 24% damage
- B - **Aerial Hop**
- Post-Aerial Hop, A - **Aerial Shell** (Performable only once per jump.)
- Post-Aerial Hop or after Aerial Shell, X - **Aerial Slam** (Loads one shell if performed by itself, if performed after Aerial Shell, does not load one shell. Can lead into Full Burst as in a normal Slam.) - 36% damage
 - If reloading - 40% damage

Aerial Style can easily let you spam Full Bursts and even lets you perform a mid-air shelling to slam combo. Favors Normal shelling types above others. Oh, and shelling doesn't deal mounting damage.

Recommended Hunter Arts:

- Absolute Readiness

Jump 'n Shell 'n Slam

Post-Aerial Hop, A, X, A

A basic combo performed after any Aerial Hop. Remember to have your shells loaded.

Aerial Full Combo

Forward + X, X, X, X, B, then Post-Aerial Hop, ~~A~~X, A

A combo mostly performed on downed monsters.

Adept Style

1 Hunter Art slot (1 SP Art). Perform an Adept Guard to pivot and perform two highly-damaging attacks in a row, which can be followed up by a Full Burst.

- **Cannot perform Quick Load.**
- **Jumping Slam does not load shells.**
- R - Adept Guard
- Post-Adept Guard, X - Adept Reload Swing (Fully reloads shells, damage differs depending on whether or not you load shells.) - 40% damage
 - If reloading - 37% damage
- After Adept Reload Swing, X - Adept Slam - 50% damage

Adept Style has one of the strongest moves Gunlance has at the cost of not being able to quickly reload shells normally, which isn't bad at all. Remember that you can change the direction with which you counter attack by pressing on that direction with the Control Stick, and this goes for both the Reload Swing and the Slam.

Recommended Hunter Arts:

- Absolute Readiness

Super Charged

X, R + A (repeat)

A simple thrust into charged shell loop.

True Combo

Post-Adept Guard, X, X, A

A standard Adept Guard combo. Omit the Full Burst as necessary.

Adept Guard Wyvernfire

Post-Adept Guard, X, X, X + A

Instead of using a Full Burst at the end of your combo you can use Wyvernfire instead if you run the risk of maxing out on Heat.

Valor Style

1 Hunter Art slot (1 SP Art). Charge the Valor Gauge with shells in order to enter Valor State and improve your overall shelling power!

In any state:

- **Cannot Reload.**
- **Cannot Quick Reload.**
- **Cannot Charged Shot.**
- Y - Valor Sheathe
- While Valor Sheathing, A - Valor Shot
- While Valor Sheathing, X + A - Valor Wyvernfire (Has the same effects as normal Wyvernfire.)

- While Valor Sheathing, R + A - **Reload**

Outside of Valor State:

- **Cannot Wyvernfire.**
- R + A - **Valor Single Load** (Loads one shell, has a Guard Point at the beginning of the loading animation.)
- While Valor Sheathing, X - **Valor Reload Swing** (Reloads one shell, has higher damage when loading.) - 40% damage
 - If loading - 36% damage

In Valor State:

- Wyvernfire is performed much more quickly if not performed from Valor Sheathe.
- Wyvernfire cools down much more quickly.
- All shelling's sharpness consumption is reduced by one.
- While Valor Sheathing, X - **Valor Super Swing** (Loads multiple shells at once, depending on shell type. Has higher damage when loading.)
- R + A - **Valor Super Load** (Loads multiple shells at once, depending on shell type. Has a Guard Point at the beginning of the loading animation.)
- After Valor Super Load or Valor Super Swing, X - **Slam**
- After Slam, X - **Thrust I**
- After any attack, A (repeat), or after Valor Shot, A (repeat) - **Valor Rapid Shelling** (Damage increases with each shell fired.)
- After Slam, A - **Valor Full Burst** (Damage increases with each shell fired.)

Valor Style focuses on shell damage, which is certainly unique, but doesn't translate well in practice, and certainly does not make Gunlance good. It is really fun though, and the Valor Gauge charges quickly from shelling and Wyvernfire.

Recommended Hunter Arts:

- Absolute Readiness

Valor Shelling Charge

Y, then A, (repeat)

A simple way to quickly charge both Heat and Valor Gauge.

Valor Loading Swing

Y, then X, X, A

Provides a way to reload shells, attack, and charge the Valor Gauge all at the same time.

Valor Infinite

In Valor State: X, X, X, (repeat)

This is a great combo that doesn't involve shells at all. Using this combo will let you perform a good amount of damage while relying on the quick Valor State provided by shelling.

Valor Simple Rapid Shelling

In Valor State: Y, then A (repeat)

An easy way to immediately start Rapid Shelling.

Valor Upwards Rapid Shelling

In Valor State: X + A, A (repeat)

If you wanted to ever blast a monster out of the sky easily, then use this combo.

Valor Quick Full Burst

In Valor State: R + A, X, A

This combo is useful when you want to rack up Heat and you need to reload.

Valor Load Up 'n Burst

In Valor State: Y, then X, X, A

A variant of the above combo, this fully reloads your shells.

Alchemy Style

3 Hunter Art slots (3 SP Arts). Simplifies and shortens your combos, as well as removes Charged Shot in exchange for the Alchemy Barrel!

- **Cannot perform Upswing mid-combo.**
- **Cannot perform Charged Shot.**
- Wyvernfire deals less damage, but also cools down much faster.
- After Guard Thrust II, X - **Slam**
- After a step, R + Y - **Alchemy Barrel**
- To charge the Alchemy Barrel faster, use **Slam**.

Alchemy Style is alright, since it removes the Charged Shots, which were already slow, and the upswing mid-combo, which is disappointing but okay. The faster Wyvernfire both is good and bad, good if you want to spam it for “damage” but bad if you want to maintain and lock high heat on your Gunlance.

Recommended Hunter Arts:

- Absolute Evasion (SP) / Dragon's Breath III
- Absolute Readiness (SP)
- Blast Dash III (SP) / Dragon's Breath III

Out-Of-Guard Slam

While Guarding: X, X, X, A

Like Alchemy Lance, this combo provides a way to immediately transition out of Guards.

Super Full Wyvernfire Burst

Forward + X, X, X, X, A, X + A

This extremely big shell energy combo is great on downed monsters for charging up Heat. Just make sure you aren't gonna overdo it.

Adept > Striker/Guild > Aerial/Valor/Alchemy is the style hierarchy. Adept's Post-Adept Guard attacks are very useful and highly damaging, while Striker and Guild are only slightly less effective. Aerial, Valor, and Alchemy all focus on shelling, which is a bad thing in G-Rank.

Hunter Arts

Dragon Blast

Charges, then, while guarding, unleashes a powerful blast in front that deals multiple hits of fixed damage.

HA Rank	To Charge	Total Damage	Charge Time
I	830 (1196 SP)	$48 * (1 + \text{weaponRaw} * 0.7 / 100) + 3 * (10 * (1 + \text{weaponRaw} * 0.7 / 100))$	3 seconds
II	1000 (1400 SP)	$49 * (1 + \text{weaponRaw} * 0.7 / 100) + 6 * (10 * (1 + \text{weaponRaw} * 0.7 / 100))$	2
III	1250 (1700 SP)	$49 * (1 + \text{weaponRaw} * 0.7 / 100) + 9 * (10 * (1 + \text{weaponRaw} * 0.7 / 100))$	1

Note that the damage dealt is fixed in its entirety, or in other words, ignores hitzones. Here's a brief example of how to calculate this fixed damage:

*Say you had a Gunlance with 300 raw. This HA ignores all multiplicative raw modifiers. So, for the opening hit of Dragon Blast III, you'd deal $49 * (4 * 300 * 0.7 / 100) \Rightarrow 49 * (1 + 210 / 100) \Rightarrow 49 * (1 + 2.1) \Rightarrow 49 * 3.1 = 151.9$. MonHun floors damage, so you'd deal 151 with the initial blast. Do the same for the followup hits: $10 * (1 + 300 * 0.7 / 100) = 10 * 3.1 = 31$. $31 * 9 = 279$ for the followup hits.*

Dragon Blast is... okay. It's a lot of fixed damage in a short amount of time, but you can do without this art. The Guard Point associated with the entirety of the art is okay too... but if you're actually trying to Guard Point with this HA you're doing something wrong.

Blast Dash

Aims your Gunlance behind you, then shoots, launching you forward a distance. After this art, you can perform a Slam, after which you can perform a FullBurst. This is doable regardless of Style.

HA Rank	To Charge
I	250 (500 SP)
II	290 (548 SP)

III	330 (596 SP)
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Distance travelled increases with rank. The Slam deals two hits of $(24\% + 50\%) = 74\%$ damage. Rank III allows you to perform the Slam midair, rather than after you land on the ground. This art can be done whether or not you have shells loaded, but the followup Full Burst you can perform requires that you have shells loaded before you execute the art.

Blast Dash gives Gunlance a form of mobility, which is greatly appreciated. It doesn't really warrant use though because the generic arts of Absolute Evasion and Absolute Readiness are much better and more useful more often. You can consider using this in styles that have 3 HA Slots though.

Dragon Breath

Charge the Gunlance with heat during a short animation, after which you power up the Heat Gauge to the absolute maximum and locks it. Shells also deal additional damage.

HA Rank	To Charge	Duration
I	1080 (1496 SP)	60 seconds
II	1170 (1604 SP)	120
III	1250 (1700 SP)	180

Due to Dragon's Breath locking the Heat Gauge, Wyvernfire cannot be used for the duration that this art is active, no matter the style. Shells deal +10 fixed damage and +10 Fire damage.

Dragon's Breath allows you to ignore the Heat Gauge, which is a godsend. The Heat Gauge was an overall nerf to the GL playstyle, forcing you to use the underwhelming shells in order to boost your thrust damage. Furthermore, with the Heat Gauge implemented, Capcom went their scaredy-cat ways with regards to Gunlance, and nerfed the Motion Values...again. I dunno either. Anyway, take this because it's a not-insignificant boost to your damage, at least on styles with 3 HA slots.

AA Flare

Perform a Full Burst upwards, then if the Heat Gauge isn't currently locked, fire a Wyvernfire afterwards, locking the Heat Gauge. Then, perform a reload with a Guard Point. If you don't have all shots loaded at the beginning of the art, you'll perform a reload with a Guard Point beforehand.

HA Rank	To Charge	Wyvernfire Cooldown	Damage Modifier
I	400 (680 SP)	80 seconds	1.0x
II	460 (752 SP)	60	1.05x
III	520 (824 SP)	30	1.1x

Damage Modifier is multiplied on top of the Full Burst Modifier for the Shell Type. Heat lost with the Wyvernfire is reduced with each rank of the HA. The Full Burst adds Heat, but cannot Overheat your Gunlance. If hitting an airborne monster, deals 3x stagger damage.

AA Flare is just a faster version of Dragon Blast which is aimed upwards too. It's kinda underwhelming due to how shelling works in this game and how it doesn't scale with raw at all, but... if you use Normal it's alright? It takes a while to perform too, and you're likely not gonna knock down monsters with this HA either... unless they stand still in the air for a long time, which isn't gonna happen much.

Shell Specifics

Let's briefly talk about shells in this section.

Normal

- Has a **regular-sized spherical hitbox** which starts from the tip of the Gunlance.
- Has a **normal sized Heat Gauge** with each portion having about equal lengths.
- Takes **18 shots to Overheat** the Heat Gauge from 0 Heat.
- Load up to **5 normally**, 6 with Load Up.
- Deals slightly more damage with **Full Bursts** than other shell types.
- **Consumes 2 Sharpness** per shot.
- In Valor State, Valor Super Load and Valor Super Swing **reloads 4 at once**.

Full Burst	Charged Shot	Wyvernfire
1.1x	1.2x	1x

Shot Lvl.	Fixed Damage	Fire Damage
1	10	4
2	14	5
3	18	6
4	21	7
5	24	8

Long

- Explosion **extends slightly further** than Normal or Wide shell types.

- **Red Heat is slightly extended** compared to Normal shells, making it easier to maintain Red and lock it with Wyvernfire.
- Takes **13 shots to Overheat** the Heat Gauge from 0 Heat.
- Load up to **3 normally**, 4 with Load Up.
- Deals slightly more damage with **Wyvernfire** than other shell types.
- **Consumes 2 Sharpness** per shot.
- In Valor State, Valor Super Load and Valor Super Swing **reloads 3 at once**.

Full Burst	Charged Shot	Wyvernfire
1x	1.2x	1.2x

Shot Lvl.	Fixed Damage	Fire Damage
1	15	9
2	21	11
3	28	14
4	32	16
5	38	18

Wide

- Explosion has a **greater radius** than other shell types.
- **Orange Heat is slightly extended** compared to Normal shells.
- Takes **9 shots to Overheat** the Heat Gauge.
- Load up to **2 normally**, 3 with Load Up.
- Deals slightly more damage with **Charged Shots** than other shell types.
- **Consumes 3 Sharpness** per shot (reduced to 1 with RazorSharp).
- In Valor State, Valor Super Load and Valor Super Swing **reloads 2 at once**.

Full Burst	Charged Shot	Wyvernfire
0.85x	1.45x	1x

Shot Lvl.	Fixed Damage	Fire Damage
1	20	6
2	30	8

3	40	10
4	44	11
5	48	12

Wyvernfire

- Charges briefly, then fires forward, dealing 4 hits of Fixed and Fire damage.
- Reduces your heat, then locks your Heat Gauge while Wyvernfire cools down.
- If Overheated from other means, like maxing out the Heat Gauge or from Dragon's Breath, then Wyvernfire cannot be used.
- Damage of Wyvernfire is based off of the original shell level.
- Cooldown of Wyvernfire is 120 seconds at base. With Artillery Expert, this cooldown is reduced to 90 seconds. (*Artillery Expert also reduces the time for normal overheats.*)
- In Valor State, cooldown and charge time are halved.
- In Alchemy Style, damage, cooldown, and charge time are all halved.

Shot Lvl.	Fixed Damage	Fire Damage
1	$30 * 4 = 120$	$10 * 4 = 40$
2	$35 * 4 = 140$	$11 * 4 = 44$
3	$40 * 4 = 160$	$12 * 4 = 48$
4	$45 * 4 = 190$	$13 * 4 = 52$
5	$50 * 4 = 200$	$14 * 4 = 56$

Valor Shelling

Rapid Shelling's damage increases as you fire more shells consecutively:

Shell Number	Damage Modifier
1	1x
2	1.2x
3	1.5x
4	2x
5 + 6	2.6x

Performing a Valor Full Burst scales each shell in the following way:

Shells Loaded	Damage Modifier
1	0.8x
2	0.9x
3	1x
4	1.4x
5	1.5x
6	1.6x

What GL To Use?

Usually the shot type of the Gunlance doesn't particularly matter during progression, but Wide shots are generally recommended for endgame stuff. Though, it doesn't really matter even when it's endgame either. Focus on GLs with a long amount of Sharpness rather than a thin amount, and go for raw Gunlances, though elemental GL... exists. It's not as great as raw GL but it's serviceable.

Progression Recommendations

Low Rank (Village 1-6*, Hub 1-3*)

- **Petrified Gunlance** (Normal Lv. 1)
The starting Gunlance is useful for both starting out at the very beginning of the game and when you level it up to level 4, which is when it gets Green Sharpness.
- **Rogue Gunlance** (Wide Lv. 1)
Somewhat oddly, unlike the other Great Maccao weapons, this needs Disc Stones in order to create it, or you can upgrade it from the Iron Gunlance. This features Wide shots instead, so it's easier to build heat with.
- **Hidden Gunlance** (Long Lv. 2)
The Nargacuga Gunlance is solid due to the large amount of Green Sharpness, as well as the high amount of Affinity it naturally has. Note that Affinity cannot affect shelling damage.
- **Ukiyo no Yamiwo** (Long Lv. 2)
Mizutsune's Gunlance is a fine one to use when you're moving through Village 5* and Village 6*, especially against Glavenus. Good raw, solid Sharpness, and decent Water damage too.
- **Burning Kabeira** (Wide Lv. 2)

The Glavenus Gunlance has the same amount of raw as Mizutsune's, as well as element, but it also has the advantage of being upgradeable early on into High Rank as well. Wide shells also help.

- **Usurper's Roar**(Normal Lv. 2)
Will eventually turn into the best Normal-type Gunlance in the game, and the best Thunder one too. Also useful here due to the high raw and high Thunder damage.
- **Jaya Gunlance** (Long Lv. 2)
The Seregios Gunlance, as in 4U, never loses its luster, especially here, where it has natural Blue Sharpness to start, as well as higher-than-average raw, as well as a 10% Affinity buff. As Gunlance, you should be backhopping out of your FullBursts, or at least hopping out of your more lengthy moves with higher recovery time.

High Rank (Village 7-10*, Hub 4-7*)

- **Obsidian Gunlance** (Long Lv. 2)
High raw and some natural Blue, perfect for starting out in early High Rank. Consider farming for the Wyvern Gems as soon as you can to upgrade this.
- **Burning Kabeira**(Wide Lv. 2)
Useful in early High Rank since it gets 160 raw relatively early on in the rank. Doesn't get Blue Sharpness until you upgrade it with High Rank parts but remains useful for late High Rank once you do.
- **Jaya Gunlance** (Long Lv. 2) / **Seditious Gunlance** (Long Lv. 3)
The two Seregios Gunlances are useful due to the auto-sharpening mechanic to upkeep the Sharpness, the Jaya Gunlance for more outright damage or the Seditious Gunlance for the increased Sharpness. I suggest going for the Hyperversion if you progress through Hub, since Gunlance eats Sharpness up.
- **Hidden Gunlance** (Long Lv. 3)
The Nargacuga Gunlance can be upgraded fairly early on, and later in High Rank it gains White Sharpness. All that natural Affinity is nice too.
- **Usurper's Roar**(Normal Lv. 3)
Gets to 170 raw once upgraded, and it also has natural Blue Sharpness, though not very much of it. Still, if you like Normal-type shelling, then this is the Gunlance to use.
- **Ukiyo no Yamiwo** (Long Lv. 2)
The Mizutsune Gunlance gets Blue Sharpness once you upgrade it with HR Mizutsune parts, and it gains a bit of Affinity as it is levelled up. A useful Water-type Gunlance.
- **Diablos Cannon** (Wide Lv. 3)

The Diablos Gunlance has obscenely high raw but a slight negative Affinity. Look at that Wide Lv. 3 though, isn't it great?

G-Rank (Hub G1-G4*)

- **Elder Gunlance** (Wide Lv. 3)
High raw, White Sharpness, and Wide-type shot. Easily the best thing you can make for early G-Rank Progression.
- **Fading Night** (Long Lv. 3)
The Nargacuga Gunlance, once you upgrade it with G-Rank Narga parts, has respectable raw, high Affinity, two slots, and even gets Purple Sharpness.
- **Despot's Phlogiston** (Normal Lv. 4)
Gets White Sharpness in G-Rank, as well as a good 280 raw with Normal Lv. 4, so this is probably the best Gunlance to take to Ahtal-Ka.
- **Mizumori** (Long Lv. 3)
Mizutsune's Gunlance is in the same boat as Zinogre's Gunlance, but is Long instead. Generally solid.
- **Glavenus Brewer** (Wide Lv. 3)
Glavenus's Gunlance is really solid in late G-Rank, having 300 raw, a decent 30 Fire, White Sharpness, and Wide Lv. 4 shells for easy Heat buildup.

Endgame GL Recommendations

- **Was-Ankh** (Wide Lv. 4)
The Ahtal-Ka Gunlance is incredibly solid as far as Gunlances go. 330 raw, triple slots, additional Defense if you're into that kinda stuff, but the largest draw is the natural Purple Sharpness. Compared to other Ahtal-Ka weapons, the Gunlance has more Purple Sharpness naturally due to the whole shelling business being a thing. You won't need Sharpness +2 with this one, though having Sharpness +2 is nice.
- **Elderfrost Broadside** (Wide Lv. 4)
Has a really high raw, at 380, a somewhat low 16 Ice, and Wide shots. Used mainly for *hella damage*, and you'll also need to use Sharpness +2 to get the White Sharpness on this GL, but it's really potent despite it. Can be used in general play, as opposed to the Blangonga GL.
- **Demonic Blizzard** (Long Lv. 4)
Yes, the Blangonga Gunlance is a thing. Good god. Has a good 330 raw, a solid 38 Ice, some natural Affinity at 15%, two slots, and Long shells. Does require Sharpness +2 to get Purple Sharpness, but you're probably running Jho Ceana anyway. Use on Ice-weak monsters.

- **Atum-Ra Obelisk** (Wide Lv. 4)
It does have low raw and an inability to get Purple Sharpness, but it does have a crazy 76 Dragon as well as triple slots. Wide shells are also nice for building Heat. Use on them Dragon-weak monsters, like Fatalis or something.
- **Opressor's Skyfall** (Normal Lv. 4)
The best Normal Gunlance in the game, and the best Thunder one too. Has a good 320 raw, decent 38 Thunder, two slots, and Normal Lv. 4 shells Requires Sharpness +2 for Purple Sharpness.

Elemental GL Recommendations

GL can't shoot elemental shells, so the choice of Elemental GL is based purely on the thrusting damage... which it always should.

- **Causta Agnakhnua** (Long Lv. 4)
The G-Rank branch-off Agnaktor Gunlance has a good 310 raw, a solid 45 Fire, 15% natural Affinity, and two slots, as well as Long type shelling for easy Heat locking. It helps that it has the highest amount of Fire of all the Gunlances in the game.
- **Ajimura Chinju** (Normal Lv. 4)
Sadly, Deviant Boost doesn't really help Gunlance... unless you're playing Striker Gunlance, which I respect. The decent amount of Water damage, solid raw, and good natural Affinity really helps this Gunlance out, as well as the great length of Purple Sharpness with Sharpness +2.

Status GL Recommendations

GL doesn't really hit fast enough to justify these, rather than normal Lance which has its normal thrusts which can hit multiple times.

- **Royal Gunbird** (Wide Lv. 4)
Has a lower amount of raw, but it has an incredible 40% Affinity and a decent 34 Poison, as well as two slots, and Wide shells help the Heat locking. Plus, it looks really cool, right?
- **Shattercannon** (Long Lv. 4)
cursed_volvi.gl has a usable amount of Purple Sharpness without sacrificing all of its raw. The slight negative Affinity is disappointing, but doesn't make it unplayable, and the Long type shell means you won't be spending forever to build up the Heat.
- **Cloaked Gloaming** (Wide Lv. 4)
The Nightcloak Gunlance, unlike Nightcloak itself isn't disappointing, though it does lack Purple Sharpness, even with Sharpness +2. Is the strongest of all Sleep Gunlances in terms of raw, as well as having the Wide shell type to build that Heat quickly.
- **Zvolta Annihilator** (Wide Lv. 4)

The Hyper Brachy Gunlance is a solid Gunlance with a usable amount of Purple, and a decent 320 raw as well as a decent 35 Blast. Wide-type shells really help build the Heat too.

- **Powderkeg Nova** (Normal Lv. 4)

The Hellblade GL doesn't require Sharpness +2 at all, but has slightly lower raw and Blast than the Hyper Brachy GL, as well as Normal shell type.

A Random Assortment of Other Gunlances with Shot Lv5 Which Aren't Necessarily Meta But Gunlance Isn't Really Meta Anyway So

Normal:

- **Daora's Tempest** (Normal Lv. 5)

Lower than average raw, but has quite a bit of White Sharpness, freeing you from needing Sharpness +2 if you don't need Purple Sharpness, and it also has 52 Ice, which is crazy high. If you're fighting Nibelsnarf or something, you could consider using this.

- **Blackhare Cannon** (Normal Lv. 5)

The Snowbaron Gunlance has 310 raw, 30 Ice, and 15% natural Affinity. A decent all-rounder for a Normal GL.

Long:

- **World's Demise** (Long Lv. 5)

The Silver Rathalos Gunlance has a higher than normal amount of Dragon, with 42, and a decent 320 raw. It's also got 2 slots, and Long-type shells. To be honest, there's quite a few decent Long-type Gunlances with Long Lv. 5, and this happens to be a good all-round Dragon option.

- **Endgültige Wahrheit** (Long Lv. 5)

The Gold/Silver Rath Gunlance replaces Dragon with Fire, and is similar in other stats. Good if you want to stack more Affinity skills than Agnaktor's GL.

- **Electrologia Gunlance** (Long Lv. 5)

Good 330 raw, a slightly average 25 Thunder, so you can use this for Thunder GL with a Long-type shell.

- **Lightbreak Vowbreaker** (Long Lv. 5)

Raging Brachy Gunlance has 290 raw, but a high 46 Blast as well as two slots, so if you're on a shorter hunt, you can use this.

- **Epic O. Fatalis Gunlance** (Long Lv. 5)

This Gunlance has a high 64 Dragon damage as well as triple slots, but it does require Sharpness +2 to get past the bad base Sharpness.

- **Imperial Cataclysm** (Long Lv. 5)

A decent alternative Poison Gunlance that loses a bit of raw damage for more Poison and some Affinity. You can even opt to drop Sharpness +2 and just use the long amount of White Sharpness on this GL.

Wide:

- **Demonlord Bombardier**(Wide Lv. 5)
Furious Rajang's GL has a decent 310 raw and a good 34 Thunder damage. If you don't want to fiddle with Full Bursts, this is a good ThunderGL option.
- **Fatalis Gunlance** (Wide Lv. 5)
Has a high 330 raw, a solid 38 Dragon, and two slots. You'll need to deal with the slight negative Affinity and the low Sharpness, but once you get past those issues, this is a solid Dragon GL with Purple Sharpness.

What Skills Should I Use?

Contrary to what people think, Artillery on Gunlance could be described as actually detrimental to the overall GL experience. Artillery reduces the Heat built up from shells, so more shells = more sharpness loss. Expert is only worse, since it *reduces your Wyvern's fire cooldown*, which means you have to lock your Heat more. Yeah I dunno... Anyway, other than that, you can use your typical Blademaster skills.

Progression Armor Sets

Low Rank (Village 1-6*, Hub 1-3*)

- **BuJaBu**
The classic progression set. Bulldrome Cap/Jaggi Mail/Bulldrome Vambraces/Jaggi Faulds/Bulldrome Greaves and a few Attack jewels can get you AuL early in the game.
- **Ceanataur**
Ceanataur's set provides Razor Sharp and a few points in Expert, increasing your Affinity. As a Gunlance user, Razor Sharp is core to your playstyle, since shelling eats Sharpness up, and quickly too. Get this.
- **Rathalos**
Rathalos's set provides Attack and Weakness Exploit, which is great for maximizing your damage output. If you just want to build a full set, then this is the way to do it.
- **Rathalos Mixset**
The Rathalos Mixset, made up of Rathalos Cap/Rathalos Mail/Ceanataur Vambraces/Rathalos Faulds/Bnahabra Boots and a few gems can get you Razor Sharp and Weakness Exploit, as well as, if you're lucky, Attack Up (S). Infinitely more useful than vanilla Rathalos, since the Razor Sharp here is great for GL play.

High Rank (Village 7-10*, Hub 4-7*)

- **Ceanataur S**
The HR Ceanataur set simply provides more Expert points than LR Ceanataur, and still provides Razor Sharp. Not much else to say.
- **Rathalos S**
The Rathalos set provides more Attack than its LR predecessor. Good for getting through the initial parts of G-Rank.
- **Rathalos Mixset S**
Even better for going through G-Rank since it packs Razor Sharp too. Just replace the parts from the Low Rank version and put in the High Rank parts.

G-Rank (Hub G1-G4*)

- **Ceanataur X/GX/XR**
Ceanataur's G-Rank set, of which I recommend the X version for GL, is just more Expert points as compared to the High and Low rank versions. 's pretty standard.
- **Rathalos X**
Rathalos X should be able to take you through HR Break but you can also ignore the Earplugs to be honest. You have a shield, use it.
- **Rathalos Mixset X**
The Rathalos Mixset can be just as potent in G-Rank but it has a slight variation on the parts you need to make it. Use Rathalos X/Rathalos X/Rathalos X/Vaik X/Bnahabra X.
- **Jho Ceana**
The legendary Jho Ceana provides Sharpness +2 and Razor Sharp from base, and you just need Esurient XR and Ceanataur XR parts alternating. Gem in the rest of your skills and you'll be all set for all sorts of endgame content.

Skill Recommendations

- **Razor Sharp**
Razor Sharp lets you conserve more sharpness, which when it comes to shelling on Gunlance, is vital for effective play, especially when managing the Heat Gauge.
- **Weakness Exploit**
Even though shells can't crit, Weakness Exploit still is a large amount of your damage which is boosted by it. Your thrusts tend to do more damage than shelling anyway.
- **Repeat Offender**

Shells should contribute to the RO Modifier, letting you build up the Affinity bonus easily. Take if you can't hit the weakspot of the monster easily.

- **Critical Boost**
If you have lots of natural Affinity or if you can stack a bunch of Affinity, you're obligated to take this. It amplifies your damage, so there's no reason not to take this, really.
- **Critical Eye**
A simple Affinity booster. You can use this to round out sets.
- **Challenger**
Challenger, either variants, work well in G-Rank due to the frequency with which the monster enrages. Useful if you can't get much points in Critical Eye.
- **Sharpness +2**
Situationaly useful depending on the Gunlance. In general you should only take Sharpness +2 if you cannot get a higher Sharpness grade than what you have naturally.
- **Artillery Expert**
Only if you really like to spam shells all the time, which is unrecommended, but if you really want to, here you go.

Final Thoughts

Oh Gunlance, why do you get screwed every iteration of MonHun? It's like the devs are somehow afraid of Fixed damage, yet Charge Blade is running around out there without a care in the world. Or maybe Capcom is actually made up of a bunch of Gunlance mains, and they fear that what they've made is too powerful for the world at large. Who knows? All we know is that Gunlance is pretty sloooooow, and that what they did to it in Gen with the Heat Gauge didn't help much. Gunlance styles patch up its issues somewhat, though no style will truly fix the Gunlance's low MVs and lack of mobility. The HAs are decent, but they're stuck on Gunlance, so that's not doing them any favors. Gunlance *is* hella fun though, so there's that.

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