

Yet Another Weapon Guide - Insect Glaive

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Intro

Insect Glaive allows you to vault into the air whenever and wherever you wish! Utilize your Kinsect to collect Extracts in order to enhance your abilities! Attack with the power and speed of the infinite combo, and dance around the monster with your mobility!

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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 Insect Glaive. 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 Insect Glaive controls, details on Kinsect types, commentary on IG styles and combinations, recommendations on progression IG, and a final note on matchups against most monsters in the game.

At A Glance

How Do I Play Insect Glaive?

- In Guild Style, R+X and R+A control your Kinsect. R+X sends it out towards the direction you face, and R+A recalls your Kinsect. Knowing how to effectively control your Kinsect and grab Extracts through the hunt will vastly improve your IG play.
- When the Kinsect collides with any monster, it'll collect a particular Extract depending on which monster part your Kinsect hit with.
- Red Extract is generally collected from parts used by the monster to attack, like the head or claws. Red Extract not only improves your Attack but it also lets you use faster and more powerful attacks. If you don't have Red Extract, you should try to get Red Extract.

- White Extract is collected from parts used to move the monster, like the wings or legs. It speeds up your unsheathed movement, and is a base to boost the powers of Red and Orange Extract.
- Orange Extract is collected from parts used for defense, such as the torso of the monster. It improves your defense slightly.
- Having all three Extracts in your Extract Bar grants you a special buff, called Triple Up. It improves your attack and defense further and grants you Earplugs, but collecting extracts won't increase the duration of Triple Up.
- Green Extract is collected from "extra" body parts of the monster. When you collect it, it won't go in your Extract Bar, but instead recover your health a little bit.
- The bread-and-butter combo of IG is an infinite combo-- from idle, X, X, A, X, X, A. This only really works if you have Red Extract.
- R+B will make you vault upwards. Getting Red Extract will improve your mid-air attack, and getting White Extract makes you jump higher.

Hot Tips

1. **You should always have Red up no matter what.** If Red Extract runs out you should always try to get Red Extract.
2. **Red + White is preferred**, and you can refresh their durations just by collecting more Red and White Extracts.
3. To extend the duration of your Red Extract as much as possible, **don't go for Triple Up actively.** Once you get Triple Up, you can't refresh the duration (unless you use Extract Hunter), so Triple Up should only be treated as a bonus.
4. **The infinite combo is very powerful**, so if you get a chance to just stand there and extend your combo, go for it.
5. The simplest way to control your Kinsect is by sending it out with R+X, then recalling it with R+A.

Meta Stuff

- **Effective IG play means that you know what extracts you'll get when you hit a particular body part, and how well you can manage your Extracts individually.** You'll know when the extracts are about to run out if they start blinking in your Extract Bar.

- **The best Kinsects are usually Speed-focused.** When upgrading your Kinsects you can't really go wrong if you just put Speed into them, since Speed can vastly improve how quickly you can grab Extracts.
- **Balanced Kinsects are okay if you have other people with you,** but you shouldn't just use it willy-nilly, as the Extract Spread buffs are only minor at best. Alternatively, if your Affinity would be capped by the Speed Kinsects, you can use this instead.
- **Vaulting should be used sparingly.** IG may be the king of mounting, but you shouldn't be spamming mounts. In some cases, especially in endgame, mounting makes you lose DPS. However, mounting can break some parts that are hard to break otherwise, and it will let you hit monsters who like to fly a lot.
- **In general, the most-used style is Guild IG.** Natural access to the infinite combo, two HA slots, and no fussy Kinsect controls is hard to beat.
- Striker IG removes the infinite combo and the IG HAs aren't anything particularly special or groundbreaking, aside from Extract Hunter.
- Aerial IG is, admittedly, real fun to play with, and somewhat solid to boot.
- Adept IG only lets you send out your Kinsect once before it runs out of Stamina and the Adept Dodge follow up attack is particularly janky when it concerns the Kinsect.
- Valor IG is pretty much like Guild IG but with the safe Valor Dodge and additional Kinsect attacks.
- Alchemy IG removes even more attacks than Striker and gives you the Alchemy Barrel.
- **The only IG HA of note is Extract Hunter,** which, if you connect with it, lets you collect all 3 Extracts at the same time and can even refresh the duration of Triple Up. If you play aggressively you can even chain together successive Extract Hunters to maintain Triple Up the entire hunt.
- Swarm is underwhelming but it is just extra damage floating around you.
- Bug Blow is particularly fun if you combine it with Swarm, as you can double the damage and deal a ton of mounting damage too, but it takes a while to execute.
- Bug Majeure is really weird since it buffs the Kinsect to perform additional attacks, but you usually aren't using the Kinsect to attack.

Cool Stuff

- After certain attacks, you can use Back + A to backaway from the monster and attack at the same time. If you master the use of this you can be quite aggressive.
- If you hold X before you send out your Kinsect, you can charge your Kinsect up to perform a spinning attack, which won't bounce off of the monster.
- You can opt to start the infinite combo with Forward + A or Idle X, Forward + A to gap close slightly.
- Every time your Kinsect returns, it restores a bit of Stamina, which is shown by a blue bar under the Extract Gauge. So you can spam R+X and R+A to restore Stamina slightly faster.
- If you're having a hard time targeting a specific part of a monster with your Kinsect, you can simply aim at the part and press R to fire a Pheromone Shot, which your Kinsect will automatically fly towards. This works well on paper, but in practice, your Kinsect might hit another body part first, or the monster might move. I suggest just getting used to how your Kinsect moves without having a pheromone spot to go towards.
- You can choose to vault forwards or backwards, if you're in a combo. Simply press Back + R + B to vault backwards. You can only do this if you're in the middle of a combo.
- If you sheath while your Kinsect is out, your Kinsect will attempt to return to you automatically, getting you any extracts it carries.
- Small monsters only give out specific extracts. If you're on the way to the monster, you can quickly collect the extract from them to make fighting the large monster a bit faster.
- You can jump over some attacks if you time it right. I wouldn't do it all the time, since you have a lot of recovery time afterwards, but you can do it as an emergency.

Controls & Style Rundown

Guild Style

Two Hunter Art slots (1 SP Art), infinite combo enabled.

- R - **Pheromone Shot**
- R + X - **Send Kinsect**- 20% damage, based off of Kinsect's Power stat
- R + X (hold) - **Charge Kinsect**- 60% damage, based off of Kinsect's Power stat
- While Kinsect is away, R+A **Recall Kinsect**
- R + B - **Vault**
- After any attack, Back R + B **Backwards Vault**

- Midair R or A - **Midair Pheromone Shot**
- Dir. X while sheathed - **Draw Slam** - 25% damage
- After any attack, R - **Marker Bash**
- X, Back A - **Super Backflip**- 17% damage
 - If Red Extract - $13\% + 13\% = 26\%$ damage / 2 hits

Without Red Extract:

- Idle X - **Sweep 'n Swipe** - $23\% + 17\% = 40\%$ damage / 2 hits
- Forward X - **Forward Thrust** - 12% damage
- After any X attack, X - **Wide Sweep** - 23% damage
- After Wide Sweep, X - **Double Lateral**- $15\% + 21\% = 36\%$ damage / 2 hits
- A - **Round Slash** - 23% damage
- Midair X - **Jumping Slash** - 21% damage

With Red Extract:

- Idle X - **Upswings** - $25\% + 13\% + 15\% = 53\%$ damage / 3 hits
- Forward X - **Long Swipes** - $15\% + 9\% = 24\%$ damage / 2 hits
- After Upswings, X - **Double Down**- $13\% + 23\% = 36\%$ damage / 2 hits
- After Double Down, X - **Triple Roundhouse**- $13\% + 11\% + 25\% = 49\%$ damage / 3 hits
- A - **Double Roundhouse**- $15\% + 27\% = 42\%$ damage / 2 hits
- After Double Roundhouse, A - **Double Lunge**- $21\% + 35\% = 56\%$ damage / 2 hits
- Midair X - **Double Jumping Strikes** - $17\% + 7\% = 24\%$ damage / 2 hits

Guild Style is the classical powerhouse of all of the IG styles featuring everything you need on IG without frills or gimmicks. You can execute the infinite combo as much as you want, so long as you have Red Extract. It also provides a fair amount of mobility by giving you purely vertical vaults and the ability to side roll quickly out of most attacks, letting you be aggressive.

Recommended Hunter Arts:

- Absolute Readiness
- Extract Hunter III

All combos listed will assume Red Extract.

Infinite Combo

Idle X, X, A, X, X, A, repeat.

The basic bread-and-butter combo that any IG users should know. If the spinning confuses you, then just know that if you either perform two lunging attacks, or three round slashes, then you've gone too far in your combo.

Gapclosing Start

Forward A, X, A, X, X, A, repeat.

A slight variant of the above, but with a gapcloser to start off.

Optimal Setup

Idle X, X, A, A.

A basic DPS-focused combo, used on short-ish opening..

In 'n Out

Forward X, X, Back A.

A combo focused on safety through the backstep.

Downed Monster Finisher

X, X, A, A, Side B.

A good way to end off the infinite combo on a downed monster, just before they get up.

Striker Style

3 Hunter Art slots (1 SP Art), forces Kinsect control to be based off of the A button. Loses the traditional Infinite Combo.

- **Cannot perform the A button attacks via A.**
- A - **Send Kinsect**
- Hold A - **Charge Kinsect**
- R + A - **Recall Kinsect**
- Forward X - **Draw Slam**

Without Red Extract -

- Draw Slam, (pause), Forward X - **Second Slam**
- Second Slam, Forward X - **Forward Thrust**

With Red Extract -

- Draw Slam, (pause), Forward X - **Double Lunge**
- Second Slam, Forward X - **Long Swipes**

Striker Style is underwhelming as heck, since it loses the traditional infinite combo in exchange for a mediocre HA slot. Sure you can perform a ghetto version of the infinite combo, but it moves you forward a bunch and takes longer to execute compared to the traditional one.

Recommended Hunter Arts:

- Absolute Evasion
- Absolute Readiness
- Extract Hunter

Ghetto Infinite Combo:

X, X, X, repeat.

A really, really slow 'infinite combo'.

Ghetto Infinite Lunges:

Forward X, Forward X, Forward X, repeat.

An infinite combo that lets you lunge forward while doing so, if you ever wanted to do that.

Aerial Style

1 Hunter Art slot (1 SP Art). Use the Aerial Hop to jump off of monsters and swarm them with continual aerial-based assault. Improves the power and flexibility of vaults.

- **Cannot perform a standard Vault.**
- **Cannot perform the Draw Slam while unsheathed.**

Without Red Extract:

- R + B - **Lunging Vault**
- After Vault, X - **Double Jumping Strikes**

With Red Extract:

- After Vault, X - **Aerial Spin Assault** - *17% damage per hit*
- Post-Aerial Hop, X - **Aerial Spin Assault**

Aerial Style isn't redundant on IG, surprisingly. The Lunging Vault lets you cover a bunch of distance in a short amount of time for both closing distance and getting away from things. Aerial Spin Assault lets you rack up a lot of damage and a lot of mounting damage. Aerial even keeps the infinite combo going on, so you don't have to vault to do things.

Recommended Hunter Arts:

- Absolute Readiness

Back Vault Assault

X, Back + R + B, X.

The easiest way to get to a backwards vault and start spinning up.

Adept Style

1 Hunter Art slot (1 SP Art). Use the Adept Dodge to roll through monster attacks and counter with a Kinsect-based attack.

- **Kinsect can only be sent out once, and Send Kinsect consumes all Stamina of the Kinsect, no matter how much Stamina it has.**
- Kinsect instantly recovers all Stamina upon returning.
- B - **Adept Dodge**
- Post-Adept Dodge, X - **Adept Slam** (*Kinsect attacks the same area you attacked.*) - *Kinsect deals 35% damage, based off of its Power stat*
- Post-Adept Dodge, A - **Adept Roundhouse** (*Kinsect attacks the same area you attacked.*) - *Kinsect deals 35% damage, based off of its Power stat*

Without Red Extract:

- **Cannot Double Lateral.**
- After Wide Sweep, X - **Super Backflip**

With Red Extract:

- **Cannot Triple Roundhouse.**
- After Double Down, X - **Super Backflip**

Adept Style is weird since it enforces these limitations on your Kinsect, rather than yourself. It also happens to make your Kinsect's Stamina stat completely useless, so that's nice. Not. In the end, Adept is more like IG with limitations that you could just avoid by playing Guild Style. You do have the safety of the Adept Dodge, but if you want safety, you could play Valor instead.

Something of note is that the Kinsect doesn't home onto the same part you hit, and instead attacks in a horizontal line ahead of where you attacked. This can mean that you grab extracts that you may not have intended to.

Recommended Hunter Arts:

- Extract Hunter III

Valor Style

1 Hunter Art slot (1 SP Art). Charge Valor State to improve your attacks with the help of the Kinsect.

In any state:

- Y - **Valor Sheath**
- **Cannot Double Lateral.**
- **Cannot Triple Roundhouse.**

Outside of Valor State:

- **Cannot Vault.**
- Valor Sheath, A - **Valor Backflip**

No Red Extract:

- Valor Sheath, X - **Valor Dual Lateral**

Red Extract:

- Valor Sheath, X - **Valor Triple Roundhouse**

While Valor State is active:

- B - **Valor Step**
- Kinsect will perform two diagonal strikes before going straight with **Super Backflip** or **Valor Backflip** or **Jumping Strikes**

No Red Extract:

- Kinsect will be sent out straight with **Draw Slash**
- Kinsect will be recalled with **Round Slash**

Red Extract:

- Kinsect will be sent out straight with **Double Lunge**
- Kinsect will be recalled with **Double Roundhouse**

Valor Style IG is effectively like Guild IG but without certain useless attacks in exchange for a modicum of safety via the Valor Sheath. The kinsect accompanying your attacks is a simple boost, and even without Valor State up, you can perform the infinite combo. Valor Style otherwise doesn't affect the Kinsect at all. Also of note is that the Kinsect's damage can charge HAs even faster than you would normally, since it accompanies your attacks.

Recommended Hunter Arts:

- Absolute Readiness

Charging Valor Aggression:

Y, X, A, repeat.

A simple combo to charge up Valor.

Charging Valor Evasion:

Y, A.

A faster but less charge-y combo for Valor.

Combined Extract Aggression:

(While in Valor Mode) R + X, X, X, A, A, X, X, A(repeat).

A slower infinite combo that can be used to both grab extracts and attack at the same time in Valor State.

Alchemy Style

3 Hunter Art slots (3 SP Arts). Charge the AlchemyBarrel to give you and your teammates useful items and increase your SP Level.

- **Cannot Charge Kinsect.**
- B (forward) + Y - **Alchemy Barrel**

No Red Extract:

- **Cannot Wide Sweep.**
- X, X - **Double Lateral**
- Charge the Alchemy Gauge quickly by using **Double Lateral**

Red Extract:

- **Cannot Double Down.**
- X, X - **Triple Roundhouse**
- Charge the Alchemy Gauge quickly by using **Triple Roundhouse**

Alchemy Style loses out on the infinite combo but otherwise doesn't screw with the Kinsect controls or anything. It's still quite underwhelming since it makes you use the slower attacks to build Alch Gauge, though.

Recommended Hunter Arts:

- Absolute Readiness (SP)
- Extract Hunter III
- Absolute Evasion (SP)

Alchemy Fast Charging:

X, X.

A fast but somewhat laggy way to quickly charge the Alchemy Gauge.

Alchemy Lunge 'n Charge:

X, A.

A fast combo that ends in a double lunge.

The style hierarchy goes Guild/Valor > Aerial > Adept/Striker/Alchemy. Guild and Valor both have the infinite combos, with Valor having the safety of the sheathe and Guild having the extra HA slot for Readiness. Aerial is fun and effective, but forces you to gapclose with the Aerial Hop or by slowly walking up to the monster. The rest of the styles either lose the infinite combo or, in the case of Adept, is really janky.

Hunter Arts

Extract Hunter

After a brief wind-up, your hunter launches your Kinsect directly forward. If your Kinsect collides with a monster, it will collect Red, White, and Orange Extracts at the same time, then return.

Rank	To Charge	Duration
I	700 (1040 SP)	30 seconds
II	900 (1280 SP)	60
III	1000 (1400 SP)	90

Your hunter must wait for the Kinsect to return before launching it. This HA has 70 MV, based off of the Power stat of your Kinsect. Launches at the same speed regardless of Speed Stat. Will consume all Stamina, regardless of maximum or current Stamina.

This art is really great, since it even refreshes the duration of Triple Up. It also refreshes the duration of itself, so you can chain together Extract Hunter to maintain Triple Up the entire hunt. This is only really doable if you have Extract Hunter III and with great aggression. You do have to watch out for a few things: First off, this art has a long windup time, long enough that you'll likely get punished if you do it in front of a monster. You also have to aim well since launching the Kinsect follows the rules of sending the Kinsect as normal. Namely, you have to make sure that you're level with the monster you're trying to hit, or risk going over the monster, or worse, colliding with the terrain. If you can handle and manage this well, this art is easily the best and only one of the IG arts you should use.

Swarm

Performs a brief casting animation, after which a swarm of insects will slowly revolve around you, dealing damage to anything that it collides with. Gains boosts based on the extracts active.

Rank	To Charge	Hit Rate	Duration
I	1000 (1400 SP)	Slow	90 seconds

II	1080 (1496 SP)	Medium	90
III	1250 (1700 SP)	Fast	60

Extract	Effect
Red	Increases damage per hit from 5 fixed damage to 6 fixed damage.
White	Roughly doubles the speed at which the swarm hits.
Orange	Increases stagger damage by 20%.

Per hit, damage dealt is 5 Fixed damage, unless you have Red Extract, as listed above. Deals more hits the closer you are to the monster.

Swarm's DPS has recently been discovered to be incredibly poor, at 5 fixed damage per hit. This makes it practically worthless unless you're spamming Bug Blow in conjunction with Swarm.

Bug Blow

Swings upwards two times before vaulting high into the air, then slams down, dealing a hefty amount of mounting damage. If Swarm is active, consumes its duration to deal extra damage.

Rank	To Charge	Total Damage
I	580 (896 SP)	10 + 10 + 80 = 100% / 3 hits
II	670 (1004 SP)	10 + 10 + 105 = 125% / 3 hits
III	750 (1100 SP)	10 + 10 + 120 = 140% / 3 hits

Swarm Rank	Extra Damage
I (Blue)	90%
II (Yellow)	120%
III (Red)	150%

Height travelled increases with rank. Swarm buffs from Extracts aren't taken into account when using Bug Bash.

This is the only attack HA for IG, and it's surprisingly okay. It goes off quickly and has a great MV, and can also hit flying monsters. The issue is that it doesn't have a great range other than vertical and that you can still get smacked out of the sky when you use it. It's an okay combo finisher, but it doesn't really have justifications beyond that to use it normally. If you do insist on using this, you may want to consider using Swarm as well to potentially double the damage.

Bug Majeure

Your hunter summons insects to amplify your Kinsect's abilities, letting it do spin attacks every 2nd Send rather than every 3rd Send, and if the Kinsect connects with a monster while it's spinning, then your Kinsect will also perform a combo move, hitting additional times.

Rank	To Charge	Duration
I	1080 (1496 SP)	120 seconds
II	1170 (1604 SP)	150
III	1250 (1700 SP)	180

Kinsect Power is increased by 10% for the duration of the art. Combo attack deals 60% + 25% + 35% = 120% damage, based off of its Power stat.

Yet another self-buff HA for IG, and this is fairly underwhelming. The only good thing about this HA is the duration, but everything else about it stinks. Your Kinsect may be able to attack more furiously than normal, but this doesn't really apply to most styles, since most people tend to use the Kinsects for Extracts and not so much attacking. The one style where this is useful is Valor, since you automatically send and recall the Kinsect with attacks, so if you want to run this HA there that would be fine.

Kinsects: Your Buggy Buddies

The Insect Glaive itself is only one part of a greater whole, the other half being your Kinsect. It's just as important as the standard Insect Glaive to upgrade and maintain since you'll be collecting Extracts with it the entire hunt. This section will talk about the Kinsects as a whole as well as the specific Kinsects and what skills they have.

As a whole, Kinsects are separated into two major categories: Cut and Blunt. Cut-type Kinsects deal damage based on the Cutting hitzone of the monster, and can also sever tails. Blunt Kinsects deal KO damage and Exhaust damage, letting them KO monsters if you connect Kinsects with the head of the monster. When you use Kinsect Swap to exchange Kinsects on your IGs, note that you can only exchange Cut-Type Kinsects with other Cut-Type Kinsects and Blunt-Type Kinsects with other Blunt-type Kinsects.

Now, we'll go over the Kinsect Stats, and what they mean.

Power

The damage your Kinsects will deal when they connect with the monster. Functions much like the raw of your weapon. More Power means that the Kinsect will deal more damage.

Speed

The rate at which your Kinsect will fly, even when they're out of Stamina. Higher Speed will mean faster flight.

Weight

An increased amount of Weight on a Kinsect means that it will deal more stagger damage.

Stamina

The amount of time for which your Kinsect can fly, as represented by the blue bar under your Extract Bar. Higher Stamina means a greater amount of time that the Kinsect can remain out for. Stamina scales with Level, regardless of the Jellies used.

About Upgrading Kinsects

To level up your Kinsect, you must feed it Jelly, which you can find in the field and trade for. Higher quality Jelly, made from combining Larval Extract or Paralarval Extract with Jelly, increases the amount of stats gained per jelly, speeding up this process. Upgrading your Kinsect requires two things: The appropriate Level, of which your Kinsect must equal or exceed, and you must meet the stat requirement of the target Kinsect, which is shown in the stats of the target Kinsect.

Ambrosias determine the Element that your Kinsect takes on. More points in a specific element directly correlate with the amount of elemental damage dealt. Like Jellies, you can upgrade them to grant more Element per feeding. When the Kinsect has multiple elements, then only the highest will apply. If there's a tie, then the Kinsect will not have an element. No Elemental affinity is required to upgrade Kinsects or to level them. Having an elemental affinity will also change the coloration of your Kinsect.

Kinsect Species Compendium

Since Kinsects have different names for Cut and Blunt-type Kinsects, both names will be listed, Cut-type first. Note that some skills on Kinsects are locked until you level up your Kinsect to level 9.

Tier 0 Kinsect

Culldrone / Mauldrome

- No Skills
- Basic Kinsect given to all freshly-made IGs

Upgrades to:

Name	Level	Power	Speed	Weight
Alucanid / Foebeetle	3	68	65	60

Rigiprayne / Ladytarge	3	56	65	80
Windchopper / Gullshad	3	56	80	60
Elscarad / Arginesse	6	86	110	110

Tier 1 Kinsects

Alucanid / Foebeetle(Power)

Kinsect Skills:

- Power Up (S)
- Weight Down
- Movement Down

Extract Skills:

- R Attack Up (S) - *When Red Extract is active, +10Attack.*

Upgrades to:

Name	Level	Power	Speed	Weight
Monarch Alucanid / Carnage Beetle	6	113	65	60
Empresswing / Bonnetfille	6	68	90	100
Exalted Alucanid / Gleambeetle	9	127	130	90

Rigiprayne / Ladytarge(Weight)

Kinsect Skills:

- Weight Up (S)
- Speed Down

Extract Skills:

- G Recovery Up (S) - *Improves the healing of Green Extract.*
- O Defense Up (S) - *Improves your Defense when you have Orange Extract.*

Upgrades to:

Name	Level	Power	Speed	Weight
Cancadaman / Ladypavise	6	56	65	150
Fiddlebrix / Arkmaiden	6	74	100	80
Bilbobrix / Ladytower	9	99	90	170

Windchopper / Gullshad (Speed)

Kinsect Skills:

- Speed Up (S)
- Power Down
- Movement Up

Extract Skills:

- W Affinity Up (S) - *Grants +15% Affinity while you have White Extract.*

Upgrades to:

Name	Level	Power	Speed	Weight
Grancathar / Bullshroud	6	56	150	60
Pseudocath / Whispervesp	6	80	80	90
Foliacath / Fleetflammer	9	74	170	130

Tier 2 Kinsects

Monarch Alucanid / Carnage Beetle(Pure Power)

Kinsect Skills:

- Power Up (L)
- Weight Down
- Movement Down
- FastCharge - *Speeds up the Kinsect's charge rate.*

Extract Skills:

- R Attack Up (L) - *Grants +20 Attack while Red Extract is active.*
- R Sustain (S) - *Extends the amount of time that Red Extract is active.*
- **(Level 9 Req.)**R Restore Sharpness - *When you collect Red Extract, restores your Sharpness by a bit.*

Upgrades to:

Name	Level	Power	Speed	Weight
Exalted Alucanid / Gleambeetle	9	127	130	90

Empresswing / Bonnetfille(Power / Balanced)

Kinsect Skills:

- Power Up (L)

- Weight Down
- Movement Down

Extract Skills:

- R Attack Up (S) - *Grants +10 Attack while Red Extract is active.*
- R Sustain (L) - *Extends the amount of time that Red Extract is active.*
- **(Level 9 Req.)**R Jump Attack+ - *Increases the damage and mount damage of your jump attacks by 10% while you have Red Extract.*

Upgrades to:

Name	Level	Power	Speed	Weight
Exalted Alucanid / Gleambeetle	9	127	130	90

Cancadaman / Ladypavise(Pure Weight)

Kinsect Skills:

- Weight Up (L)
- Speed Down
- Extra Stun Scales - *Adds an additional Impact Phial-like attack to where the Kinsect connects with the monster. Deals 15 KO, 5 Exhaust, and 6 Fixed damage on explosion.*

Extract Skills:

- G Recovery Up (S) - *Improves the healing of Green Extract.*
- O Defense Up (L) - *Increases your Defense while you have Orange Extract.*
- O HG Earplug Effect *Protects you from the roars of all large monsters, but doesn't prevent the damage associated with the roars, while you have Orange Extract.*
- **(Level 9 Req.)**O Hero's Talisman - *Negates the damage and effects of any attack that deals less than 5 damage, post-mitigation, while you have Orange Extract.*

Upgrades to:

Name	Level	Power	Speed	Weight
Bilbobrix / Ladytower	9	99	90	170

Fiddlebrix / Arkmaiden (Weight / Balanced)

Kinsect Skills:

- Weight Up (L)
- Speed Down
- Extra Stamina Scales - *Adds an additional Impact Phial-like attack to where the Kinsect connects with the monster. Deals 5 KO, 14 Exhaust, and 6 Fixed damage on explosion.*
- FastCharge - *Speeds up the Kinsect's charge rate.*

Extract Skills:

- G Recovery Up (L) - *Improves the healing of Green Extract.*
- O Defense Up (S) - *Increases your Defense while you have Orange Extract.*
- O Sustain - *Extends the amount of time that Orange Extract is active.*
- **(Level 9 Req.)**G Status Recovery - *When you collect Green Extract, negative Statuses are cleared.*

Upgrades to:

Name	Level	Power	Speed	Weight
Foliacath / Fleetflammer	9	74	170	130

Grancathar / Bullshroud(Pure Speed)

Kinsect Skills:

- Speed Up (L)
- Power Down
- Movement Up

Extract Skills:

- W Affinity Up (L) - *Increases your Affinity by 30% while you have White Extract.*
- Double Up+ - *Extends the length of extracts upon collection if they participate in a Double Up.*
- **(Level 9 Req.)**W Deflect Res - *Prevents you from bouncing, but does not prevent associated sharpness loss while you have White Extract.*

Upgrades to:

Name	Level	Power	Speed	Weight
Bilbobrix / Ladytower	9	99	90	170

Pseudocath / Whispervesp(Speed / Balanced)

Kinsect Skills:

- Speed Up (L)
- Power Down
- Movement Up
- Elemental Boost - *Increases the amount of Elemental damage your Kinsect deals.*

Extract Skills:

- W Affinity Up (S) - *Grants 15% Affinity while you have White Extract.*
- W Sustain (S) - *Extends the amount of time that White Extract is active.*
- **(Level 9 Req.)**W Elem / Status Up - *Increases the amount of Elemental or Status damage dealt by 10% while you have White Extract.*

Upgrades to:

Name	Level	Power	Speed	Weight
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Foliacath / Fleetflammer	9	74	170	130
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Elscarad / Arginesse (Pure Balanced)

Kinsect Skills:

- All Stats Up (S)

Extract Skills:

- Triple Up+ - *Extends the amount of time that Triple Up is active. Does not affect Extract Hunter.*
- Extract Spread - *Grants a minor version of the buffs you have to other hunters in the same area when you collect an Extract.*
- Wide-Range Up - *Increases Extract effects granted by 'Extract Spread'.*

Does not upgrade into other Kinsects.

Tier 3 Kinsects

Exalted Alucanid / Gleambeetle (Power + Speed)

Kinsect Skills:

- Power Up (S)
- Weight Down
- Movement Down
- High-Speed Recall - *Dramatically increases the speed at which the Kinsect returns.*

Extract Skills:

- R Attack Up (L) - *Grants +20 Attack while you have Red Extract.*
- W Stamina Recovery - *Grants Stamina Recovery Up while you have White Extract.*
- RW Double Up++ - *Grants Evasion +1 while you have Red + White Extract.*

Billborex / Ladytower (Power + Weight)

Kinsect Skills:

- Weight Up (L)
- Speed Down
- Stamina Up
- Arts Up - *Grants a slight increase to your HA charge rate.*

Extract Skills:

- O Defense Up (L) - *Increases your Defense while you have Orange Extract.*
- R Mount Effect Up - *Improves your mounting performance while you have Red Extract.*
- RO Double Up++ - *Allows Red + Orange Extract to count as Double Extract. Increases Defense and grants Super Armor while you have Red + Orange Extract.*

Foliacath / Fleetflammer (Weight + Speed)

Kinsect Skills:

- Speed Up (S)

- Power Down
- Movement Up
- Pierce Skills Up - *Increases the damage your Kinsect does on Spin Attacks by 10%.*

Extract Skills:

- W Affinity Up (L) - *Increases your Affinity by 30% while you have White Extract.*
- O Tremor Res - *Immune to Tremors while you have Orange Extract.*
- WO Double Up++ - *Increases your Defense and grants Recovery Speed +1 while you have White + Orange Extract.*

DLC Kinsects

These Kinsects are available only on DLC IGs and cannot be upgraded to different types of Kinsects. You cannot swap these Kinsects to other IGs either nor can they be levelled.

Rukh of Light(Aladdin's Wand)

Power: 86, Speed: 110, Weight: 150

Kinsect Skills:

- All Stats Up (S)

Extract Skills:

- R Attack Up (S) - *Grants +10 Attack while you have Red Extract.*
- G Recovery Up (S) - *Improves recovery of Green Extracts.*
- O Defense Up (S) - *Increases Defense while you have Orange Extract.*
- W Affinity Up (S) - *Grants +15% Affinity while you have White Extract.*

Barret Hawk(Conviction Glaive J)

Power: 80, Speed: 150, Weight: 120

Kinsect Skills:

- Weight Up (S)
- Speed Up (L)
- Movement Up

Extract Skills:

- O Defense Up (S) - *Increases Defense while you have Orange Extract.*
- W Affinity Up (S) - *Grants +15% Affinity while you have White Extract.*
- G Recovery Up (L) - *Improves recovery of Green Extracts.*

Tora(Spear of the Beast)

Power: 113, Speed: 120, Weight: 100, Water: 20

Kinsect Skills:

- Power Up (L)
- Weight Up (S)
- Movement Down

Extract Skills:

- R Attack Up (L) - *Grants +20 Attack while you have Red Extract.*

- R Sustain (L) - *Extends the amount of time that Red Extract is active.*

What IG / Kinsect To Use?

Insect Glaives usually want to match their target monster's elemental weakness, since it hits at a higher rate than most other weapons. This also makes Status quite decent to use on them as well. Of course you also want to keep an eye on the Sharpness gauges -- more of certain Sharpness will generally be more effective than a sliver of a higher Sharpness because of the high hit rate.

Progression Recommendations

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

- **Petrified Rod**
Petrified Rod hits the middle of the road in terms of raw and Sharpness, even getting a large amount of Green when you get it up to level 4. Furthermore, it upgrades into Obsidian which is also solid in High Rank.
- **Fader Rod**
Great Maccao's IG is possibly the earliest you can get Green Sharpness, which is very important for that early in the game. You'll only craft it and not upgrade it, but some Green Sharpness is better than no Green Sharpness.
- **Hidden Scythe**
Nargacuga's IG boasts a lot of Green Sharpness for the rank at which you can get it at, and it also has a bunch of Affinity.
- **Fox Halberd/Astalos Cudgel/Flaming Teuza**
Fated Four, like in most other weapon types, are all pretty solid throughout Low Rank, and Glavenus in particular is good for High Rank, since you can upgrade it early on into HR.

High Rank (Hub 4-8*, Village 7-10*)

- **Obsidian Rod**
Lotsa green, relatively easy to upgrade, gains Blue Sharpness early on, this is a solid IG. You'll drop it later on in HR for better IGs, but it's great for the beginning part of HR.
- **Ashen Teuza**
Upgrades early on in HR from Monster Keenbones, and boasts an easy 160 raw early on. Also has Fire to back up your IG damage.
- **Hidden Scythe**
Important to maintain, if not use, simply because this is probably the best IG you can get before you fight the final boss. Also packs a ton of Affinity which you can stack easily with Speed-focused Kinsects and Rathalos armor.

- **Flaming Halberd**

Agnaktor's IG packs traits similar to Nargacuga's IG but with Fire. Has no slots, to compensate for having Fire. This is a good tradeoff though. This also eventually turns into the best Fire IG too.

- **Fox Halberd**

Mizu's IG is still solid through mid-late HR after you get the upgrade for it. It'll be the best Water IG for a while, so you should keep upgrading this.

- **Astalos Cudgel**

Sharper and more electrifying than the other Thunder IG options you have at this point. It's generally solid.

G-Rank (Hub G1*-G4)

- **Elder Rod**

Packs a very great 270 raw and natural White Sharpness, which will definitely surpass any other IG which you can make or have at the start of G-Rank. You won't upgrade this much, since other options are upgraded to G-Rank standards after this, but this is a great way to keep up damage in G1 and G2.

- **Evening Calm**

If you upgraded your Narga IG with Hyper Narga parts, you'll be able to upgrade it with the Nargacuga parts you get in G2, letting you get a 250 raw, 40% Affinity, natural White, and two slots IG in G2, which is amazing. Furthermore, you can upgrade this fully before the end of G-Rank to use this against the final boss.

- **Curved Naginagi**

Shares many of the same traits that make Evening Calm great, but trades Affinity and a slot for Water damage. Still great for the majority of mid-G-Rank after you upgrade this.

- **Full Bolt Chamber**

Khezu's IG can be fully upgraded before you fight the final boss, and is probably the best Thunder IG even before then. Of course, you'll have to fight Hyper Khezu and not everyone wants to do that.

- **Glavenus Helldart**

The best Fire IG for a little while, since you can target Agnaktor's IG upgraded once you HR Break. You can opt to skip this IG though, but it does have a solid 300 raw and a decent chunk of White Sharpness.

Endgame IG Recommendations

- **Absolute Ruiner Glaive**

Having a great raw of 330, a great Blast 55, 15% Affinity and triple slots, this is a great all-rounder IG. This IG does require both S+2 and RS though, so build Jho Ceana as soon as you can.

- **Fatalis Overlord**

The Fatalis Overlord is one of the best Thunder IGs you can get your hands on, since it shares the same stats as the Absolute Ruiner Glaive, but exchanges the Blast, Affinity and slots for a better Sharpness rating and a great Thunder 45. Like Absolute Ruiner Glaive, you will need S+2 and RS though.

- **Elderfrost Gambado**

The Elderfrost IG shares the same qualities as the other Elderfrost weapons -- massive raw, decent Ice, a wee bit of natural Affinity and Defense and a bad Sharpness rating that can be fixed with S+2 and RS. Seeing a pattern? This is pretty great to use practically anywhere.

- **Eventide Kazanagi**

Mizu's IG shares the top spot as the best Water IG with Souseer's IG -- more on that later. Good raw, good water, has a lot of Purple with S+2 (and workable with S+1 too), this is just a solid IG.

- **Fleeting Existence**

Souseer's IG loses 5 Water, a little bit of Sharpness, and a slot for 10% more Affinity and Deviant Boost. If you can deal with the slight Sharpness loss, you can get faster charge on Extract Hunter, which is a pretty good deal all things considered.

- **Inferno Halberd**

This IG has got Nargacuga-like stats and a great amount of Purple and Fire. You could probably just run S+1 and RS and you'd be fine the entire fight.

- **Fatalis Glaive**

Good raw, high Dragon makes this Dragon IG stand out from the rest of the pack, which either lack the raw or lack the Dragon necessary to make the difference. Needs S+2 and RS.

- **Veil Caster**

Good raw, highest Poison of the IGs, two slots make this a pretty good anti-Kushala IG. You will need S+2 and RS, like the other IGs I've recommended here though.

- **Paralyzing Vine**

This is the para IG you want to use solo, since it packs higher raw and Sharpness compared to the Stratosphere Glaive. It only gives up 3 Para compared to Stratosphere as well.

- **Stratosphere Glaive**

High Sharpness, more para, and only gives up 10 raw, as well as having 3 slots makes this IG the Para IG of choice for multiplayer shenanigans. Quite effective, as you can start a status chain with just this and a Hammer.

- **Nercharybdis**

When your competition for Sleep IG only has 30 moreraw than you, yeah you're gonna win. Good sharpness and natural Affinity too.

Kinsect Recommendations

The Kinsects generally recommended by most people are all based off of Speed, since Speed is the most important stat of Kinsects. High Speed means faster extract collecting, and easier to do so from a distance.

Early-game Kinsects are basically just Speed-focused, since you can't screw over your Kinsect development as easily in this game, and the meta ones all upgrade from the Speed Kinsect anyhow. I won't go over the exact method to upgrade your Kinsects, since there are plenty of guides out there to do it properly, and you can also figure out how to upgrade it down the right path yourself.

- **Grancathar/Bullshroud**

Pure Speed-focus gets you the best Affinity-related Kinsect in the game. Getting White means an instant 30% Affinity boost, which with Weakness Exploit and Critical Eye +2 means that you're capped out on Affinity even with 0 natural Affinity! The Mind's Eye effect is also nice for some monsters too.

- **Foliacath/Fleetflammer**

The only Tier 3 Kinsect that's in the meta, this Speed+ Weight Kinsect provides Tremor Res when you have Orange, which is great for certain fights like Rajang, Lao, and other Tremor-y monsters. It also has the classic 30% boost to Affinity when you get White, and you even get Recovery Speed +1 with White and Orange, too.

- **Pseudocath/Whispervesp**

The Tier 2 Speed/Balance Kinsect provides buffs to your elemental offense, which is great if you're taking on stuff like Chameleos who's more resistant to your raw damage than your elemental damage. It does halve the normal Affinity buff, but this is a relatively small thing when you're going for more Elemental boosts.

- **Elscarad/Arginesse**

The Pure Balanced Kinsect not only provides buffs to your team when you collect Extracts, but most importantly it provides the much-valued Triple Up+, which increases the duration of your Triple Up. This includes *Extract Hunter*, so you can more easily chain those together. Use this Kinsect if you're gonna cap out on Affinity if you use the other Affinity-boosting Kinsects.

What Skills To Use?

IG is more or less like the other Blademasters weapons in terms of skill sets, which means that it doesn't really deviate from the typically recommended stuff.

Progression Armor Sets

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

- **BuJaBuJaBu**
It's the classic recommendation for the beginning of the game. Bulldrome Cap, Jaggi Mail, Bulldrome Vambraces, Jaggi Faulds, and Bulldrome Greaves with a few Attack Jwls grants Attack Up (L) within the first few hours of the game, which is the best you can do that early.
- **Ceanataur**
Ceanataur's set can be built if you feel like BuJaBu isn't quite doing it for you, or if you don't like the looks of BuJaBu. Grants Razor Sharp and Critical Eye, which is less weaker than AuL, but is a close alternative.
- **Rathalos**
Attack Up and Weakness Exploit combined make for a force to be reckoned with and can easily take you through High Rank, or at least the initial parts of it.
- **Rathalos Mixset**
A set that uses Rathalos Cap/Rathalos Mail/Ceanataur Braces/Rathalos Faulds/Bnahabra Boots to get Weakness Exploit, Razor Sharp, and Attack Up (S). This set is better though slightly annoying to get due to the use of Bnahabra Boots. If you can assemble it though, the minor loss in attack is compensated for by the addition of Razor Sharp, and extends the usefulness of the set. You will also lose some Defense in comparison to full Rathalos though, so it's your call which one you use.

High Rank (Village 7-10*, Hub 4-8*)

- **BuJaBu S**
It's a High Rank version of BuJaBuJaBu, what did you expect? Still grants you AuL but with a higher amount of Defense if you want to improve on regular ol' Rathalos a bit, in the cost of damage.
- **Ceanataur S**
Pretty much the same thing as normal Ceanataur but in High Rank. The HR version grants you more points in Expert which translates to more Critical Eye, which means more Affinity.
- **Rathalos S**
Much in the same vein as Rathalos armor is, this is just more damage with Weakness Exploit and Attack Up. Not much to say besides that.

- **Rathalos Mixset S**

Basically just the same as the LR version but with High Rank parts. Use this if you're comfortable with sacrificing defense for additional Razor Sharp functionality.

- **Silver Sol**

Silver Rathalos armor that gives you Critical Boost instead of Attack Up. Unlike the Rathalos Mixset, I don't believe that you can mix this with the same parts and get the same skills.

- **Hayasol**

The legendary Hayasol mixed set from Gen. If you're dedicated enough to clear most of LR Village's quests then you'll unlock the Hayabusa Feather after a particularly tough Village Quest. Getting this headpiece means that you can also get this set, which basically was the singular armor set used in Gen late game. This set can even carry you through HR Break. If you happen to have the Hayabusa Feather, then go ahead and make this set.

G-Rank (Hub G1-G4*)

- **Hayasol**

This set's skillset is good enough to get you through to HR Break, or that's what I've heard. I wouldn't recommend it because armors in G-Rank start to get more lucrative defense offerings and skill offerings, but if you're good enough you could legitimately get through G-Rank with just Hayasol on your back.

- **Ceanataur X/GX/XR**

Ceanataur X is just more of the same when it comes to Ceanataur armors -- Critical Eye and Razor Sharp. GX is slightly further down the road since it makes you get Pristine Ores from Mewstress but it provides a different skillset -- namely Sharpness +1, Critical Eye +1, and Repeat Offender, which is slightly more useful than the Razor Sharp you get from Ceanataur X. Ceanataur XR isn't available until G3, and only when you've cleared all of the keys there. But if you do manage to get it and farm up it, it provides both Sharpness +1, Critical Eye +3, and Razor Sharp, all of which are more or less useful. And you can recycle some of the parts to use later in Jho Ceana.

- **Rathalos X**

Rathalos once again is the next big stepping stone in terms of armors, and it even offers Hearing for the Hammer users; you just have to get the skill in.

- **Jho Ceana**

The frequent Jho Ceana set recommended (Esurient XR/Ceanataur XR alternating) is a general Blademaster set, and works incredibly well for end-game IG play, since you can get all the skills which IG needs from it.

Skill Recommendations

- **Sharpness +2**

Quintessential for the majority of IGs in the meta. Most meta IGs gain Purple Sharpness when they have Sharpness +2, and quite a bit of it too, with the exception of the Elderfrost IG, which needs it anyway to avoid the underwhelming block of Green that it has.

- **Razor Sharp**

You'll need Razor Sharp to offset the Sharpness consumption that the IG has. Without this, you won't exactly be dipping into Blue left and right, but this combined with Readiness pretty much makes it so that you will rarely drop even into White Sharpness through the hunt.

- **Weakness Exploit**

50% Affinity when hitting weakspots is 50% Affinity. Being IG, you should be able to hit weakspots that the other elemental weapons, DBs and SnS, shouldn't as much. You can even mount monsters if you wish to make their weakspots easier to access.

- **Critical Boost**

When the weapon can net you 30% free Affinity and let you cap out on Affinity with just Weakness Exploit and Critical Eye +2 alone, you *need* Critical Boost. Doing so will literally boost your damage by 15%.

- **Critical Eye**

You don't need too much Affinity on IG, since you have natural 30% most of the time, but at the least you can strive to get +2 since that'll cap you out. If you can only get +1, no biggie since 90% is "good enough" for most situations.

- **Challenger +2**

Attack and Affinity booster. Most monsters in G-Rank will enrage frequently making this quite useful, though you won't find the room for it unless you have extremely bad charms. Furthermore, you'll need Sharpness +2, making it even harder to get on normal IG sets.

Final Thoughts

IG fares about as well as it did in 4U, since the nerfs were mostly around the mounting mechanic itself rather than IG. IG did receive some MV nerfs though, which made it more average in terms of kill speed. Styles don't do much for IG though, which is disappointing, and the IG HAs aren't anything special either. Thank goodness Capcom decided to change up the Kinsect system though, or we would all need a PhD in Mathematics to suss out why his Kinsect isn't the same as my Kinsect. The matchups for IG are mostly favorable thanks to IG's mobility and the ability for the Kinsect to grant you specific buffs based on your Extracts. IG is a solid weapon in this game, even considering the nerfs to mount spamming.

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