

Yet Another Weapon Guide - Heavy Bowgun

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Intro

Witness the sheer power of a Bowgun with Heavy Bowgun. Siege in order to fire shots faster! Blow away monsters with the force of a cannon! If you want to feel the power, play Heavy Bowgun!

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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 Gunner in the old-school games, and wish to play as Heavy Bowgun. 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 HBG controls, commentary on HBG styles and combinations, ammo details, recommendations on progression HBGs, and a final note on matchups against all monsters in the game.

At A Glance

How Do I Play Heavy Bowgun?

- Press X to reload the selected shot type. Press A to fire your currently-loaded shot type. Tap R to scope in, and press and hold R to quickly aim.
- Press and hold L and press X and B to select an ammo type. Selecting a new ammo type will automatically unload the previous ammo type.
- Hitting with shots will generate different VFX and SFX depending on the distance at which the shot is connected. If you experience screen shake while shooting, then your shots are hitting at Critical Distance, granting them a damage bonus. Hit too far or too close and the damage you deal will be reduced.
- If a shot has a Green background on selection, that shot can be Sieged. Siege can be performed by pressing X + A or after a forward roll, X. When starting to Siege, you'll automatically fully reload and you'll gain increased capacity while you Siege. Whenever you

fire, you'll fire at a faster rate than normal, but recoil will still take effect, if applicable. Furthermore, you cannot move unless you cancel the Siege with B.

- If the shot has a Blue background on selection, then that shot is an Internal shot. Internal shots cannot be crafted or otherwise replenished in any way. The type, load capacity, and the total amount of Internal shot will all differ depending on the Bowgun you choose.

Hot Tips

1. An HBG's stats, listed in 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 HBG's details** in order to know what common ammo your HBG can load, and how much of it, as well as Internal Ammo and Siege 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. Somewhat erroneously, people seem to think that recoil is reduced when Sieging. This is false. **More accurately, Recoil isn't reduced, but fire rate is increased, and the time taken to recover from recoil is reduced.**

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 Siege capabilities.
- **Choose HBGs which Siege your selected shot type**, or otherwise, choose an HBG with naturally-high capacities of the shot you want to use.

- **Try to choose HBGs with either None Deviation or Mono-directional Deviation.**
Mono-directional Deviation is easier to compensate for than Bi-directional Deviation, since you can just aim in the opposite direction of your Deviation.
- **Keep in mind the basics of Recoil.** To fire Recoillessly, your HBG 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.
- Keep your Recoil low for effective Sieging of shots which require a lower Recoil.
- **Valor Style HBG pretty much breaks the game, full stop.** Charging the Valor Gauge is easy to do with either Normal 3s or the more popular option of Slicing S. When you do, Sieging is made much more effective, with a natural Evasion +2 (*technically it's one frame less than Evasion +2... but who's counting?*) whenever you roll as well as a Power Run which can lead into another Siege. Did I mention you fire faster the more shots you fire in a single Siege?
- **Adept HBG is a good choice** for those people who don't want the stigma of being a shitter with Valor HBG but also want the safety of Valor HBG Power Loads whenever you Adept Dodge, the ability to roll out of Siege, and Power Runs too.
- **Striker HBG is a great choice** for people who don't want to abuse Adept or Valor. It removes Siege entirely, much like how Limiter Removal worked in previous games, but it provides none of the benefits. That 3rd HA slot can be used for cool things though.
- Guild HBG is your standard HBG which isn't bad. It can Siege, it can dodge, it can do anything you want to do with HBG.
- Aerial HBG is a meme. Not only can you not precisely aim in midair, but your slow-ass combined with your lower defense makes it super-risky to just spam the Aerial hop. And if you don't do that, you may as well be playing some other style.
- Alchemy HBG has a natural Reload Speed +1, and it can also load more Alchemy S than other styles. You can't Siege, like Striker HBG, but hey you have a Barrel.
- HBG arts are worse than others. Super Nova is a gimmicky fixed-damage art which relies on you being at a specific distance and the monster staying still for the entirety of you charging the art. Guns Blazing is literally useless if you have a set which already fires a shot recoillessly. Gunpowder Infusion boosts the power of all your shots and can be stacked as long as you keep damaging the monster. Void Piercer is another gimmicky damage art which requires you be at melee range for a Gunner.

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.
- Sieging will let you readjust your shots while you're Sieging, even while you're holding A.
- Starting to Siege also automatically refills your shots for you, so long as you've Sieged into a compatible shot type.
- Sieging is a very dangerous move to make. Make sure you have a clear opening to even think about Sieging.
- Try fiddling around with your control scheme to make Gunning easier for you. Unless you're using Control Scheme Type 4, in which case you're cursed as hell.
- You can attach various Attachments to your HBG, but there's only two options. Mysterious right, considering that LBG has 3. Anyway you can use Power Barrel, and why wouldn't you, and Variable Zoom, if you want to use that.
- HBG's hidden damage modifier is 1.48x, higher than LBG's hidden damage modifier. This modifier applies only to the raw damage of your shots.

Controls & Style Rundown

Guild Style

Two Hunter Art slots (1 SP Art). Has the power of Siege and the flexibility of un-siege gameplay.

- 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**
- X + A or after roll, X - **Siege** *(Increases fire rate, automatically reloads current shot, if Siegable. If not, will make you select a Siege option, if available. Cannot be performed otherwise.)*
- While in Siege, A - **Fire Shot (Siege)**
- While in Siege, B - **Cancel Siege**

- In midair, X - **Jumping Reload Strike**
- In midair, A - **Jumping Shot**

Guild Style is your basic HBG gameplay, where you can play with or without Siege. In general, Siege is normally not used since it basically amputates your ability to dodge things, and monsters can outmaneuver you with basically any attack.

Recommended Hunter Arts:

- Absolute Evasion
- Absolute Readiness

Striker Style

3 Hunter Art slots (1 SP Art). Disables Siege but grants you an extra HA slot.

- **Cannot Siege.**

Striker Style is often quoted to have 'all the negatives of Limiter Removal but none of the benefits' and to be honest, that's true. However, if you didn't plan on Sieging anyway, Striker is a good choice. Or was until Alchemy HBG came along and was basically the same.

Recommended Hunter Arts:

- Absolute Evasion
- Absolute Readiness
- Gunpowder Infusion III

Aerial Style

1 Hunter Art slot (1 SP Art). Use the Aerial Hop to jump off of monsters and rapidly fire Siegable ammunition!

- Can roll out of Siege. Forward rolling out of Siege does not make you Aerial Hop.
- B - **Aerial Hop**
- Post-Aerial Hop with bullets not loaded - **Power Load** (*Boosts the damage of your shots.*)
- Post-Aerial Hop, X - **Jumping Reload Strike**
- Post-Aerial Hop, A - **Jumping Shot**
- Post-Aerial Hop, X + A - **Aerial Downward Shot**
- Post-Aerial Hop with Siegable shot selected, X + A - **Aerial Siege Fire** (*Consumes shots as normal. Fires 3 shots at a time, or stops if you hit the ground early.*)
- Post-Aerial Hop and after hitting the ground, X - **Siege** (*Points in the direction of the monster, or in any direction if you input on the Control Stick.*)

Aerial Style is a meme. You can't precisely aim your shots, which kills your damage output, especially on monsters with precise weakspots. You can still Siege normally, but you may as well play a different Style.

Recommended Hunter Arts:

- Absolute Readiness

Adept Style

1 Hunter Art slot (1 SP Art). Use the Adept Dodge to Power Run or to Power Load, and Siege afterwards.

- Can roll out of Siege.
- B - **Adept Dodge**
- Post-Adept Dodge, X - **Power Run**
- Post-Adept Dodge, do nothing - **Power Load**
- After Power Load, X - **Siege**

Adept Style is like mini-Valor if Valor HBG is too hard for you. :(It provides plenty of protection, so long as you time the Adept Dodge right. If you fail, you'll take extra time to recover.

Recommended Hunter Arts:

- Absolute Readiness

Valor Style

1 Hunter Art slot (1 SP Art). Me Siege. Me Dodge EZ GAM??????

In any state:

- Y - **Valor Stance**
- While in 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.)
- **Cannot press X after a forward roll to Siege.**

Outside of Valor State:

- **Cannot Siege.**

In Valor State:

- If Valor Load is active, damage increases.
- Natural Evasion +2.
- While Sieging, firing shots will continuously increase the speed at which you fire shots.
- **If you run out of shots while Sieging with recoilless shots, you'll perform a lengthy ending animation.**
- After a dodge, press and hold B for a bit - **Power Run**
- While Power Running, B **Cancel Run**

Valor Style breaks the game.

Recommended Hunter Arts:

- Mass Combiner / Absolute Readiness

Alchemy Style

3 Hunter Art slots (3 SP Arts). No Siege, but you can use the Alchemy Barrel!

- **Cannot Siege.**
- Natural Reload Speed +1.
- Loads more Alchemy S than other HBG styles.

- In midair when zero shots are loaded, A - **Jumping Reload Swing**
- After a forward roll, R + Y - **Alchemy Barrel**
- To charge the Alchemy Barrel faster, **land shots in Critical Distance**.

Alchemy Style is basically a better Striker Style, simply due to the barrel and faster Reload Speed.

Recommended Hunter Arts:

- Absolute Evasion (SP)
- Absolute Readiness (SP)
- Gunpowder Infusion / Mass Combiner

Do I have to say it? Valor Style basically overshadow everything else, to an extreme degree. It is no stretch to say that Valor HBG itself is the best weapon/style combination, end of. If you decide to not use Valor HBG, then you do have options in the form of Adept HBG, which is Valor HBG lite, Striker HBG for classic Siegeless gameplay, and Guild if you don't like any of the above. Alchemy is an okay alternative to Striker if you want a barrel, while Aerial has the same flaws of all the other Gunner Aerial styles.

Hunter Arts

Super Nova

Charges up, then fires a special piercing shot that, after a fixed distance, explodes, dealing fixed damage.

HA Rank	To Charge	Center Damage	Grazing Damage
I	420 (704 SP)	$40 + 40 * (\text{weaponRaw} / 100 * 0.75)$	$36 + 36 * (\text{weaponRaw} / 100 * 0.75)$
II	500 (800 SP)	$40 + 40 * (\text{weaponRaw} / 100 * 1.5)$	$15 + 15 * (\text{weaponRaw} / 100 * 1.5)$
III	830 (1196 SP)	$45 + 45 * (\text{weaponRaw} / 100 * 2)$	$5 + 5 * (\text{weaponRaw} / 100 * 2)$

Will not explode if the shot hits a surface mid-flight.

*To calculate the damage, take your HBG's raw into account like so: assuming rank III and an HBG with 300 raw, we replace the "weaponRaw" variable with 300. So: $45 + 45 * (300 / 100 * 2)$. Doing multiplication from left to right, we now get $45 + 45 * (3 * 2) \Rightarrow 45 + 45 * 6 \Rightarrow 45 + 270 \Rightarrow 315$ fixed damage if hitting at the center. For grazing, it's $5 + 5 * (300 / 100 * 2) \Rightarrow 5 + 30 \Rightarrow 35$ fixed damage.*

You really want to hit the monster with the center blast on this one, else you're gonna waste your time even charging up the darn thing. Works best on larger monsters, like Gammoth.

Guns Blazing

Fires a canister in the air that buffs you up. Movement speed, recoil, and reload speed are all improved for the duration.

HA Rank	To Charge	Duration
I	500 (800 SP)	40 seconds
II	750 (1100 SP)	60
III	1000 (1400 SP)	90

Effects make it so that your Reload Speed and Recoil are V. Fast and Minimum -3, respectively.

If only it wasn't redundant as hell. If you're firing shots with recoil you may as well not be firing them at all. Unless you're using Status shots. In which case, why aren't you using God's instead?

Gunpowder Infusion

Quickly loads a bunch of gunpowder into the barrel, which then improves your damage output for a number of shots.

HA Rank	To Charge	Shots Buffed
I	170 (404 SP)	10
II	250 (500 SP)	17
III	330 (596 SP)	22

This is the best of HBG's arts, since you can keep on stacking the shots' effects and it's a simple damage booster. If only Mass Combiner didn't exist for lolValor HBG.

Void Piercer

Loads a giant pin into the Bowgun, then fires it a short distance.

HA Rank	To Charge	Damage	Stagger Modifier
I	830 (1196 SP)	90%	1.1x
II	1000 (1400 SP)	120%	1.15x
III	1170 (1604 SP)	170%	1.2x

If <name_not_found> is attached, reduces recoil and lets you guard for the duration of the HA. Deals Cut-type damage based on the Shot hitzone.

It's good. If it weren't for the literal melee distance that you have to go to as a Gunner. As an HBG user no less.

Shot Almanac - HBG Vers.

This section will cover all of the shot types as well as their Siege 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	1.0
Critical	Yellow-White + Screen Shake	1.5
Long	Yellow	0.8
Ex. Long	Red	0.5

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.

Siege reduces the effects of Recoil, but does *not* lower the level of Recoil, as erroneously believed.

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 that lists the Recoil and Reload Speed tiers.](#)

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 bounce	High	Bel. Avg

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

Siege Capacity: 15

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

Siege Capacity: 12

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.

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

Siege Capacity: 12

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
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* Fixed is flat damage, not scaling fixed damage.

Siege Capacity: 9

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

* Fixed is flat damage, not scaling fixed damage.

Siege Capacity: 3

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

Siege Capacity: 12

Dragon Lv. 1

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.
1% * 5 hits	38% Dragon	V. Low	V. Fast

Siege Capacity: 3

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

Siege Capacity: Level 1 - 6, Level 2 - 4

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

Siege Capacity: Level 1 - 6, Level 2 - 4

Recovery

When shot, 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

Cannot be Sieged.

Paint

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

Recoilless Req.	Fast Reload Req.
High	Bel. Avg

Cannot be Sieged.

Tranq

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

Recoilless Req.	Fast Reload Req.
Average	Bel. Avg

Cannot be Sieged.

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

Cannot be Sieged.

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

Siege Capacity: 5

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

Siege Capacity: 12

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

Siege Capacity: 5

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

Siege Capacity: 5

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

Cannot be Sieged.

Stone

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

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

Siege Capacity: 12

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

Siege Capacity: 5

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

Cannot be Sieged.

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, Elemental Crit. Deals more damage than Lv. 1.

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

Siege Capacity: 12

Dragon Lv. 2

Shoots a piercing shot which does Dragon Elemental 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	45% Dragon	Minimum	Fastest

Siege Capacity: 12

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

Siege Capacity: Level 1 - 12. Level 2 cannot be Sieged.

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

Siege Capacity: 5

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

Siege Capacity: 5

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

Cannot be Sieged.

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

Siege Capacity: 6

Poison Smoke

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

Damage	Poison	Recoilless Req.	Fast Reload Req.
0%	35	Average	Bel. Avg

Cannot be Sieged.

Flash

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

Recoilless Req.	Fast Reload Req.
Average	Bel. Avg

Cannot be Sieged.

Dung

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

Recoilless Req.	Fast Reload Req.
Average	Bel. Avg

Siege Capacity: 2

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, +10% 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.

Cannot be Sieged.

Remedy

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

Recoilless Req.	Fast Reload Req.
Low	Fast

Cannot be Sieged.

Group Recover

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

Recoilless Req.	Fast Reload Req.
Low	Fast

Cannot be Sieged.

What HBG To Use?

If you plan on using lolValor at all, you want to choose an HBG with a relevant Siege option. If you don't, the amount of Siegable shots doesn't really matter, and all you really need to pay attention to are the capacities of the shot you want to use and the Recoil of the HBG.

Progression Recommendations

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

- **Petrified Cannon**
The most basic of HBGs, you'll probably drop this like a hot sack of rocks as soon as you get access to the Meteor Bazooka. Useful for self-defense.
- **Meteor Bazooka**
The only real reason that you'll use this is to be slightly better at a slightly earlier point than the Petrified Cannon since this is a decent enough HBG to be used at this point in the game.
- **Hidden Gambit**
Hidden Gambit has natural Some recoil which means you can take advantage of the 4-capacity P2 it has, and you can Siege the P1s if you really want to do that.
- **Bite Blaster**
Has a very good natural capacity of Normal 2s and can even Siege those. Also has natural Some Recoil, but it's more meant for the Pellet Shot this HBG can fire.
- **Cirrus Blaster**

The Mizutsune HBG is very solid since it has good capacity of all levels of Pierce and has natural Some recoil it can leverage in order to fire all of those recoillessly.

- **Sayyad Cannon**

The Seregios HBG has the unique quality of being able to automatically load a single shot of the selected ammo type every time you roll. With this in mind, this is perfect for no-Siege gameplay since you're probably rolling around a bunch to either keep up or roll away from a monster.

- **Daora's Delphinidae**

The Kushala Daora HBG has a low P1 capacity, but with Siege, that doesn't matter.

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

- **Sayyad Cannon / Seditious Cannon**

The Seregios HBG remains a good option for Siege-less gameplay through early High Rank since it upgrades fairly early on. You still have to keep in mind that this is a pure-Normal HBG unless you can get Recoil Down, which is rare early-game. Seditious Cannon is basically a straight upgrade.

- **Hidden Gambit**

The Nargacuga HBG is still pretty great, especially when you upgrade it, as that will let you get slightly higher capacities on Pierce S Lv. 1.

- **Bite Blaster**

Yup, still good. Good Normal 2 capacity, good Pellet capacity (if you really want that), and still that natural Some recoil.

- **Cirrus Blaster**

Same story. Natural Some Recoil, good Pierce capacities just a great Siege-less HBG.

- **Queen's Longfire**

The Rathian HBG really takes me back to 3U, where it was the Normal HBG of choice, especially when you Limiter Removal it. It's still good here, with a really high Normal capacity, but no Siege on the Normal 2s. A great option for Normal Siege-less gameplay.

- **Guerrera Cannon**

V. Fast Reload Speed will make you reload at the speed of nyoom, and good Pierce capacities promote good Pierce 1 gameplay. Avg. Recoil sorta sucks but that doesn't matter for Pierce 1s.

- **Le Désastre**

The Shagaru Magala HBG is a good HBG for Normal-based gameplay, for both Siege-less and meme/Valor gameplay, as it has both a high Normal capacity and it can also Siege those Normals.

- **Akantor Cannon**

An alternative Normal option, this only loses a little raw, gains a little Affinity, and doesn't lose much on the Normal side of things.

- **Daora Grande**

The sole Siege Pierce option for late High Rank. The Daora HBG is pretty potent, and it even has those Slicing S that Valor memers rave about.

G-Rank (Hub G1-G4*)

- **Elder Cannon**

High raw and high Normal capacity. This thing isn't gonna be getting any awards but it will carry you through the early parts of G-Rank.

- **Baleful Night**

The Nargacuga HBG remains a powerful option for both Siege-less and lolValor gameplay, since it's got natural P1 access and Some Recoil.

- **Biting Blast**

The Najarala HBG is basically still valued for the qualities it had in High Rank. Good Normal capacity, Siegable, natural Some Recoil, and 2 slots.

- **Queen's Farfler**

Yup, it's got a lot of Normal capacity. Great for no-Siege gameplay.

- **Mountainous Roar**

High raw, natural Some Recoil, good Pierce capacity; this is great for Pierce cycling and Siege-less gameplay.

- **Thorn Cannon**

Basically has everything the Nargacuga HBG has except for the Some Recoil, which limits this to Pierce S Lv. 1 without a level of Recoil Down. But hey, this is also a good Nibelsnarf killer.

Endgame HBG Recommendations

- **Orcus Quarcus**

In recent times, Orcus Quarcus has taken over the HBG meta. It gives up 10 raw for an extra slot and access to both levels of Para S, being able to Siege Para S Lv. 2. With that, you can get a relatively easy para off with Valor Loads to build the Valor Gauge effortlessly, at the cost of a little bit of damage.

- **Daora's Ceti**

What used to be a competitive option at the highest levels of play has now turned into just a very solid option. The lack of utility means it's fallen off in recent times, but it's still the most damaging of the Holy Trinity of Valor HBG. Daora's Ceti has Slicing S to quickly build the Valor Gauge and access to Pierce S Lv. 1 recoillessly. Plus, it's got hellra raw and some natural Affinity.

- **Diablastazooka**

The third piece of the Holy Trinity, the Diablos HBG has the capability to Siege both Pierce 1 and Pierce 2. The V. Slow Reload Speed doesn't matter since you're Sieging a bunch, and the -30% Affinity, well people either negate it or take advantage of it with the occasional Bitter Affinity set. You will have to get Recoil Down +1 in order to enable the Pierce 2 Siege to be recoilless.

- **Le Déluge**

The Shagaru Magala HBG is the option for Normal HBGs both Siege and non-Siege. Good raw, high Affinity, and good Reload Speed and Recoil.

- **Akantor Descent**

Has a slightly higher Affinity than the Shagaru HBG and still has the Siege capabilities. The L Mild Deviation is easy to compensate for.

- **Mountainous Torrent**

The Mizutsune HBG has a good amount of Pierce capacity for all levels of Pierce, and it has Some Recoil to fire those recoillessly. It also has a whole host of Water S and P. Water S for those hunts too.

Elemental HBG Recommendations

- **Yukumo Auragun**

Yeah, this is an odd choice for P. Flaming S right. It's got decent raw and triple slots... and the only other choice is the Agnaktor HBG... which has V. Slow Reload Speed. Thanks?

- **Wyvern Crasher**

The Astalos HBG carries a whole bunch of Thunder Sand it's actually solid on the raw-ish part otherwise. You definitely won't run out of Thunder S if you use this at least.

- **Valía Cannon**

High raw, high Affinity, V. Fast Reload Speed, and access to both P. Freeze levels. This is a solid HBG, if it weren't for the Avg. Recoil that prevents you from using the other Pierce levels.

What Skills Should I Use?

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/Pierce Up. 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/Rapid Up. 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

- **Evade Extender**

Required if you plan on not using Valor HBG at all. Evade Extender really makes it easier to play HBG since it eases up your positioning, chases, evasions, and more.

- **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 guide, you definitely aren't one), 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 shitzones 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.
- **Bitter Affinity**
Only used as a niche set on Diablos HBG. It's effective in that niche though, since you usually won't have enough Expert points to compensate for the negative Affinity because you're also taking...

- **Recoil Down**

HBG can't reduce its Recoil through Attachments unlike LBG. Siege also does not ignore the effects of Recoil, so you'll need to take this on HBGs where you can't quite reach the Recoil necessary to fire shots recoillessly. Though realistically this is only taken on the Diablos HBG to allow the use of its P2 Siege.

- **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.

- **Elemental Crit**

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

- **Ammo Saver**

Nice but not strictly necessary on HBG. You're usually carrying Mass Combiner if you're using the cursed style, so you'll have plenty of shots anyway.

- **Fleet Feet**

Combining the effects of Evade Extender and Peak Performance, the only relevant set you're going to use with this is the GX Old Fatalis set. Fortunately, that set is potent for being a full set. Just don't be one of the noobs which try to Valor Sheathe his lightning.

Final Thoughts

Valor HBG is the fastest gun not only in the West, but also the East, the North, the South, the Sky, the Sea, and everything in between. It is extremely powerful. Well, probably not just because it has a free Evasion +2 in Valor Style, gains more damage when you Valor Load, and has the degree of safety with Valor Sheathe, but also because Pierce 1 is still busted in this game. The rate at which you can pump out Pierce 1 in Valor Style is the main reason behind most of its fast kill times. The other styles are solid but are overshadowed, and the HAs are actually really mostly bad, which is the one flaw that HBG has in this game. Most matchups are rendered moot because you can just Valor spam all over the monster and they die. It's... too broken. Just... Valor responsibly, okay?

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