

# Yet Another Weapon Guide - Light Bowgun

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## Intro

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Light Bowgun provides the power of Rapid Fire while also having the mobility of any self-respecting Gunner. Utilize your mobility to fill the monster with holes, as well as the flexibility of the wide variety of shots featured in GU, as well as the powerful Internal Ammo that differs between Bowguns!

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**By no means will contact result in changes to the guide.**

## Purpose

This guide is meant for new players of Monster Hunter Generations Ultimate (MHGU) or for players who haven't played Gunner in the old-school games, and wish to play as LBG. 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 LBG controls, commentary on LBG styles and combinations, ammo details, recommendations on progression LBG, and a final note on matchups against all monsters in the game.

## At A Glance

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## How Do I Play LBG?

- Press X to reload the currently selected shot. Press A to fire your loaded shot. Tap R to scope in or press and hold R to Quick Aim.
- To choose the type of shot that you'll load and fire, press and hold L, then select your shot type via X and B. Switching shot types under normal circumstances will unload the previous shot type.
- When hitting with shots, you'll see a different visual effect, as well as sound effects based on the distance that the shot travels until it hits the monster. If you connect with a shot and the screen shakes, then you're hitting at Critical Distance, dealing extra damage. Hit too far or too close and the damage dealt will be reduced.
- When selecting a shot, if it has a blue background, that is an Internal Shot. Internal Shots cannot be crafted under any circumstances. The type of Internal Shot, the amount loaded at once, as well as the inventory maximum all differ depending on the Bowgun you bring.
- If a shot has a Green background, then the shot type can be Rapid Fired. Rapid Firing shots fires multiple shots in succession while only consuming one shot from your inventory.

## Hot Tips

1. An LBG's stats, listed on its details, all affect how you fire shots. **"Reload" refers to how quickly you reload any particular type of shot**, which differs depending on shot type.
2. **"Devi." is how the shot will travel over time**, with L/R referring to a Left and/or Right tendency, and "Mild" or "Severe" refers to how far the shot can travel off of its trajectory. Note that Deviation cannot go up and down, and that Deviation is somewhat random.
3. **"Recoil" is how much time you'll take to recover after shots**, which also differs on shot type. The higher the Recoil, the more time you'll take to recover after shots, and you might even get knocked back a little bit.
4. **Check the other pages of your LBG's details** in order to know what common ammo your LBG can load, and how much of it, as well as Internal Ammo and Rapid Fire capabilities.
5. **Learn and stay in Critical Distance for your shots.** Doing so will vastly improve your damage.
6. **In the same vein, learn the monster's shot zones.** Since Shot-type hit zones will be different from the more typical and common Cut-type hit zones, it's in your interest to be familiar with good shot zones, and how to hit them.

7. **Bring combines for the type of shot you'll be firing**, as well as backup shots. You'll never know what will happen in a hunt, so bringing combines for your selected shot type is the best strategy.
8. **Rapid Fire has its own form of Recoil, called Wait Time.** Wait Time is not affected by Recoil at all, nor can it be affected by any armor skills.

## Meta Stuff

- **Choose one specific shot you want to focus on for the hunt.** The most common shot types are Normal S Lv. 2 and Pierce S Lv. 1, due to their no-frills action and good Rapid Fire capabilities.
- Speaking of Rapid Fire, you should **choose LBGs which have your selected shot type be Rapid Fire-able**, since that will improve your damage output without consuming a multitude of shots.
- **If you must choose an LBG with Deviation, try to choose one with Mono-Directional Deviation.** Mono-Directional Deviation, while not as good as "None", can be easily accounted for by aiming slightly to the opposite of your LBG's Deviation.
- **Keep in mind the basics of Recoil.** To fire Recoillessly, your LBG must have a certain amount of Recoil. Normal Lv. 2s and other Normal shot types can usually be fired recoillessly, while Pierce Lv. 1 needs Avg. Recoil to fire recoillessly. Pierce Lv. 2 and Lv. 3 require Some Recoil.
- **Rapid Fire doesn't take into account your Recoil**, so you can ignore Recoil if you plan to use a Rapid Fire-able shot type.
- **Adept Style LBG is the most popular style.** After Adept Dodging, you may perform an Adept Reload, which boosts your power. You can also perform a Power Run, which lets you dash in a direction without losing Stamina.
- Striker LBG is just as good, since you only lose the steps in exchange for a 3rd HA slot, which is usually Full House.
- Guild LBG has nothing particularly noteworthy, unless you count the two step combo.
- Aerial LBG lets you Power Reload after hopping off a monster, which boosts your damage output. Furthermore, you can fire forwards or downwards.
- Valor LBG prevents you from stepping at first, but once in Valor Mode, stepping will let you shoot free bullets which deal KO and Exhaust damage.
- Alchemy LBG can create and fire special Alchemy Bullets from the Alchemy Barrel, which are automatically Rapid Fired.

- The LBG arts are okay. Bullet Geyser is more useful for its evasion potential, which the Absolutes cover anyway, and are less expensive. FullHouse lets you load multiple shot types simultaneously, which is more useful than it sounds. Rapid Fire Rain lets you “Seige” Rapid S for a time. And Charge Shot converts your normally-useless Normal Lv. 1 into chargeable shots which deal more damage with increasing charge levels.

## Cool Stuff

- If you’re in midair, you can opt to either reload with X or fire a shot, if you have one, with A. Reloading this way will make you perform a melee attack that accompanies the action, which deals mounting, KO, and Exhaust damage. Firing a shot will deal mounting damage, as well as the typical other effects from the shot.
- Reloading has an animation, but the actual shot loading is performed immediately at the start of the action. Being interrupted by roars, windpress, or by any other means will let you reload before you’re interrupted.
- Performing Rapid Fire won’t let you adjust your shots mid-volley. Make sure you aim carefully before Rapid Firing.
- Rapid Fire cannot be cancelled aside from damage or otherwise being interrupted. Make sure you’re safe before you fire.
- Depending on your control scheme, you can Quick Aim more or less easily. Try fiddling around with your options to see which control scheme fits you.
- You can attach Attachments to your Bowgun in order to improve its performance from the Armory. Equip Variable Zoom to let you zoom in and out while you’re scoped in. Equip Long Barrel to improve your damage, or Silencer to reduce monster aggro and simultaneously reduce your LBG’s Recoil rating by one stage. You can’t equip Long Barrel and Silencer simultaneously.
- LBG has a hidden damage modifier of 1.3x for all raw damage it deals. This is significant for things like Elemental shots, where that modifier *isn’t* applied.

## Controls & Style Rundown

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### Guild Style

Two Hunter Art slots (1 SP Art). Learn the basics of LBG with this versatile style, which can backstep, Rapid Fire, as well as perform other actions.

- X - **Reload** (*Only performed if the currently loaded shot is not fully loaded.*)

- A - **Fire Shot** (*Only performed if you have shots loaded. Will jam otherwise.*)
- Sp. Attack Button - **Stock Strike**
- Tap R - **Scope In**
- Hold R - **Quick Aim**
- B - **Backstep**
- After Fire Shot or Backstep, Left/Right + B **Sidestep**
- Can perform any two -steps in a row.
- In midair, X - **Jumping Reload Swing**
- In midair, A - **Jumping Shot**
- Performing a Jumping Shot with a Rapid Fire-able shot type loaded will let you Rapid Fire from mid-air, until you either fire all the shots of the volley or hit the ground.

**Guild Style** is the basic LBG style, able to perform up to two steps in a row. ...There's not much else to say aside from that is there?

**Recommended Hunter Arts:**

- Absolute Evasion
- Absolute Readiness

## Striker Style

3 Hunter Art slots (1 SP Art). Prevents you from performing steps but grants you a 3rd HA slot.

- **Cannot Backstep or Sidestep.**

**Striker Style** replaces one of your mobility tools for an additional HA slot, which isn't as bad as it sounds. Instead of stepping, you'll roll instead.

**Recommended Hunter Arts:**

- Absolute Evasion
- Absolute Readiness
- Full House II / Full House III

## Aerial Style

1 Hunter Art slot (1 SP Art). Hopping off of the monster will automatically power up your shots, and let you shoot forwards or downwards.

- **Can only perform one Step.**
- B - **Aerial Hop**
- After Aerial Hopping, you'll Power Load automatically as long as you were unsheathed and if you could Reload.
- Post-Aerial Hop, X + A - **Aerial Downward Shot**
- Performing a Jumping Shot will cause the shot to hit at Critical Distance automatically.
- Performing Aerial Downward Shot with a Rapid Fire-able shot type loaded will also move you forward with each shot.

**Aerial Style** powers up your damage as long as you keep hopping off of the monster. However, you can't aim your shots that well in midair which means... you can't hit soft spots easily.

**Recommended Hunter Arts:**

- Absolute Readiness

## Adept Style

1 Hunter Art slot (1 SP Art). Adept Dodge to powerup your shots or perform a Power Run to quickly cover distances.

- **Cannot Backstep or Sidestep.**
- B - Adept Dodge
- Post-Adept Dodge -Adept Reload
- After Adept Reload or Post-Adept Dodge, X **Power Run**
- After Adept Reload or Post-Adept Dodge, A **Fire Shot**

**Adept Style** is the best LBG style simply due to the power boost it gets from Adept Reloading. If performed frequently, you can also reposition quickly and maintain enhanced damage.

**Recommended Hunter Arts:**

- Absolute Readiness

## Valor Style

1 Hunter Art slot (1 SP Art). Use the Valor Load to power up your shots, and enter Valor Mode to enable a special type of shot fired when you sidestep.

*In any mode:*

- **Cannot Backstep from idle.**
- Y - **Valor Stance**
- During Valor Stance, X - **Valor Load** *(If performed while sparks are emitted from the Bowgun during the Valor Stance animation, loads more quickly. You must release Y to activate this effect. Additionally provides Recoil Down +1 as long as the Valor Load is in effect.)*

*Outside of Valor Mode:*

- **Cannot perform a Step after Fire Shot.**
- **Automatic Recoil Down -1** *(This increases Recoil)*

*While Valor Mode is active:*

- When performing a Step, you also fire a special Valor S, which deals KO and Exhaust damage.
- Can perform up to 3 steps in a row at once.
- On performing the third step in a step combo - **Valor Buster** *(fires 3 Valor S in quick succession)*

**Valor Style** is gimmicky. The Valor S fired don't have much effect and can't be fired precisely. If you're using Valor LBG, then you should focus on the fixed reload time that Valor Load offers. If you're playing Valor LBG, you either 1) think Adept LBG is too hard :( or 2) you have the reaction time of a snail on acid.

### Recommended Hunter Arts:

- Absolute Readiness

## Alchemy Style

3 Hunter Art slots (3 SP Arts). Use the Alchemy Barrel with the classic firepower of LBG!

- In midair when zero shots are loaded, A - **Jumping Reload Swing**
- To charge the Alchemy Barrel faster, **land shots in Critical Distance.**
- In the Alchemy Barrel, Alchemy S replaces Alchemy Whetstones. When loaded, Alchemy S is Rapid Fired automatically, and charges HAs faster.

**Alchemy Style** is... the exact same as Guild LBG. Who saw that one coming? I didn't. Use Alchemy S to charge your HAs faster! Use Alchemy Earplugs to negate the effects of monster roars! And more...

### Recommended Hunter Arts:

- Absolute Evasion (SP)
- Absolute Readiness (SP)
- Full House III (SP) / Full House II (SP)

The Style Hierarchy goes from Adept > Striker > Guild/Alchemy > Valor/Aerial. Adept's ability to Power Load and reposition quickly via Power Run is not to be underestimated, and provides a level of safety for Gunners, compensating for their lower Defense. Striker is useful due to the HA slots providing utility, and so can be used effectively in multiplayer. Guild and Alchemy are basically the same, but don't have the HA slots or the dodging capabilities of the former two. Aerial and Valor are gimmicky at best.

## Hunter Arts

### Bullet Geyser

Hops back, then shoots an explosive charge into the ground. Using the recoil, you'll create a lot of distance. After a second or two, the charge explodes.

HA Rank	To Charge	Total Damage
I	300 (560 SP)	20 Fixed / 10 Fire
II	500 (800 SP)	13 * 3 Fixed / 10 * 3 Fire
III	650 (980 SP)	10 * 6 Fixed / 10 * 6 Fire

*Invincibility starts from the first backhop, lasting until you hit the ground from the second backstep. Additional ranks create explosions that radiate back.*



This HA's usefulness is mainly overshadowed by the existence of the Absolute HAs. The damage dealt is absolutely pathetic, even at best.

## Full House

Performs an extreme reload, which loads multiple shot types at the same time.

HA Rank	To Charge	Effects
I	250 (500 SP)	Loads all non-RF shots.
II	310 (572 SP)	Loads all non-RF shots faster than in I.
III	650 (980 SP)	Loads all shots as fast as in II.

It's worth noting that a specific mechanic was changed in GU. Until the last shot you fire leaves the area by any means, you cannot switch shots. Knowing that, Full House is pretty decent, despite the mechanics change. It'll allow you to fire multiple shots of the same overall type in succession, like say... Pierce S.

## Rapid Fire Rain

Loads a special shot into your LBG, called Rapid S. Then, crouches and prepares to fire, during which you can aim. After a bit, you'll begin to fire rapidly in a direction. You can cancel firing with B.

HA Rank	To Charge	Amount Loaded
I	300 (560 SP)	15
II	500 (800 SP)	18
III	650 (980 SP)	21

*You fire in volleys of 3. 6% damage per shot.*

Oh, let's see how many things are wrong with this HA. 1) You Seige 2) as LBG and 3) it takes a little bit before you start shooting, and furthermore 4) you're literally a peashooter with 6% damage per shot. Oh and let's not forget that 5) you're using a valuable HA slot for this. And also don't forget that this shit 6) HAS CRITICAL DISTANCE.

## Charge Shot

Go all Megaman, and load a special shot into your LBG. Once loaded, you can charge up your Normal S Lv. 1 to make it deal more damage. However, increasing levels of charge will also make you recoil more.

HA Rank	To Charge	Shots Loaded
I	300 (560 SP)	5
II	500 (800 SP)	10
III	750 (1100 SP)	10

*Recoil is as follows:*

	Minimum			V. Low	Low	Some	Average	High	V. High	Maximum	
Charge Shot I (Charge 1)	None	None	None	None	None	None	None	Low	Low	High	High
Charge Shot I (Charge 2)	None	None	None	None	None	Low	Low	High	High	High	High
Charge Shot I (Charge 3)	None	None	None	Low	Low	High	High	High	High	High	High
Charge Shot II (Charge 1)	None	None	None	None	None	None	None	None	Low	Low	High
Charge Shot II (Charge 2)	None	None	None	None	None	None	Low	Low	High	High	High
Charge Shot II (Charge 3)	None	None	None	None	Low	Low	High	High	High	High	High
Charge Shot III (Charge 1)	None	None	None	None	None	None	None	None	None	Low	Low
Charge Shot III (Charge 2)	None	None	None	None	None	None	None	Low	Low	High	High
Charge Shot III (Charge 3)	None	None	None	None	None	None	Low	Low	High	High	High

*Damage increases from 20% damage at Charge 1, 40%\$ damage at Charge 2, and 30% \* 2 = 60% damage at Charge 3. This HA benefits from Focus and Normal Up.*

This HA... isn't bad all things considered. As long as you can deal with the recoil you can pump out some real good damage. It's a shame you can't load more while you're under this HA's effects, unlike Gunpowder Infusion from HBG.

## Shot Almanac - LBG Vers.

This section will cover all of the shot types as well as their Rapid Fire incarnations, if available. But before we cover shots, let's cover Critical Distance and other important things related to shot types.

### Critical Distance

Critical Distance refers to the point where shots deal the most damage after leaving the barrel. Hit too close or too far, and you'll deal less damage. If you're hitting the monster from the other side of the map, well, you'll deal very little damage.

Range Description	Graphics	Damage Modifier
Normal	Orange	1.0x

Critical	Yellow-White + Screen Shake	1.5x
Long	Yellow	0.8x
Ex. Long	Red	0.5x

Being in Critical Distance is very important for all Gunner weapons, as it is a skill-free 50% damage boost. Constantly being in Critical Distance takes time, effort, and experience to learn but knowing when you're hitting in Critical Distance goes a long way. Not all shots have Critical Distance, but most of them do. In the shot type section, I'll note which shots do and do not have Critical Distance.

## Recoil

Recoil is a trait inherent to all shot types. Recoil in this game indicates how long you'll need to take to recover after firing a shot, and can range from no recoil to some recoil to high recoil, where you'll also get pushed back a little from the force of the shot.

Your bowgun has a separate Recoil rating which reduces the amount of recoil you'll take after firing a shot. Put simply, your Bowgun's Recoil rating takes away from the recoil rating of the shot type you're firing. Depending on the final recoil's value it'll land within one of three ranges which correspond to no recoil, some recoil, and high recoil.

Your Bowgun's Recoil Ratings can be one of the following:

**Minimum (3 levels) < V. Low < Low < Some < Average < High < V. High < Maximum (2 levels)**

Yes, you can lower your Bowgun's Recoil *below* Minimum, and there's 3 levels of it. In practice this doesn't matter unless you're spamming Wyvern S.

For all shot types, you'll have a range for No Recoil then there will be two stages where you'll have Low Recoil. After that comes High Recoil. In the Shot type descriptions, I'll list the **last** point where you fire recoillessly.

## Reload Speed

Reload Speed (shown as "Reload" on a Bowgun) refers to how quickly shots are loaded. It works similarly to Recoil where each shot has a Reload Speed rating, and the Bowgun's Reload Rating takes away from that rating. Depending on the final value, it lands in one of three ranges, ranging from Fast, Average, and Slow.

Your Bowgun's Reload Ratings can be one of the following:

**Fastest < V. Fast < Abv. Avg < Avg < Bel. Avg < Slow < V. Slow < Ext. Slow < Slowest**

Unlike Recoil, Reload does not have multiple stages for Fastest and Slowest.

Also unlike Recoil, Reload Speed comes in Fast, then 3 stages where it becomes Average, and finally Slow.

[Here's a chart I made for looking up Recoil and Reload Speed tiers.](#)

## Rapid Fire

LBG has the unique functionality of Rapid Fire, which fires multiple shots while only consuming one ammunition. Each shot by itself is slightly weaker compared to the original bullet, but this makes LBG very ammo-efficient.

Tied to Rapid Fire is Wait Time, which functions exactly like Recoil except you cannot reduce it through any means. This is both good and bad, since it means you don't need to reduce Recoil for things like Rapid Fire Pierce 1 S if you have High Recoil, but you can't reduce the Wait Time for things like Dragon S.

Wait Time is as follows:

**Low < Avg. < High < V.High**

Which is equivalent to "None", "Low", "High", and an exclusive-to-Rapid-Fire "V. High", which also forces you back a bit in addition to waiting a long time between shots.

## Common Shots

*Covers all shots that can be crafted and loaded by any Bowgun (either naturally or through armor skills.*

### Normal

Shot type that hits the monster once upon contact. Has low recoil and good reload speed compared to the other main shot types. Normal's Critical Distance starts as soon as it exits the barrel and continues for a while, about 2-3 rolls, after that. Benefits from the Normal/Rapid Up skill, as well as Felyne Sharpshooter.

Shot Level	Damage	Recoilless Req.	Fast Reload Req.
1	6%	V. High	V. Slow
2	12%	High	Slow
3	10% per hit	High	Bel. Avg

*Normal S. Lv. 3 bounce off of the monster randomly. Bounces past the first hit do not benefit from Critical Distance.*

Rapid Fire	Damage	RF Modifier	Wait Time
Normal Lv. 1	6% * 5 shots	0.8x	Low

Normal Lv. 2 (x3)	12% * 3 shots	0.8x	Low
Normal Lv. 2 (x4)	12% * 4 shots	0.7x	Low

### Pierce

Hits the monster multiple times with a single projectile. Has a slightly higher recoil and slightly lower reload speed than Pellet. Critical Distance does not start until a certain distance. Critical Distance extends for each successive level of Pierce. Benefits from the Pierce/Pierce Up skill.

Shot Level	Damage	Recoilless Req.	Fast Reload Req.
1	9% * 3 hits	Average	Avg
2	7% * 4 hits	Some	Abv. Avg
3	7% * 5 hits	Some	Fast

Rapid Fire	Damage	RF Modifier	Wait Time
Pierce Lv. 1	(9% * 3 hits) * 3 shots	0.7x	Low
Pierce Lv. 2	(7% * 4 hits) * 3 shots	0.7x	Avg.

### Pellet

Hits multiple monsters with a spray of bullets. Has slightly lower recoil and faster reload speed than Pierce. Does not have Critical Distance, but instead has Optimal Distance, where hitting in Optimal Distance deals the maximum amount of hits. This Distance is delayed for a bit. Optimal Distance extends with each level of Pellet. Benefits from the Pellet/Spread Up skill.

The way that Pellet decides to hit the monster, and where, seems to be roughly like this: As the Pellet travels outward, it checks all hit zones that it will hit, and checks for the highest one. In Optimal Distance, this check is performed more often, though it will prioritize especially high hit zones if available.

Shot Level	Damage	Recoilless Req.	Fast Reload Req.
1	5% * 3 hits	Average	Bel. Avg
2	5% * 4 hits	Average	Avg
3	5% * 5 hits	Some	Abv. Avg

Rapid Fire	Damage	RF Modifier	Wait Time
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Pellet Lv. 1	(5% * 3 hits) * 3 shots	0.8x	Avg.
Pellet Lv. 2	(5% * 4 hits)	0.8x	Avg.

### Crag

Shoots a bullet that sticks to the monster before exploding. Deals fixed damage and an amount of KO if attacking the head, as well as Fire damage. Cannot hit in Critical Distance. Benefits from Artillery Novice and Expert, as well as Felyne Bombardier.

Shot Level	Damage	Fire	KO	Exhaust	Recoilless Req.	Fast Reload Req.
Shot	3%	0	0	0	--	--
1	25 Fixed	30	25	10	Some	Abv. Avg
2	30 Fixed	45	30	10	Low	Fast
3	40 Fixed	60	40	10	Low	V. Fast

Rapid Fire	Damage	Fire	KO	Exhaust	RF Modifier	Wait Time
Shot	3	0	0	0	0.7x	--
Crag Lv. 1 (x2)	25 Fixed * 2 shots	30 * 2 shots	25 * 2 shots	10 * 2 shots	--	Avg.
Crag Lv. 1 (x3)	25 Fixed * 3 shots	30 * 3 shots	25 * 3 shots	10 * 3 shots	--	Avg.
Crag Lv. 2	30 Fixed * 2 shots	45 * 2 shots	30 * 2 shots	10 * 2 shots	--	High

\* Fixed refers to flat damage, not to scaling fixed damage.

### Clust

Shoots a bullet that splits into multiple smaller explosives on contact. Deals more fixed damage than Crag. Will knock allies around if hit, so be careful.

Shot Level	Damage	Fire	Recoilless Req.	Fast Reload Req.
Shot	6%	0	--	--
1	25 Fixed * 3 hits	2 * 3 hits	V. Low	V. Fast
2	25 Fixed * 4 hits	2 * 4 hits	Minimum	Fastest

3	25 Fixed * 5 hits	2 * 5 hits	Minimum	Fastest
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Rapid Fire	Damage	RF Modifier	Wait Time
Shot	6%	0.7x	--
Clust Lv. 1	(25 Fixed * 3 hits) * 2 shots	--	V. High

\* Fixed refers to flat damage, not to scaling fixed damage.

### Element Lv. 1

Shoots a unique shot which doesn't have Critical Distance and deals a large amount of elemental damage depending on the Bowgun's Attack value. Will disappear after enough distance. Benefits from the typical [Elem] Atk +1/2, Elem Atk Up, ElementaCrit.

Damage	Element	Recoilless Req.	Fast Reload Req.
7	42% Elemental	High	Avg.

Rapid Fire	Damage	Element	RF Modifier	Wait Time
Element S Lv. 1 (x3)	7% * 3 shots	42% Elemental * 3 shots	0.7x	Low
Element S Lv. 1 (x4)	7% * 4 shots	42% Elemental * 4 shots	0.6x	Avg.

Note that the RF Modifier also applies to Elementa shots on the elemental portion.

### Dragon Lv. 1

Shoots a piercing shot which does Dragon Elementa damage. Has an incredibly low carry count and load count, as well as having a slow reload speed and high recoil.

Damage	Dragon	Recoilless Req.	Fast Reload Req.
1% * 5 hits	38% Dragon	V. Low	V. Fast

Rapid Fire	Damage	Dragon	RF Modifier	Wait Time
Dragon Lv. 1	(1% * 5 hits) * 2 shots	38% Dragon * 2 shots	0.6x	V. High

### Status (Poison/Para/Sleep)

Shoots a shot which is guaranteed to deal a high amount of Status damage. Has high recoil, as well as a slow loading speed and low carry count.

Shot Level	Damage	Status	Recoilless Req.	Fast Reload Req.
1	10	25	Low	Abv. Avg
2	15	50	Minimum	V. Fast

Rapid Fire	Damage	Status	RF Modifier	Wait Time
Status Lv. 1	10% * 2 shots	25 * 2 shots	1.0x	High
Status Lv. 2	15% * 2 shots	50 * 2 shots	1.0x	High

### Exhaust

Shoots a shot which deals a large amount of Exhaust damage as well as KO damage if it hits the monster's head.

Shot Level	Damage	Exhaust	KO	Recoilless Req.	Fast Reload Req.
1	15%	35	15	Some	Abv. Avg
2	20%	70	20	Low	Fast

Rapid Fire	Damage	Exhaust	KO	RF Modifier	Wait Time
Exhaust Lv. 1	15% * 3 shots	35 * 3 shots	15 * 3 shots	1.0x	Avg.

### Recovery

When shot, it fires medicine in a cone which restores health to everything hit in the same area. Including monsters.

Shot Level	Health Restored	Recoilless Req.	Fast Reload Req.
1	30 health	Average	Bel. Avg
2	50 health	Low	Abv. Avg

*Does not have a Rapid Fire.*

### Paint

Fires a shot which lets you track the monster for 10 minutes.



Recoilless Req.	Fast Reload Req.
High	Bel. Avg

*Does not have a Rapid Fire.*

### Tranq

Fires a shot which functions the same as a normal Tranq Bomb.

Recoilless Req.	Fast Reload Req.
Average	Bel. Avg

*Does not have a Rapid Fire.*

### Alchemy

A special shot generated by an Alchemy Barrel. Chargesup HAs faster than normal, as well as having low Recoil and a quick Reload Speed.

Damage	Recoilless Req.	Fast Reload Req.
10%	V. High	Slow

Rapid Fire	Damage	RF Modifier	Wait Time
Alchemy	10 * 2 shots	0.7x	Low

*All LBGs can Rapid Fire Alchemy S.*

### Valor

A special shot which is automatically fired when you're in Valor State and you sidestep. Is Recoilless Req. and has no reload speed (since you can't load it).

Shot Type	Damage	KO	Exhaust
Valor	10%	10	10
Valor Duster	6% * 3 shots	7 * 3 hits	7 * 3 shots

## Internal Shots

*Covers the special Internal Shots, which cannot be crafted and are tied to the Bowgun of your choice. All Internal Shots benefit from TrueShot Up.*

### Force

Acts as a more powerful Normal-like shot, with additional Recoil.

Shot Level	Damage	Recoilless Req.	Fast Reload Req.
1	15%	Some	Abv. Avg
2	18%	Low	Fast

Rapid Fire	Damage	RF Modifier	Wait Time
Force Lv. 2	18% * 3 shots	0.7x	V. High

### Long

Fires a shot that hits once on impact, but has a Critical Distance that is further than most other shots.

Shot Level	Damage	Recoilless Req.	Fast Reload Req.
1	15%	Average	Avg
2	18%	Some	Abv. Avg

Rapid Fire	Damage	RF Modifier	Wait Time
Long Lv. 1	15% * 3 shots	0.7x	Avg.

### Dazzling

Fires a unique shot which has no Critical Distance but is extremely powerful. Instead, it disappears after a certain distance. It also has significantly less Recoil and a fast Reload Speed.

Damage	Recoilless Req.	Fast Reload Req.
35%	V. High	Slow

Rapid Fire	Damage	RF Modifier	Wait Time
Dazzling (x2)	35% * 2 shots	0.7x	Low

Dazzling (x3)	35% * 3 shots	0.7x	Low
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### Heavy

Fires a shot which is influenced by gravity. Deals additional stagger damage.

Shot Level	Damage	Recoilless Req.	Fast Reload Req.
1	9%	Low	Fast
2	12%	Low	V. Fast

Rapid Fire	Damage	RF Modifier	Wait Time
Heavy Lv. 2	12% * 2 shots	0.7x	High

### Sting

Fires a shot that, if it hits a shot hitzone of 45+, automatically deals a Critical Hit.

Damage	Recoilless Req.	Fast Reload Req.
14%	Some	Abv. Avg

Rapid Fire	Damage	RF Modifier	Wait Time
Sting	14% * 2 shots	0.7x	High

### Stone

Functions like a Normal shot, but deals slightly increased stagger damage.

Damage	Recoilless Req.	Fast Reload Req.
10	High	Bel. Avg

Rapid Fire	Damage	RF Modifier	Wait Time
Stone	10% * 3 shots	0.8x	Low

### Cannon

Fires a cannonball with extreme recoil and a very slow loading speed. Explodes on impact.

Shot Level	Damage	Fixed	KO	Exhaust	Recoilless Req.	Fast Reload Req.
1	5%	30	10	5	Minimum	Fastest
2	7%	40	15	10	Minimum	Fastest

*Does not have a Rapid Fire.*

### Triblast

When fired, it sticks to the point of impact. Then explodes three times in quick succession.

Damage	Fixed	Fire	KO	Exhaust	Recoilless Req.	Fast Reload Req.
3	25 * 3	30 * 3	25 * 3	10 * 3	V. Low	Fastest

Rapid Fire	Damage	Fixed	Fire	KO	Exhaust	RF Modifier	Wait Time
Triblast	10% * 2 shots	(25 * 3) * 2 shots	(30 * 3) * 2 shots	(25 * 3) * 2 shots	(10 * 3) * 2 shots	0.7x	High

### Element Lv. 2

Shoots a unique shot which doesn't have Critical Distance and deals a large amount of elemental damage depending on the Bowgun's Attack value. Will disappear after enough distance. Benefits from the typical [Elem] Atk +1/2, Elem Atk Up, ElementaCrit. Deals more damage than Lv. 1.

Damage	Element	Recoilless Req.	Fast Reload Req.
7%	55% Elemental	Average	Abv. Avg

Rapid Fire	Damage	Element	RF Modifier	Wait Time
Element Lv. 2	7% * 3 shots	55% Elem. * 3 shots	0.7x	Avg.

### Dragon Lv. 2

Shoots a piercing shot which does Dragon Element damage. Has an incredibly low carry count and load count, as well as having a slow reload speed and high recoil.

Damage	Dragon	Recoilless Req.	Fast Reload Req.
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1% * 5 hits	45% Dragon * 5 hits	Minimum	Fastest
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Rapid Fire	Damage	Dragon	RF Modifier	Wait Time
Dragon Lv. 2	(1% * 5 hits) * 2 shots	(45% Dragon * 5 hits) * 2 shots	0.6x	V. High

### P. Element

Shoots a piercing elemental shot which deals elemental damage based on your Bowgun's Attack power. Has Critical Distance. Benefits from the typical [Elem] Atk +1/2, Elem Atk Up, Elemental Crit.

Shot Level	Damage	Element	Recoilless Req.	Fast Reload Req.
1	2% * 3 hits	19% Elemental * 3 hits	Some	Abv. Avg
2	3% * 5 hits	21% Elemental * 5 hits	Some	Fast

Rapid Fire	Damage	Element	RF Modifier	Wait Time
P. Element Lv. 1	(2% * 3 hits) * 3 shots	(19% Elem. * 3 hits) * 3 shots	0.7x	Low
P. Element Lv. 2	(3% * 5 hits) * 3 shots	(21% Elem. * 5 hits) * 3 shots	0.7x	Avg.

### Slicing

Shoots a shot that sticks onto the monster. After a second, it explodes in a storm of blades, which deal Cut-type damage based on the monster's shot hitzone.

Shot Level	Damage	Recoilless Req.	Fast Reload Req.
Shot	1%	--	--
1	8% * 3 hits	Average	Abv. Avg
2	8% * 5 hits	Average	Abv. Avg

Rapid Fire	Damage	RF Modifier	Wait Time
Shot	1% * 2 shots	0.9x	--
Slicing Lv. 1	(8% * 3 hits) * 2 shots	0.9x	Avg.
Slicing Lv. 2	(8% * 5 hits) * 2 shots	0.9x	High

### Shrapnel

Shoots a shot that sticks onto the monster, then explodes into a bunch of projectiles, like Pellet.

Shot	Shrapnel	Recoilless Req.	Fast Reload Req.
1	8% * 3 hits	Low	Fast

Rapid Fire	Damage	RF Modifier	Wait Time
Shot	1 * 2 shots	0.7x	--
Shrapnel	(8% * 6) * 2 shots	0.7x	High

### Wyvern

Charges, then fires a short-range explosion forward that also deals Fire damage. Severe recoil and low load count.

Damage	Fire	Recoilless Req.	Fast Reload Req.
25% * 2 hits	35 * 2 hits	Minimum -1	Abv. Avg

*Does not have a Rapid Fire.*

### Blast

Fires a shot that applies a bit of Blast to the monster.

Shot Level	Damage	Blast	Recoilless Req.	Fast Reload Req.
1	10%	25	Low	Abv. Avg
2	15%	50	Low	Abv. Avg

Rapid Fire	Damage	Blast	RF Modifier	Wait Time
Blast Lv. 1	10% * 2 shots	25 * 2 shots	1.0x	High

### Poison Smoke

Fires a shot that, on impact, creates a cloud of Poison.

Damage	Poison	Recoilless Req.	Fast Reload Req.
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0%	35	Average	Bel. Avg
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*Does not have a Rapid Fire.*

### Flash

When fired, it travels a bit then creates a flash that will disorient monsters.

<b>Recoilless Req.</b>	<b>Fast Reload Req.</b>
Average	Bel. Avg

*Does not have a Rapid Fire.*

### Dung

On impact, it makes the monster stinky, which will provoke it to try to change areas.

<b>Recoilless Req.</b>	<b>Fast Reload Req.</b>
Average	Bel. Avg

*Does not have a Rapid Fire.*

### Demon (Aff.) / (Super) Armor / Demon Armor

A series of stat-changing shots, which apply their effects in a cone. Does not apply to the one shooting the shot.

Shot Type	Effects	Recoilless Req.	Fast Reload Req.
Demon	+10 Attack, +10% Sharpness, +20% Critical Distance damage.	Some	Fast
Demon Affinity	+15 Attack, +10% Sharpness, +20% Critical Distance, +10% Affinity.	Low	V. Fast
Armor	+20% Defense.	Some	Fast
Super Armor	+30% Defense. Super Armor.	Low	V. Fast
Demon Armor	+10 Attack, +10% Sharpness, +20% Critical Distance damage, +20% Defense.	Low	V. Fast

*All effects last for 90 seconds.*

*Does not have a Rapid Fire.*

### Remedy

When fired: cures all Abnormal Statuses and boosts Natural Recovery.

Recoilless Req.	Fast Reload Req.
Low	Fast

*Does not have a Rapid Fire.*

### Group Recover

Restores the health of all players in the area by 20.

Recoilless Req.	Fast Reload Req.
Low	Fast

*Does not have a Rapid Fire.*

## What LBG To Use?

When progressing, you'll usually choose an LBG which has a high capacity of one of the 3 big ammo types: Normal, Pierce, and Pellet, though realistically you're only gonna be choosing Normal or Pierce. After that, you should try to find an LBG which Rapid Fires your ammo of choice, which limits the choices down to Normal S Lv. 2 Rapid Fire or Pierce S Lv. 1 Rapid Fire. Everything else is more or less ignorable.

## Progression Recommendations

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

- **Petrified Shooter**

The difference between Gunner weapons and Blademaster weapons is that Petrified stuff doesn't really matter once you get the better Bowguns, and this is especially true here. The basic Petrified Shooter doesn't get a single Rapid Fire option through the entire game, so this is basically only used for the most basic of self-defense for starting out. You'll drop this like a bad habit soon enough.

- **Quill Burst**

Quill Burst is a classically good option, and even remains relevant for progressing through the entire game. This is mainly due to its Rapid Fire Pierce Lv. 1 option, which in this game is incredibly good, and being easy to upgrade only helps out.



- **Hidden Eye**

The Nargacuga LBG is also another variant of the Rapid Fire Pierce Lv. 1 option, but is typically more used than Quill Burst since this has natural Affinity and scales slightly better post-Maccao.

- **Eldra Musket**

An interesting option for Low Rank, the explosive power Eldra offers is quite significant in Low Rank, since Fixed damage ignores hit zones and the attack rating of your weapon. If you want to play with an unorthodox option, this is it.

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

- **Shotgun (Azure)**

One of the earliest LBGs with access to Rapid Fire Normal Lv. 2, the Velocidrome LBG is quite solid for the point where you can get it. With 160 raw and 20% natural Affinity, this isn't too bad compared to Quill Burst and Hidden Eye for the point where you can get this at.

- **Quill Burst**

Quill Burst gains 170 raw when you upgrade it to High Rank stats which is definitely above-average compared to Blademaster weapons. You can use this before you get the Nargacuga LBG, or even if you don't want to bother with or don't have access to Hyper Nargacuga for the upgrade.

- **Hidden Eye**

Narga's LBG has high Affinity and only slightly-less-than-average raw, but is still very capable of dealing lots of damage with the Pierce Lv. 1 RF.

- **Blizzard Cannon**

Another alternative to the Pierce RF options, Bariot has higher-than-average raw, some Affinity, and has the Freeze options if you want to use them.

- **Icesteel Wasp**

Kushala's LBG RFs Normal Lv. 2, and has quite a bit of capacity on that as well. It also has natural Low Recoil, allowing you to potentially take advantage of Pierce as a backup ammo too, in case you somehow manage to run out of Normal S Lv. 2.

- **Polarstar Shooter**

A unique option, if used with Full House II you can keep chaining together Pierce S of different levels. If that sounds fun to you, get this. It's also useful for breaking open the Dread Rath's backs if you need to do that, due to the Dragon S this LBG has.

### G-Rank (Hub G1-G4\*)

- **Elder Shooter**

The Elder Shooter is actually pretty solid for starting out in G-Rank since you can RF Normal Lv. 2s with it and it's got decent capacity for that. Furthermore, it's craftable extremely early since you only need to gather G-Rank materials for it.

- **Plume Burst**

Plume Burst is *still* a great option throughout G-Rank, since it still RFs Pierce Lv. 1s, and it's upgradeable fairly early. The natural Some Recoil allows you to use the other Pierce options, if you want to.

- **Night Owl**

The Nargacuga LBG is still great but even more solid due to the two slots it has. It also upgrades into one of the best LBGs in the game, so definitely make this if you haven't by this point.

## Endgame LBG Recommendations

### Pure Raw

- **Hurricane's Gaze**

One of two RF Pierce options, the Silverwind LBG has great Pierce Lv. 1 capacity for the Rapid Fires, as well as a great amount of natural Affinity, 40%. This makes it absurdly easy for crit stacking. To top it all off, it's also got Demon Aff S, for when you're with teammates.

- **Avidya Eye**

The other one of the main RF Pierce options, the regular Nargacuga LBG only loses 10 raw for two slots, and a downgrade to Demon S rather than Demon Aff S. If the two slots are valuable to you, which they usually are, then using this isn't much of a downgrade.

- **Blast of the North Star**

The Nakarkos LBG is mainly used for Pierce cycling with Full House, though it does have the other, more niche use of using Dragon S to break the Dread Raths' backs more easily than with other Pierce options.

- **Pinion Burst**

Another Pierce option, though this goes under the radar due to no natural Affinity in exchange for 10 more raw, which is underwhelming. Natural Some Recoil does let you run Long Barrel and not Silencer if you want to run the other Pierce options as backup.

- **Daora's Yellowjacket**

The first of the RF Normal options is Daora's LBG. It has quite a bit of load capacity on the Normals, good raw, and some natural Affinity, as well as natural Low Recoil, though the biggest issue on this is the LR Mild Deviation. If you're not too concerned with hitting a tiny weakspot, then it's fine, but otherwise, it can be a pain.

- **Foxbow Authority**

Doesn't have the natural Affinity that the Daora LBG has, and has Avg. Recoil instead of Low, but this is a good option if you either need an extra slot or if you prefer your Deviation to be None.

- **Fatalis Abyss**

The V. Slow Reload Speed on this LBG is mostly negated by Full House, and the R Severe Deviation can be accounted for. This LBG has a massive 350 raw, so if you can adjust your playstyle you'll be able to hit monsters hard.

## Pure Element

- **Silver Asgard**

The Fire LBG of choice. All of the elemental LBGs chosen have RF P. Element Lv. 2 capabilities, and this is the one for Fire. This has a high 350 raw, and -10% Affinity doesn't mean much less damage, especially if you're using element. This also has RF Pierce Lv. 1 as a fallback option, so this is a great LBG for taking on Chameleos.

- **Plesioth Drencher**

The Plesioth LBG RFs P. Water 2, but it also has Sleep capabilities for some utility. Natural Some Recoil means that you'll also be able to use Pierce S recoillessly, as a backup.

- **Pearl Parasol**

The Pearl Parasol is a branch-off from the Black Parasol and is the main option for Thunder LBG. It has limited capabilities other than the P. Thunder S Lv. 2, but it has a lot of capacity for it, so it works well in multiplayer situations.

- **Orcus Barqus**

The Rare 9 Zinogre LBG, this has less capacity of P. Thunder S Lv. 2, but it can also do things other than that. Useful in solo situations.

- **Jowlcrusher**

The sole LBG which can RF both the P. Element Lv. 1 and Lv. 2, Jowlcrusher... is the most niche of the elemental options, simply because Ice isn't a useful pure elemental weakness. Most Ice-weak monsters are weak to raw too, like Rajang and Zinogre. In its niche however, this works extremely well.

## Niche Choices

- **God's Archipelago**

Necessary for you if you want to Charm Farm Brachy and you don't have another status LBG user. The key component in HAME strategies, God's has the ability to effectively fire Status shots of all flavors, but you'll need a different set in order to make the best use out of the LBG. If you can however, this is an extremely potent LBG, though by itself it lacks damage potential.

- **Lost Xanadu**

A questionable choice for G-Rank, Lost Xanadu features a focus on pure Explosive shots, but in G-Rank they're less notable due to G-Rank outscaling the damage that they can deal. More often than not you'll run out of ammo, and have to resort to the Normal S...

- **Oppressor's Rift**

The Rare 3 Zinogre LBG is used as a pure Slicing focus. Since it's boosted by True Shot Up in this game, Slicing S can be effective if used on the right monsters, like say Zinogre itself.

- **Arm Cannon XX**

The Metroid DLC crossover LBG is notable mainly for its Dazzling S capabilities. As mentioned in the Almanac, Dazzling has high MV, no Critical Distance, and a quick Reload Speed as well as little Recoil. It's okay for an Internal Shot focused set, but like other Internal shot focused sets, it'll fizzle out if the fight is more than one normal monster.

## What Skills Should I Use?

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Since you're a Gunner, you can't use Blademaster progression sets like they can, and often they'll have different skill point distributions from you. Furthermore, you'll have to go into mixed sets as soon as you hit late High Rank and early G-Rank, since full sets by then are underwhelming compared to the mixed set potential you can have.

### Progression Armor Sets

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

- **BuJaBu**

Even Gunners take advantage of BuJaBu, but they can only get Attack Up (M) at maximum instead of Attack Up (L) without additional slots available.

- **Ceanataur**

Ceanataur's Ammo Saver effect is alright for saving ammo. It's not Razor Sharp, but this can save you a few shots, especially this early in the game where you don't have much combine materials.

- **Rathalos**

A pure Rathalos set will get you Attack Up (M) and Weakness Exploit which is great since you're hitting shot weakspots anyway, and Attack Up (M) is great for the Nargacuga LBG since it has naturally lower raw than its colleagues.

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

- **Ceanataur S**

HR Ceanataur just has more points in Expert than the Low Rank version, making this nice if you really want that High Rank defense.

- **Malfestio S**

Has Weakness Exploit by itself, so you can have more appropriate Defense while not giving up too much damage.

- **Rathalos S**

Rathalos S provides more points in Attack than LRRathalos and still provides Weakness Exploit. Not a bad choice if you want to go into G-Rank, but you still have many more options.

- **Rathalos / Glavenus Mix S**

This set requires Rathalos from head to waist, and Glavenus Leggings S. Gem in for skills appropriate, until you get Attack Up (S), Weakness Exploit, and Shot Booster. The main thing about this set is that it gets you Shot Booster relatively easily, and with damage booster skills to boot.

- **Rathalos / Lagi Mix S**

You'll need at least a two slot charm, or another source of external slots for this set, but it provides at least both Weakness Exploit and Pierce/PierceUp. If you have a 3-slot charm, then you can get Attack Up (S) in addition. This is composed of Rath S/Rath S/Lagi S/Rath S/Lagi S, with the appropriate gem-ins.

- **Silver Sol**

Full Silver Sol provides Weakness Exploit and CriticalBoost, good for boosting your damage even further on weakspots. Good if you don't really want to bother with mixed sets at the start of G-Rank.

- **Hayasol Variant**

A Hayasol Variant refers to one of the variants based on the famous Blademaster mixset, Hayasol. Composed mainly of the Hayabusa Feather, various Silver Sol parts, as well as potentially Lodestar or even Vaik parts, you typically replace one of the skills - usually Razor Sharp - with the shot type up of your choice. If using Pierce, replace Critical Eye with Shot Booster.

- **Esurient R**

Esurient R has a lot of slots but only access to Normal/RapidUp. This is great if you're, say, doing a RF Normal-focused LBG set.

## **G-Rank (Hub G1-G4\*)**

*I really discourage using full sets in G-Rank, since most sets don't provide the correct skillset of what you need. Use Mixsets instead. The following listed are particularly good or notable sets which can become better with good charms.*

- **Rathalos X**

Rathalos X has Attack Up (L) and Weakness Exploit by itself, but it has Hearing +6 for some reason. Even though you're a Gunner and have little to no use for this.

- **Rathalos / Lagi Mix X**

Same as in High Rank, but with the parts replaced by their G-Rank versions. You have enough slots on the set to get Pierce/Pierce and Weakness Exploit from gem-ins on the armor naturally, so use that charm bonus to get more Attack points, if nothing else.

- **Esurient XR**

Esurient XR features multiple Normal/Rapid Up points across its armor pieces, making you have 22 points in Normal/Rapid Up. Obviously, you want to mix this into Normal focused sets.

## Skill Recommendations

- **Normal/Rapid Up, Pierce/Pierce Up, Pellet/Spread Up**

Your essential damage boosting skill in G-Rank. Increases your damage by 10%, or 30% if using Pellet S, as long as you use the correct ammo type. Since you'll mostly be using the one ammo type, this is an easy boost to your overall damage.

- **Shot Booster**

Shot Booster provides a +50% extension to your Critical Distance. You should only use this for Pierce focused sets, as that'll make it a lot easier to make it hit in Critical Distance. Also of note: you don't necessarily need this if you're a god of positioning. Perfect distancing and movement will allow you to always hit in Critical Distance, more or less. But since most people aren't gods (and if you're reading this, you definitely aren't a god), Shot Booster is pretty useful.

- **Weakness Exploit**

Provides 50% Affinity as long as you hit weakspots. You're a Gunner, so unless the monster is literally made of shit zones or it has a weakspot which you can't hit consistently, this skill is always valued.

- **Repeat Offender**

Provides up to 30% Affinity as long as you keep hitting the monster. Useful if you don't have access to Weakness Exploit or can't use it well for whatever reason.

- **Critical Boost**

Critical Boost boosts your Attack even further if you do a Critical Hit. Very useful if you have a bunch of Affinity, either from skills or naturally.

- **Critical Eye**

Critical Eye is typically used to round out a set, but is hard to get in large amounts in G-Rank, unless you use Hayabusa Feather.

- **Challenger**

On the other hand, Challenger points can be gotten fairly easily in G-Rank, and G-Rank monsters enrage easily. A great skill, especially if you get +2.

- **Combo Pro**

Very situationally useful, but if you don't run MassCombiner on longer hunts (why wouldn't you) this maximizes your combine count, which makes it easier to maintain damage over the hunt.

- **Peak Performance**

Peak Performance is a simple +20 raw when you're at maximum health. Blademasters can't use it, but if you're a Gunner, you won't take chip damage or significant damage as easily as Blademasters will, letting you take advantage of this.

- **[Elem] Atk, Elemental Atk Up**

Use this on elemental sets. Since Elemental S's damage scales with your raw, Elemental Atk Up bolsters your damage even further, required to make the most use of the Internal-only P.Element Lv. 2 RFs.

- **Ammo Saver**

Essential on Internal-focus sets. Since you can't combine more of Internals, this is essential to maintaining your Internal shots for as long as possible.

- **TrueShot Up**

Boosts the damage of Internal Shots by 20%. If you really want to squeeze everything out of your Internal shots, then you should use this.

- **Bonus Shot**

Increases the number of shots in a single Rapid Fire volley by one. Great for amplifying your damage on Rapid Fire volleys, but keep in mind that you'll also stand in place longer as you're shooting those shots. Plus, this isn't the easiest skill to get.

- **Load Up**

Useful on certain low-capacity sets, most prominently P.Elemental Lv. 2 RF, since they have naturally low-capacity. This skill will lessen the amount of reloads needed to perform over the hunt.

- **Elemental Crit**

If you can somehow get both Elemental and Critical damage on the same LBG, then this skill is great, as it will amplify your elemental damage by 35% on crits.

- **Status Atk**

Useful on God's and basically only God's in the endgame. This skill's usefulness also depends on a bunch of math that I won't get into, but basically if getting this skill would let you get status one shot earlier or get one more status, then it's useful.

- **Recoil Down**

Recoil management is core to God's, since it'll need Minimum to fire the Status shots recoillessly.

- **Trap Master**

Useful for HAME runs since you can lay down traps faster, extending the status chain even further and allowing the HBG to pour DPS down on the monster.

- **Artillery Novice**

Useful if using Crag S on Explosive Bowgun sets, this will increase their damage.

## Final Thoughts

LBG's performance in this game is mostly carried by the absolute powerhouse that Pierce 1 shots, and the ability to Rapid Fire those instantly makes any LBG extremely valued in damage oriented play. Those looking for other styles of LBG play in this game do have God's Archipelago to look towards, for Status Lockdown, or futz around with Normal LBGs, which are niche but useful. Adept in particular is extremely powerful, especially if you're the only one to take aggro. Valor LBG is disappointing when you look at Valor HBG though. LBGHAs are nothing fantastic, aside from Full House's utility. LBG is in a great spot this game, like the other Gunner weapons.

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