

Yet Another Weapon Guide - Great Sword

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Intro

The Great Sword has a simple kit, yet mastering the weapon can take many hours of practice and actual hunting. Charge your attacks, then drop it all on the monster in a single go, or run in and out while performing simple unsheath attacks! Make your enemies feel the sheer force of a giant metal blade with Great Sword!

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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 Blademaster in the old-school games, and wish to play as Great Sword. 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 GS controls, commentary on GS styles and combinations, recommendations on progression GSs, and a final note on matchups against all monsters in the game.

At A Glance

How Do I Play Great Sword?

- Press and hold X to charge attacks. Release X to unleash your stored energy and attack.
- To perform a Strong Charge in some styles, perform a charge attack, then press X to Side Slap, then press Back + X to initiate the Strong Charge. There are other ways to get to Strong Charge too.
- You can perform a guard by pressing and holding R. Guarding attacks with Great Sword will consume a bit of Sharpness, alongside the usual effects of Stamina loss, knockback, and chip damage, and so should be used sparingly.
- Pressing the Sp. Attack Button lets you kick, which can lead into a Side Slap.

Hot Tips

1. **You can readjust the direction of your Charge Attacks slightly by pressing in the direction.** The game won't let you, say, do a 90 degree turn on the spot, but it does help you slightly adjust your aim if it was initially off.
2. **You can draw into Charge Attacks if you want,** just press and hold X while moving in a direction.

3. **In some styles, you can overcharge your attack, resulting in a loss of damage.** Try to time your charge attacks so that you'll both hit the monster in the right place and unleash the largest charge attack you can without overcharging.
4. **For starting out with Great Sword, I suggest a simple hit-and-run playstyle,** where you go in, perform a quick unsheathe attack, roll to the side, and sheathe. Despite this playstyle not utilizing GS's full potential, this can be quite effective when you aren't confident against a certain monster.
5. **A simple prediction technique for some monsters is abusing when they turn around,** since that's an easy timing that you can handle. This will be less effective if you have other players or cats around.
6. **Using a level 2 Charge Slash is better than whiffing your level 3 Charge Slash.** If you think the monster's gonna move out of the way, then you should attack while they're still in one spot.

Meta Stuff

- **Great Sword works best when you can easily predict the monster,** like where they'll be or what attacks they can or will do.
- **Great Sword can use weapons with high Sharpness grades,** but not necessarily long ones. With the power of Absolute Readiness you'll be able to upkeep most slivers of Sharpnesses easily.
- **Great Sword favors raw immensely,** so much so that any elemental GS is immediately less effective than raw GSes.
- **Valor Style is the most popular GS Style,** with the enhanced Charge Attack capabilities and ability to move slightly in a direction when performing Charge Attacks.
- **Guild and Striker Styles follow up Valor Style as most popular,** Guild GS having the classic Charged Slash to Strong Charge Slash combos, and Striker being able to not overcharge its attacks.
- **Adept GS** is okay, even though it was buffed from Gen. You can charge the upswing but rarely will you have time to perform a full Adept combo.
- **Aerial GS** relies on spamming to deal damage, which can be effective against some monsters, but you can't perform Strong Charge.
- **Alchemy GS...** lets you perform two Side Slashes, the second being better than the first.

- GS HAs are... okay. **Ground Slash** can do a lot of damage but can also knock up ally hunters.
- **Lion's Maw** is the most useful of the bunch, empowering your next attack.
- **Brimstone Slash** can get you carted if you use it wrong, and takes way too long to charge and to set up for.
- **Moonbreaker** isn't bad, since it does increased stagger damage and deals a hefty amount of mounting damage.

Cool Stuff

- While Charging, you have Super Armor, preventing most forms of Wind Pressure from affecting you, as well as small knockback hits.
- Attacking with the center of the blade on Great Sword confers a small Sharpness boost, rewarding aggressive players who get right next to the monster.
- Charging not only increases the damage you deal normally, but also grants a Sharpness and Element boost as well.
- After performing a Jumping Slash, you also perform a Strong Side Slash with A, which is automatically based off of the level 2 charge.
- The charge of your Strong Charge Slash also affects the damage of the followup Strong Side Slash.
- Be warned that if you perform a side roll after an attack, you'll take a little bit of time to recover. Remember this if you're Adept GS in particular.

Controls & Style Rundown

Guild Style

Two Hunter Art slots (1 SP Art). Allows you to perform both hit and run tactics as well as the charged combo attacks!

- X - **Vertical Slash** - *48% damage*
- A - **Side Swing** - *18% damage, 22 KO, 22 Exhaust*
- X + A - **Back Swing** - *32% damage*
- R - **Guard**
- Sp. Attack Button - **Kick** - *1 fixed damage*
- X (hold) - **Charge**
- Charge, release - **Vertical Slash**

- Charge, wait until first flash, release - **Charge Lv. 1**- 65% damage, +10% Sharpness, +20% Element
- Charge, wait until second flash, release - **Charge Lv. 2** - 80% damage, +20% Sharpness, +50% Element
- Charge, wait until third flash, release - **Charge Lv.3** - 100% damage, +30% Sharpness, +100% Element
- Charge, hold for too long - **Overcharge** (Same damage as Charge Lv. 2.)
- After any Charge attack, Vertical Slash, or a forward roll, X - **Side Slap**
- After Side Slap or Kick, Back + X (hold) -**Strong Charge** - 52% damage
- Strong Charge, wait until first flash, release - **Strong Charge Lv. 1**- 72% damage, +10% Sharpness, +80% Element
- Strong Charge, wait until second flash, release - **Strong Charge Lv. 2**- 90% damage, +20% Sharpness, +125% Element
- Strong Charge, wait until third flash, release - **Strong Charge Lv. 3**(Cannot be Overcharged.) - 120% damage, +30% Sharpness, +200% Element
- After any Strong Charge, X - **Finisher Side Slash** (Level and damage dealt depends on Strong Charge performed.)
 - **Finisher Side Slash Lv. 0**- 48% damage
 - **Finisher Side Slash Lv. 1**- 52% damage, +10% Sharpness
 - **Finisher Side Slash Lv. 2**- 60% damage, +20% Sharpness
 - **Finisher Side Slash Lv. 3**- 80% damage, +30% Sharpness
- While in midair, X - **Jumping Slash** - 48% damage, deals Mounting damage

Guild Style is the classic Great Sword style, notorious for being hard to master, but easy to learn. Mastery of Great Sword can put the beatings on any monster, and it's satisfying to pull off a fully charged combo, isn't it?! Use if you can pull off the Strong Charge on monsters consistently and frequently.

Recommended Hunter Arts:

- Absolute Evasion / Lion's Maw III
- Absolute Readiness

The Basics

While sheathed, X, Side + B, Y.

The simplest hit-and-run technique for GS. It's okay to use this a lot at first, before you get used to monster timings.

The Simple Charge

While sheathed, X (hold), release, Side + B, Y.

The classic GS bread-and-butter technique. Remember to vary up the charge levels based on the opening you're given.

The Works

While sheathed, X (hold), release, X, Back + X (hold), release, X, Side + B, Y.

This variation includes the Strong Charge, and should be used for a downed monster.

The Fast Charge

While unsheathed, Forward + B, X, Back + X (hold); release, Side + B, Y.

This combo goes from a Side Slap into a Strong Charge, for when you can't execute the full downed combo on a monster.

Striker Style

3 Hunter Art slots (1 SP Art). Loses access to the Strong Charge, but cannot overcharge and gains another HA slot.

- **Cannot Strong Charge and perform associated attacks.**
- Cannot Overcharge.

Striker Style is a slightly reduced form of Great Sword which removes Strong Charge, but prevents you from overcharging, which can lighten up the timing of those Charge attacks a little bit. Best used with a hit-and-run playstyle, due to the lack of Strong Charge.

Recommended Hunter Arts:

- Absolute Evasion
- Absolute Readiness
- Lion's Maw III

The Extended Charge

While Sheathed, X, X, X (hold), release.

This combo goes from a draw attack to a Side Slap to a Charge, in case you wanted to do that for whatever reason.

The Kicking Mule

While Guarding, X, X, X (hold), release.

A simpler combo similar to the previous one. This variant makes you kick forward, which will gap close you slightly.

Aerial Style

1 Hunter Art slot (1 SP Art). Slam and jam monsters with repeated Charge attacks from the air, and even perform a slight jumping attack when unsheathing!

- **Cannot Side Slap after a Kick.**
- **Cannot Charge on the ground.**
- **Cannot Strong Charge.**
- **Cannot perform a Finishing Side Slash variation.**
- B - Aerial Hop
- While Sheathed, Forward + X - **Aerial Slash** (*This causes you to jump forward slightly and attack.*) - 48% damage

- Post-Aerial Hop, X (hold) - **Aerial Charge** *(Has typical level 1, 2, and 3 variations. Cannot Overcharge.)*
 - **Aerial Charge Lv. 1-** 57% damage, +10% Sharpness
 - **Aerial Charge Lv. 2-** 66% damage, +20% Sharpness
 - **Aerial Charge Lv. 3-** 75% damage, +30% Sharpness
- Aerial Charge unleashes automatically once you hit the ground.
- After any Aerial Charge attack, A - **Aerial Side Slash** *(Doesn't deal mounting damage.)* - 60% damage, +20% Sharpness

Aerial Style lets you perform faster charges while you're midair, and makes your gapclosing from sheathe more powerful with the addition of the Aerial Slash. It's hard to aim these Aerial Charges though, and you can't Charge on the ground...

Recommended Hunter Arts:

- Absolute Readiness

The Slam 'n Jam

While Sheathed, Forward + X, B, then Post-Aerial Hop, X (hold), release, A.

That small leap forward is pretty useful, especially since you don't want to maneuver around with the awkward Aerial Hop. Use it wherever you can.

The Three-peat

B, then Post-Aerial Hop, X (hold), release, X, (repeat)

This one-two-three combo lets you Aerial Hop, Aerial Charge, and Aerial Side Slash. Useful if the monster's down.

Adept Style

1 Hunter Art slot (1 SP Art). Use the Adept Dodge to dodge attacks, then counter with a chargeable rising slash, which can lead to a charge attack which charges faster than normal!

- **Cannot Strong Charge.**
- B - **Adept Dodge**
- Post-Adept Dodge, X (hold) - **Adept Upswing Charge** *(Has typical level 1, 2, and 3 variations. Cannot Overcharge. You move while charging in the direction you're holding as you land from dodging.)*
 - **Adept Upswing Charge Lv. 0-** 26% damage
 - **Adept Upswing Charge Lv. 1-** 39% damage, +10% Sharpness, +20% Element
 - **Adept Upswing Charge Lv. 2-** 52% damage, +20% Sharpness, +50% Element
 - **Adept Upswing Charge Lv. 3-** 78% damage, +30% Sharpness, +100% Element
- After any Adept Upswing Charge attack, X (hold) - **Adept Strong Charge** *(Shares the same attributes as Strong Charge, charges faster than normal.)*

Adept Style can let you pump out a lot of damage in a short amount of time, and has the same basic combos as Striker GS, but without the Overcharge immunity. However, if you can't land the Strong

Charge post-dodge then it's somewhat hard to justify the use of this over Striker, making those mobile monsters hard to fight.

Recommended Hunter Arts:

- Absolute Readiness

The Ultra

Post-Adept Dodge, X (hold), release, X (hold), release, X.

Pray to god that you can land this full combo, otherwise you might just look very stupid. This is the standard that you should try to perform, but remember the basic rule about charging: Timing is everything. Don't charge too long, or you might end up missing.

Valor Style

1 Hunter Art slot (1 SP Art). Fill the Valor Gauge to enhance your charge attacks and allow yourself to move during them!

In any state:

- **Cannot Strong Charge.**
- Y - **Valor Sheathe**
- Valor Sheathe, X - **Valor Slash** - 48% damage
- Valor Sheathe, X (hold) - **Valor Stance Charge** (Has typical level 1, 2, 3 variations. Can Overcharge.)
 - **Valor Stance Charge Lv. 1**- 65% damage, +10% Sharpness, +20% Element
 - **Valor Stance Charge Lv. 2**- 80% damage, +20% Sharpness, +50% Element
 - **Valor Stance Charge Lv. 3**- 100% damage, +30% Sharpness, +100% Element
- Valor Sheathe, A - **Valor Side Swing** - 32% damage

Outside of Valor State:

- **Cannot Charge.**
- **Cannot Charge after Kick.**

In Valor State:

- B - **Valor Step**
- While Sheathed, Forward + X - **Valor Draw Slash** (Has typical level 1, 2, and 3 variations. Cannot Overcharge. Charges especially quickly.)
 - **Valor Draw Slash Lv. 0**- 52% damage
 - **Valor Draw Slash Lv. 1**- 62% damage, +10% Sharpness, +80% Element
 - **Valor Draw Slash Lv. 2**- 85% damage, +20% Sharpness, +125% Element
 - **Valor Draw Slash Lv. 3**- 115% damage, +30% Sharpness, +200% Element
- While Sheathed, X + A - **Valor Draw Slash** (This variant doesn't move you forward.)
- After Valor Draw Slash, X - **Finisher Side Slash** (Has fixed power, regardless of Charge Level of Valor Draw Slash.)- 52% damage, +20% Sharpness
- While unsheathed, X (hold) - **Valor Charge** (Has typical level 1, 2, and 3 variations. Cannot Overcharge.)
 - **Valor Charge Lv. 0**- 52% damage
 - **Valor Charge Lv. 1**- 72% damage, +10% Sharpness, +80% Element

- **Valor Charge Lv. 2-** 90% damage, +20% Sharpness, +125% Element
- **Valor Charge Lv. 3-** 120% damage, +30% Sharpness, +200% Element
- While Valor Charging, instead of releasing X, **press A to move in a direction of your choice while attacking.** This reduces power slightly.
 - **Valor Charge Dash Lv. 0** 52% damage
 - **Valor Charge Dash Lv. 1** 65% damage, +10% Sharpness, +80% Element
 - **Valor Charge Dash Lv. 2** 81% damage, +20% Sharpness, +125% Element
 - **Valor Charge Dash Lv. 3** 112% damage, +30% Sharpness, +200% Element
- After any Valor Charge Attack, A - **Valor Finisher Side Slash** (Level and damage dealt depends on Valor Charge performed.)
 - **Valor Finisher Side Slash Lv. 0** 48% damage
 - **Valor Finisher Side Slash Lv. 1** 52% damage, +10% Sharpness
 - **Valor Finisher Side Slash Lv. 2** 60% damage, +20% Sharpness
 - **Valor Finisher Side Slash Lv. 3** 80% damage, +30% Sharpness

Valor Style is a powerhouse, with the ability to easily charge up the Valor Gauge with the Valor Stance Charge attacks. Once you fill it up, your ability to perform charge attacks vastly increases, with the sheathed charge charging up quickly while the unsheathed charge can let you maneuver around by letting you move forward when you unleash the charge.

Recommended Hunter Arts:

- Absolute Readiness

The Charging Charge

Y, then X (hold), then release.

The basic and most common way to charge Valor. GS can charge Valor quite quickly, but do make sure you have the window to actually set up the Valor Charge.

The Charging Slash

Y, then A.

The less common way to charge Valor.

The Power Draw

While in Valor State, Sheathed: Forward + X (hold), release.

Bread and butter GS play, but much more powerful. Combine with Crit Draw for much fun.

The Charging Dash

While in Valor State, unsheathed: X (hold), A.

This should be used for when you're just far enough from the monster that normal attacks won't land. Also a very good positioning tool, though it won't carry you halfway across the map.

Alchemy Style

3 Hunter Art slots (3 SP Arts). Can use the Alchemy Barrel along with a new Side Slash.

- **Cannot perform Strong Charge.**
- After Side Slash, A - **Alchemy Side Slash** - 48% damage
- After a forward roll, R + Y - **Alchemy Barrel**
- To charge the Alchemy Gauge quickly, perform **Charge attacks** and **Alchemy Side Slash**.

Alchemy Style lets you use an Alchemy Barrel alongsidethe typical Striker GS fare, except you can Overcharge. Granted, this means you don't lose much in comparison to the other styles, and you actually gain an attack. However, Alchemy Side Slashis super slow, and it has a crap ton of recovery frames where you can't do anything. I suggest treatingthis like Striker GS, except you can Overcharge.

Recommended Hunter Arts:

- Absolute Evasion (SP)
- Absolute Readiness (SP)
- Lion's Maw III (SP)

The Alchemy Charge

While Sheathed: Forward + X (hold), release, X, A, A.

The standard way to quickly charge the Alchemy Gauge. Feel free to omit the second attack of the combo, if you can't land it.

The Spin To Win

A, A, X (hold), release, (repeat)

The infinite loop variant of the above combo. Only use if you're really desperate.

Overall, the style hierarchy is Valor > Guild/Striker > Aerial/Adept/Alchemy, with Valor leading the fray with its easy-to-charge Valor Gauge and ability to land Charge Attacks in Valor State. Guild and Striker work mostly the same as in other games, and usage is generally preferential, with slight advantages to Guild when you can Strong Charge, and Striker if you cannot. Aerial, Adept, and Alchemy have increasingly niche usage, especially Alchemy, which is essentially a worse version of Striker.

Hunter Arts

Ground Slash

Drags your Great Sword along the ground, then swings upward, dealing multiple hits of damage. Increasing ranks of this HA provides more hits thatdeal more damage.

HA Rank	To Charge	Total Damage
I	630 (956 SP)	50 + 20 * 2 = 90% / 3 hits
II	670 (1004 SP)	50 + 21 * 3 = 113% / 4 hits

III	830 (1196 SP)	50 + 22 * 4 = 138% / 5 hits
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This HA is okay, but is eclipsed by the presence of charge attacks, since in the time you'll execute this you can likely perform one full charge combo. It also knocks up ally hunters too, interrupting them. I'd suggest against using this.

Lion's Maw

Performs a wide swing of your Great Sword before sheathing and powering yourself up. For your next attack, you'll deal more damage.

HA Rank	To Charge	Damage (<i>Initial Swing</i>)	Effects
I	290 (548 SP)	48%	1.1x Attack
II	350 (620 SP)	52%	1.2x Attack
III	500 (800 SP)	66%	1.33x Attack

Lion's Maw is the best GS HA among the bunch, simply because it boosts your next attack's damage. Obviously, since you're GS, you can perform an unsheath Charge attack and take the most advantage of the move. But this also includes things like the Kick, and that deals 1 fixed damage.

Brimstone Slash

Performs an ultra-focused powerful charge. If you take an attack while you're charging, you'll automatically unleash the attack.

HA Rank	To Charge	Max Charge Level
I	1250 (1700 SP)	1
II	1500 (2000 SP)	2
III	1670 (2204 SP)	3

Charge Level	Damage	Sharpness Modifier
0	130%	1x
1	150%	1.1x
2	175%	1.2x
3	190%	1.3x

If you unleashed the attack by taking damage, the damage received directly adds more damage per point of health lost, up to x50% for losing 50 health, and the damage taken is temporary damage.

You can actually fucking die if you take a strong enough attack since this HA doesn't prevent you from carting or increase your defense in any way. So the best way to use this art is to charge for all 10 seconds, or explode yourself with a Small Barrel Bomb. Unfortunately this HA also has that cripplingly-slow charge time attached to it. Yeah, too many restrictions.

Moonbreaker

Swings forward, then leaps into the air and swings downward. This HA deals additional stagger and mounting damage.

HA Rank	To Charge	Total Damage	Stagger Modifier
I	420 (704 SP)	60%	1.5x
II	500 (800 SP)	12 + 70 = 82% / 2 hits	0.9x + 2.0x
III	830 (1196 SP)	10 + 12 + 80 = 102% / 3 hits	0.9x + 0.9x + 2.5x

Moonbreaker is another solid GS art, purely because it isn't Brimstone Slash nor Ground Slash. It does deal slightly less damage than Ground Slash, but makes up for it in the utility department, letting you break parts easily. Like all offensive HAs, this can be interrupted by any monster actions which go past Super Armor.

What GSs To Use?

The best GSs to use are typically ones with high Sharpness ratings, but not necessarily a long length of that high Sharpness. Because of this, a GS can focus on slightly different things than other Blademasters can, prioritizing raw over element. Choose a GS based on its natural Sharpness as well, since you'll rarely be running Sharpness +2 unless you're making a specific set for a specific GS.

Progression Recommendations

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

- **Petrified Blade**

The very first Great Sword you get at the beginning of the game. Doesn't get Green Sharpness until level 4, but your Charge Attacks should compensate for a little bit of time until you can get to Village 2.

- **Iron Sword**

The earliest point at which you can get Green Sharpness, you'll need Disc Stones in order to upgrade to level 2. Be sure to visit Kokoto!

- **Hidden Blade**

Nargacuga's Great Sword, with its high Affinity and Sharpness, is great for full charge combo plays. It even gains a bit of Blue Sharpness when you get into Village 6*.

- **Santoku Reaver**

An alternative progression option, the Tetsucabra GS has higher raw than the previous options, but also has less Sharpness and negative Affinity naturally. If you wanna hit 'n run this is one of the early options to do so.

- **Cheda Blade**

The Seregios GS, despite being somewhat nerfed in comparison to its 4U version, is still a great Great Sword choice when you get into Village 6*. With the capability to auto-sharpen itself on rolls, as well as natural Blue Sharpness, you can't go wrong with this.

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

- **Obsidian Blade**

Solid raw, natural Blue Sharpness, easy to get, this is a great GS for early High Rank shenanigans. The thin Blue may make you nervous, but it's fine.

- **Cheda Blade / Seditious Cleaver**

The Seregios GSeS, especially Seditious Cleaver, have naturally good Sharpness, solid raw, and some Affinity. Compensating for their generally-below-the-belt stats is the roll to sharpen mechanic which will let you maintain that amount of sharpness easily.

- **Tiger Jawblade**

The Tigrex Great Sword has natural Blue Sharpness and has higher than normal Raw. the slight negative Affinity may worry you, but once you get a Crit Draw set you'll be good for rights. This also upgrades well into G-Rank.

- **Decider**

High raw and high Sharpness, though it does only have slivers. You'll need Hyper Hunter tickets for this option, so I hope you're progressing in Guild.

- **Toad Bereaver**

The Hyper Tetsucabra GS has higher raw than the Decider at the cost of negative Affinity. Otherwise, similar Sharpnesses.

- **Feud Hornsword**

The Diablos GS is similar to the Toad Bereaver, but doesn't have any of the Hyper Hunter requirements and provides an additional Defense bonus. And hey, it has a different design from its 4U incarnation!

G-Rank (Hub G1-G4*)

- **Elder Blade**

Natural White Sharpness and a great 260 raw at base, the Elder Blade is a great starting GS for anyone and everyone going into G-Rank.

- **Dark of Night**

Upgraded fairly early on into G-Rank, it's got a solid 240 raw, 35% natural Affinity, 2 slots, and natural White, gaining natural Purple when you get to G3.

- **Millstone Bereaver**

Has an incredibly high raw of 300 when you get into G2, at the cost of negative Affinity and only a thin sliver of White Sharpness. Regardless, that raw is incredibly high for that point in the game.

- **Carapace Blade**

Like the Millstone Bereaver, but has even more raw and more negative Affinity. You'll need Uraaan materials from G3 to upgrade it and gain natural White Sharpness, but that 340 raw can't be denied, right?

- **Tigrex Great Sword**

Has a great 320 raw while only having -15% Affinity and more White Sharpness than the previous two options.

Endgame GS Recommendations

- **Neb-ta-Djeser**

The Ahtal-Ka GS has natural Purple, good raw, triple slots, and some Defense as a bonus. This is **the** GS that you should use, simply because it's just great in all aspects.

- **Avidya Great Sword**

The Nargacuga GS has less raw and less slots, but has some natural Affinity and natural Purple Sharpness. The best for Valor Combo GS play.

- **Infernal Corleonis**

The Skeletal Nakarkos Great Sword finally takes its place among the champions of meta, with a monstrous 380 raw and a nice 24 Dragon, with -25% Affinity to compensate. You'll need Sharpness +1 to get White Sharpness, but this GS is nice against anything weak to Dragon.

- **Martyr**

Has less Sharpness than the Ahtal-Ka GS, but has slightly higher raw than it. Easy to make and use, too.

- **Tigrex Supreme Sword**

Natural Purple Sharpness, and has 340 raw and -15% Affinity. Shouldn't be too much different from the standard Ahtal-Ka GS, aside from the whole 'negative Affinity' thing.

- **Noble Scar**

Has a high 390 raw but a -50% Affinity and natural Green Sharpness, which can be more or less fixed with Weakness Exploit, Crit Draw, and Sharpness+1, with which it gains White Sharpness. Comparable to the Tigrex GS in usability.

Elemental GS Recommendations

*Elemental GS will **always** lose to pure raw GS, but... if you really want to.*

- **Rathalos Flamesword**

The Rathalos GS has a high 330 raw and 44 Fire with natural White Sharpness. So basically it sacrifices the slots, Defense, and natural Purple for a bit of Fire damage, compared to the Ahtal-Ka GS.

- **Thrash Schneider**

Thought you'd never see a Kecha weapon here, eh? This is the magic of Great Sword favoring raw above all else, which means you'll see unconventional monsters in these weirder recommendations. This GS has 340 raw and 34 Water, making it work well with that sliver of White Sharpness it's got.

- **Lagia Supreme Thunder**

The Lagiacrus GS has 340 raw, cresting it above all of its Thunder-based comrades in terms of effectiveness and damage.

- **Adamant Serpentblade**

The Giaprey GS has good enough raw, with 320, without sacrificing too much on the raw end. It also has 3 slots, if you want to have some set flexibility.

Status GS Recommendations

*Send in a screenshot of you actually inflicting a status on a monster with GS and you'll get absolutely nothing of worth because Status GS **sucks super-hard**.*

- **High Sieghilde**

High raw, good Sharpness, the Rathian GS will make sure you don't fail hard while you're fruitlessly trying to inflict Poison on Kushala Daora.

- **Saffron Serpentroar**

Has an actually-good amount of raw with White Sharpness and some Para damage. So you can have a bigger version of that Deathgrip SnS while that Deathgrip SnS guy keeps on inflicting the Para while you... aren't.

- **Dormant Archduke**

The Malfestio GS has a good 310 raw and 24 Sleep and White Sharpness. So you can try to wave around your Great Sword to hypnotize the monster I guess.

- **Myxo Annihilator**

The Hyper Brachydios GS has a good 320 raw and 38 Blast which will help you in your really slow explody endeavors.

- **Charred Nova**

The Hellblade GS has a mediocre 300 raw and 35 Blast but it does pack the Deviant Boost that will help out the odd Striker or Alchemy GS.

What Skills Should I Use?

Great Sword is positively unique in terms of armor skills that it uses, compared to most other Blademaster weapons. For one, like Bow, Great Sword likes using Focus, since that'll speed up the rate at which it charges its very important Charge attacks. Anything else is more or less optional, but other skills which are recommended are the Draw skills, since Great Sword's playstyle revolves around sheathing, especially for hit-and-run sets.

Progression Armor Sets

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

- **BuJaBu**

Grants Attack Up (L) with Bulldrome Cap, Jaggi Mail, Bulldrome Vambraces, Jaggi Faulds, and Bulldrome Greaves, and a few Attack Jewels. Pretty potent for the first few hours of the game.

- **Volvidon**

The Volvidon fullset grants Focus and Bio Researcher, which prevents you from being Soiled, among other effects. One of the earliest armor sets with which you can get Focus.

- **Rathalos**

Rathalos's set grants you Attack Up and Weakness Exploit by default, so you'll lose the power of Focus, which may or may not be a deal breaker.

- **Rathalos Mixset**

Composed of a Rathalos Cap, Rathalos Mail, Mosgharl Vambraces, Rathalos Faulds, and Mosgharl Greaves as well as a few decorations, the Rathalos Mixset provides Weakness Exploit and Focus normally.

- **Seregios/Mosgharl Mixset**

Combine a few Seregios and Mosgharl armor parts for Crit Draw and Focus. Potentially has more uses than the Rathalos Mixset, but does rely on you sheathing a lot. Needs Seregios Helm, Vambraces, and Tassets, and Mosgharl Ribplate and Roots, as well as a few decorations and a single additional weapon or talisman slot.

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

- **Volvidon S**

Provides Focus and Bio Master. In case you wanted to get High Rank defense values as well as Focus, but has less damage potential than the Rathalos Mixset.

- **Rathalos S**

Full Rathalos S provides more Attack than the standard Rathalos set, but if you know what you're doing, you should probably get the mixset version to get Focus too.

- **Rathalos Mixset S**

There's a lot of ways you can mix up a set with both Focus and Weakness Exploit, as well as some form of Attack Up. You'll usually have Attack Up (S) but if you're lucky you have a triple-slot charm with which you can get at least Attack Up (M).

- **Black S**

The totally-not-Fatalis armor set of Black is focused around boosting the damage of Great Sword, and this is the first instance of where it's good enough to be used. This variant has Blightproof, Crit Draw, and Focus, so definitely pick this up, as it's your best set going into G-Rank.

- **Diablos**

Diablos was historically a Great Sword-focused set, and it doesn't change here. It lacks Focus in comparison to Black S but it also has the new skill Sheathe Sharpen, which will restore a bit of Sharpness sometimes when you sheathe while a monster's enraged. It also has Challenger for an extra bit of damage.

G-Rank (Hub G1-G4*)

- **Volvidon X**

Provides Focus, Constitution +1, and Bio Master. If you want to upgrade to G-Rank Defense in G2, this is the set to do it with.

- **Rathalos X**

Pure Rathalos X grants Attack Up (L), Weakness Exploit, and some points in Hearing, which can let you get Earplugs, or even HG Earplugs. If you want you can also try for Focus on this set, which will be solid.

- **Rathalos Mixset X**

You can mix a base of Rathalos X with various otherpieces to get Focus, Attack Up, and Weakness Exploit, which is great for Great Sword.

- **Black X**

The definitive GS set for endgame. Has Sheathe Control, which is Quick Sheathe and Punish Draw wrapped up into one skill, Focus, Crit Draw and Blightproof. If you can gem in Critical Boost, you're all set.

Skill Recommendations

- **Focus**

Decreases the thresholds needed for Charge Attacks by 20%. Vital for Great Sword's attacks, so much so that this is core in pretty much all styles, even the ones that speed up the charge rate naturally, especially Valor.

- **Weakness Exploit**

Increases your Affinity by 50% when you hit a weakspot. You'd better be hitting those as Great Sword, since meaty parts can really amplify your damage output. More useful on Valor Combo GS.

- **Critical Draw**

Increases your Affinity by 100% when you perform a draw attack. Since you're gonna be performing those a lot as Great Sword, this is pretty great, especially for negating Negative Affinity on your Great Sword.

- **Critical Boost**

Increases your Critical Hit damage from 1.25x to 1.4x normal raw whenever you Critically Hit. Combined with Crit Draw you can really bolster your damage output.

- **Critical Eye**

Affinity booster, used to round out a set. More useful on combo GS since you'll have Crit Draw on hit-and-run.

- **Challenger**

Challenger's effect will kick in more often in G-Rank, due to how often the monster enrages. Some people prefer this to Critical Eye, though it is mostly a matter of preference. Note that G-Rank monsters do enrage frequently enough for this skill to be effective however.

- **Quick Sheathe**
Increases your sheathing speed by 100%. Quick Sheathe is great for any hit-and-run GS player, since this makes dodging attacks after you attack easier, and activate draw skills more frequently.
- **Punish Draw**
Deals a little KO and Exhaust damage on cut-type weapons with Draw Attacks. Great Sword loves to hit the head, so if you're persistent enough, you can KO monsters with Punish Draw. It even grants you a small boost in damage.
- **Challenge Sheathe**
Each time you sheathe while a monster's enraged, you have a chance to restore some sharpness each time. One of the less reliable skills, especially since it's only a chance of sharpening, and Absolute Readiness accomplishes the same effect. If you can manage to get this though, it's more of a boon for those thin-sharpness GSes.

Final Thoughts

Overall, GS fares well in Generations Ultimate, mostly due to Valor style and its improved charge attacks. It's certainly above the chaff when it comes to speed, and with good prediction on your part, few monsters can stand up to you. Somewhat obviously, monsters that refuse to stand in one place, such as Tigrex, are slightly more difficult, unless you're a timing god, in which case, the point is moot. Great Sword is the purest form of MonHun weapon design philosophy, where it's really easy to pick up, but extremely hard to master. You can't go wrong with choosing any Great Sword style, really.

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