

Yet Another Weapon Guide - Lance

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Intro

Lance has one of the strongest shields in the game, letting you perform blocks extremely effectively. Lance's moveset is simple, yet effective, capable of precise strikes on a monster. Pros can take Lance to the highest levels of play through the ability to chain in and out of Counter Thrust attacks, or you can even charge towards the monster to perform the powerful finisher. The one

weakness that Lance has is a lack of Super Armor, which does leave it open to trips, but Lance can shrug off many hits despite this flaw.

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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 HunterGenerations Ultimate (MHGU) or for players who haven't played Lance before. Note thatthis guide will not assume any prior knowledge, regardless of games played before in the Monster Hunterseries.

Guide Contents

This guide will contain a comprehensive guide on Lance controls, commentary on Lance styles and combinations, recommendations on progression Lances, and a final note on matchups against most monsters in the game.

At A G-Lance

How Do I Play Lance?

- Press X for a low thrust, A for a high thrust. You can interchange these attacks however you wish. High thrusts deal slightly more damage thanlow thrusts and obviously are pointed upwards.
- Pressing and holding R will allow you to guard. Whileguarding, attacks that come from the direction you guard in will be mostly negated. Dependingon the attack's strength, you might take a little bit of damage, lose more stamina when you guard, and be less likely to stand your ground on attacks.
- Certain attacks are unguardable. Most typically, youcannot guard lasers or tornados without certain skills.
- As Lance, you can move around while you're guarding.Ddoing so will move you around at a very slow rate, but will let you recover Stamina while guarding.
- As a Lance user you have access to the backstep ratherthan forward rolling. You can also perform side steps if you press in the direction as you press B. You can perform up to 3 of these at once.

Hot Tips

1. Ending your guard has a long non-cancelable animation. **If you want to quickly end your guard, either step out of it or perform the R + A attack, which can lead into the standard thrust combos.**
2. **You can unsheathe directly into a guard with R + X + A.** Useful if you want to approach quickly.
3. **Most Lance styles can interrupt their normal poke combo with R + A.** If you need to guard quickly mid-combo *and* counterattack at the same time, this is the way to do it.
4. **Immediately upon starting the counterthrust attack, you'll have a Guard Point.** Connect this Guard Point when a monster attacks you and you'll immediately counterattack with an increased guard power.

Meta Stuff

- **The addition of the Strong Thrusts in Gen made Lance's typical pattern of three different.** No longer do you have to go for the third thrust in a combo, you can try replacing the 3rd thrust with a Wide Sweep or for a Counter Thrust, the latter of which can extend your poke combo if you end it early. Of course, you can also opt to just go for the Strong Thrusts which have comparable DPS to the normal thrusts.
- **Lance can go for a balance of raw and element.** Due to the addition of the Strong Thrusts in Gen, Lance has a slightly higher hit count than it did before, which means you can opt for elemental if you want or need to do so. Of course, ignore if you're playing Striker Lance.
- **The Lance styles are all somewhat outshined by Striker Lance, which has the powerful charge finisher endless combo.** Guild Lance has the Strong Thrusts as well as Wide Sweep for utility.
- Adept Lance lets you perform extremely powerful Adept Guards, which follow up with a high-power attack that can be adjusted to hit in any direction.
- Aerial Lance has Strong Thrusts when you thrust in mid-air, and lets you guard in mid-air as well.
- Valor Lance has the unique Shield Smash which can chain into other Lance moves more easily than Guild.
- Alchemy Lance which is like Striker but retains the Strong Thrusts and has no boost to the Charge Finisher.
- **In terms of HAs, Lance uses one or two Absolutes, then Enraged Guard due to the damage boost it can give you as well as the perfect guard it has too.**

- Corkscrew Jab is a simple high-damage HA that launches straight ahead, and is used when you forego Absolute Evasion.
- Shield Assault lets you guard incoming attacks while closing distance, like a super Charge!
- Healing Shield is very niche but lets you restore health every time you guard an attack.
- Ironically, Lance plays like other Blademaster weapons in this game due to the addition of Arts, which cover the other Lance playstyles present in previous games. Guarding or hopping through most attacks were rendered redundant.

Cool Stuff

- If you want to backstep with extra distance, hold back relative to the direction your hunter's facing (adjustable in options). This will consume the rest of your backstep combo though.
- Did you know that Lance has a special property where if the Impact hitzone of a particular part exceeds the Cut hitzone value by a certain amount, then the game will use the Impact hitzone to calculate damage instead? This only affects a few hitzones in the game, but it does let you use certain weakspots that others cannot. Oh, and your attack still can sever tails if this happens by the way.
- You can extend your combo so long as you don't perform a Strong Thrust, or if you're in Striker style, a 3rd Thrust. R + A will infinitely extend your combo, so go nuts if you're not Striker.
- The Block-Advance you can perform will let you guard hits while moving through them, so long as you have enough guard power and stamina to block the attack. Done right, you can act like a Charge Blade and lead right into a thrust combo after shrugging off an attack.
- While you're Charge!-ing you cannot bounce and you trip the living hell out of hunters. Got a few Long Sword users tripping you to hell? Why not give them a taste of their own medicine?

Controls & Style Rundown

Guild Style

Two Hunter Art slots (1 SP Art), access to the multitude of Charge Finishers and a varied moveset featuring the Wide Sweep and Strong Thrusts.

- X - **Low Thrust** - *20% damage*
- A - **High Thrust** - *22% damage*
- X + A - **Wide Sweep** - *20% damage*

- After doing a second hit with any thrust or sweep, X - **Strong Low Thrust**- 15% * 3 = 45% damage / 3 hits
- After doing a second hit with any thrust or sweep, A - **Strong High Thrust**- 15% * 3 = 45% damage / 3 hits
- R (hold) - **Guard**
- While Guarding, X - **Guarded Thrust** - 20% damage
- While Guarding, A - **Counter Thrust** (Hold R to chargeup the thrust, resets thrust combo.)
 - Uncharged - 22% damage
 - Charged - 50% damage
 - Overcharged - 20% damage
- While Guarding, Forward + X - **Block-Advance**
- After Block-Advance, X - **Shield Bash**- 14% damage, 27 KO, 27 Exhaust
- R + X + A or Sp. Attack Button - **Charge!** - 16% damage per hit
- While Charge!-ing, X or A - **Charge Finisher**- 50% damage
- While Charge!-ing, Back + X - **Reverse Charge Finisher**- 50% damage
- While Charge!-ing, B - **Stop Charge**
- While Charge!-ing, Up + B - **Charge Jump**
- While midair, X - **Jumping Thrust** - 30% damage
- While midair and Charge!-ing, X - **Jumping Charge Finisher**- 50% damage

Guild Style is a classic style with access to all of the classic Lance moves and thrust combos. Or, well, they used to be classic until they added the Strong Thrusts. Due to the addition of the Strong Thrusts, it's not necessary to combo into them anymore, since they're slow and only apply three smaller hits. If you have an elemental Lance though Strong Thrusts might be good ideas.

Recommended Hunter Arts:

- Absolute Evasion
- Absolute Readiness

Anywhere there's X, you can replace that with X+A or A and it'll be the same.

Standard Thrust Combo

X, X, X

The basic thrust combo that Capcom wants you to use. I mean, I won't judge you if you use it either.

Infinite Thrust Combo

X, X, R + A, repeat.

The power of the infinite combo, but on Lance, and without the icky sticky infinite thrust.

Block-Advance Lead-In

Forward + R + X, X, X, X

Start your combo off right with blocking and gapclosing at the same time!

Guarding Easy-Out

While Guarding, R + A (don't hold A), X, X, X

An easy way to cancel your way out of the guard without standing awkwardly around waiting to put down your shield.

Striker Style

Three Hunter Art slots (1 SP Art), access to a poweredup Charge Finisher at the cost of losing various moves.

- **Cannot perform the two variations of Strong Thrust.**
- **Cannot Wide Sweep.**
- **Cannot Charge Jump or Reverse Charge Finisher.**
- After doing a second hit with any thrust, X - **Striker Low Third Thrust** - 25% damage
- After doing a second hit with any thrust, A - **Striker High Third Thrust** - 27% damage
- While Charge!-ing, X or A - **Striker Charge Finisher**(Has the same animation as normal Charge Finisher, but deals more damage.)- 67% damage

Striker Style removes the clunky Strong Thrusts in favor of the old 3rd Thrusts, which are faster but overall weaker than the Strong Thrusts. It also removes the other Charge Finishers to power up the standard Charge Finisher. The combination of these two attributes make Striker Lance a powerhouse, since you can infinitely chain the Charge Finisher combo. Even without the combo you can quickly perform a standard three-poke combo and hop out of it quickly. The three HA slots are just icing on top of the cake.

Recommended Hunter Arts:

- Absolute Readiness
- Absolute Evasion / Corkscrew Jab III
- Enraged Guard III

Striker Standard Combo

X, X, X

Now here's a classic combo. No fuss, no muss, just your classic three-hit combo string.

Striker Infinite

(Repeat) X, X, R + A

Yeah it's just the Guild infinite. Sure the third hit might be good but it doesn't let you combo into itself.

Striker Charge Chain:

R + X + A, X, repeat.

Now here's the degeneracy you wanted to see. Charge chaining is pretty great and is the optimal DPS, so if you wanted to role play as a train, here you go.

Aerial Style

One Hunter Art slot (1 SP Art), access to a forward Aerial Hop rather than a backstep, able to guard midair after you jump and can Strong Thrust from midair.

- **Cannot Block-Advance from the ground.**

- **Cannot backstep nor sidestep.**
- B - **Aerial Hop**
- Post-Aerial Hop, you automatically guard until you attack.
- Any attack in mid-air - **Aerial Strong Thrust** - $15\% * 3 = 45\%$ damage / 3 hits
- In mid-air, X + A - **Aerial Charge!**
- After landing from an Aerial Hop but not attacking, Forward + X - **Block-Advance**

Aerial Style on Lance actually allows Lance to perform a quick forward hop rather than the back hop it normally has, and it also allows you to clobber down enemies with the Aerial Strong Thrusts, which deal three hits a pop. It otherwise doesn't have anything of note other than the fact that you can't perform any other step evades in Aerial Style, which can screw up the typical Lance playstyle. But you're playing Aerial, you can't expect anything typical.

Recommended Hunter Arts:

- Absolute Readiness

Aerial Hop Stabs

B, then Post-Aerial Hop, X, X, X

The simplest ever combo for Aerial Hopping. You cannot end the combo early if the monster moves.

Aerial Charge!

B, then after successfully Aerial Hopping, X + A, Back + X, X, X, X

A variant of the above combo that uses the Charge! and its back attacking capabilities.

Adept Style

One Hunter Art slot (1 SP Art), loses the ability to chain into and out of Counter Thrusts in exchange for the hard-to-use Adept Guard, which allows you to counterattack much better than the Counter Thrust.

- **Cannot Counter Thrust.**
- R - **Adept Block**
- Post-Adept Block, X - **Adept Counter Sweeps** - $41\% + 36\% = 77\%$ damage / 2 hits

Adept Style trades the capability to infinitely extend your thrust combo for an extremely powerful Adept Guard, which, if you land it within its stringent activation frames, lets you perfectly guard an attack without any loss of stamina, chip damage, or knockback. Afterwards, you can follow up with a powerful 77% damage attack or you can keep on Adept Guarding, which allows you to chain multiple Adept Guards in succession. This lets you block multi-hit moves, like Yian Garuga's beak peck, or Shogun Ceanataur's jumping strike.

Recommended Hunter Arts:

- Absolute Readiness

Adept Guard Follow-Up

R, then Post-Adept Block, X, X, X, X

Valor Style

One Hunter Art slot (1 SP Art), Valor State allows you to launch forth guarding Shield Smashes which can chain into other Lance attacks.

In any state:

- **Cannot Wide Sweep.**
- Y - **Valor Stance**
- During Valor Stance, X - **Valor Sweeps** - 30% + 20% = 50% damage / 2 hits
- During Valor Stance, X + A - **Charge!**

Outside of Valor State:

- **Cannot Counter Thrust.**
- **Cannot Charge!**

While Valor State is active:

- X + A - **Shield Smash** - 20% damage, 27 KO, 27 Exhaust
- After Shield Smash, R + A - **Counter Thrust**
- After Shield Smash, X + A - **Charge!**

Valor Style provides a measure of aggression which normal Block-Advances from other styles cannot do. Shield Smashes in Valor State can chain into several moves, and the Shield Smash itself has a Guard Point at the beginning of it, allowing you to ignore moves if they connect with you. Use Shield Smash then Counter Thrust for true guarding potential, or Shield Smash to Charge to quickly gapclose into an enemy, or simply follow up with thrusts.

Recommended Hunter Arts:

- Absolute Readiness

Valor Gauge Charging

Y, then X.

The simplest way to charge your Valor Gauge. These swipes deal a lot of damage in their own right, so don't underestimate them.

Valor Gauge Charge!-ing

Y, then X + A.

A good way to transition into a Charge! Useful for gapclosing on a monster who's downed.

Valor Smashing Thrusts

While in Valor State: X + A, X, X, X

A combo for immediately counterattacking an incoming attack, or to quickly gapclose slightly.

Valor Smashing Charge!

X + A, X + A, X

This combo goes from the Shield Smash into the Charge! Useful for using the Charge Finisher.

Valor Smashing Counter

X + A, R + A, A, A

This combo stacks multiple Guard Points in a row, allowing you to more easily block consecutive attacks. Be sure to vary up the timing depending on what attack is incoming.

Alchemy Style

Three Hunter Art slots (3 SP Arts), use Strong Thrust to charge the Alchemy Barrel.

- **Cannot Wide Sweep.**
- **Cannot Counter Thrust.**
- **Cannot Reverse Charge Finisher.**
- While Guarding, Forward + A - **Block-Advance**
- After Guarded Thrust, X - **Low Thrust** (*Takes the 2nd part of the combo.*)
- To charge the Alchemy Barrel Quickly, use **Strong Low Thrusts** or **Strong High Thrusts**

Alchemy Style is weird, but you can at least go from a guard to a thrust combo more efficiently and effectively than other styles. With that ability, you can guard an attack, then immediately go into a thrust combo, rather than use a slightly-slower back step or Counter Thrust. Keep in mind that any Alchemy Earplugs you make are slightly redundant since you have a shield and can presumably use it.

Recommended Hunter Arts:

- Absolute Evasion (SP)
- Absolute Readiness (SP)
- Enraged Guard (SP)

Alchemy Chain-From-Guard Thrusts

While Guarding, X, X, X.

This combo lets you immediately attack after a block, unique for Alchemy Style.

The Style Hierarchy goes Striker > Everything Else. Lance's HAs are genuinely great, and the buff as heck Striker Charge Finisher can just work over many monsters. Everything else with the Strong Thrusts are either awkward to use or awkward to work around. Alchemy or Guild are perhaps the least-bad styles as they have the HA slots to compensate. Adept and Valor with their improved Guarding capabilities are decent, and Aerial at least has the spam going on for it.

Hunter Arts

Shield Assault

Charges forth with your shield in front of you, automatically guarding any incoming attack, negating knockback and with no consumption of Stamina. After reaching a certain distance, you'll stop, or if

you cancel with an attack beforehand, you'll perform a unique finisher which can lead into the typical Lance thrust combos.

HA Rank	To Charge
I	250 (500 SP)
II	330 (596 SP)
III	420 (704 SP)

With higher ranks, distance travelled increases. Each charging hitbox has 10% damage, while the Finisher has 30% damage, Impact-type and 50% damage, Cut-type

Shield Assault isn't particularly useful as an actual damage HA, but it can see use as a defensive HA. Since you travel a lot of distance while guarding, this HA is useful for gapclosing or getting out of the way of an attack without automatically sheathing your weapon. It charges quickly too, lending to its usefulness.

Corkscrew Jab

Your hunter charges up a powerful thrust, then unleashes it in a particular direction. The power of the thrust deals multiple hits, but can knock away ally hunters. The thrust generated also has additional range compared to normal Lance thrusts.

HA Rank	To Charge	Total Damage
I	1080 (1496 SP)	45 * 3 = 135% / 3 hits
II	1170 (1604 SP)	32 * 5 = 160% / 5 hits
III	1250 (1700 SP)	27 * 7 = 189% / 7 hits

With each level, time taken to charge the thrust also increases.

Corkscrew Jab is the best Lance damage HA, since it executes quickly and deals a buncha damage over multiple hits. You can potentially sever monster tails using this HA as well, and since it has range on it, you can stand a bit away from the part you want to hit while doing the HA too.

Enraged Guard

Your hunter begins a powerful guard. If an attack connects with your guard, then your hunter will perfectly block it (so long as it's guardable with your skill setup) without any loss in Stamina, Health, or knockback. Then, your hunter gains a damage buff based on how powerful the attack was that hit your hunter's guard.

HA Rank	To Charge	Duration
I	670 (1004 SP)	60 seconds
II	750 (1100 SP)	120
III	830 (1196 SP)	180

HA Effect Color	Attack Modifier
Red	+10%
Orange	+20%
Yellow	+30%

Contrary to what the game says, attack doesn't increase with rank, only duration. To execute the art, you must have at least 25 Stamina to begin guarding.

This is usually the art taken when you're playing Striker Lance simply because it's useful both as a utility and as an offensive art. Since you don't take any ill effects from guarding attacks at all when using this, this can be used reactively, or if you're particularly aggressive, you can wait for a monster's stronger attack to use this art, gaining maximum damage buff.

It is important to note that you will *not* guard successive attacks or other effects once you block the first attack, so make sure that the incoming attack doesn't come packaged with an additional tremor effect or an explosion. If you're interrupted in any way, like being hit from behind while guarding, or being hit after you guard successively, or if no attacks hit, then you will waste the HA Charge and you'll have to charge it up again.

Healing Shield

Spread medicine onto your shield during a brief animation. Afterwards, guarding attacks (Adept Guard and Guard Point-boosted attacks work too!) will scatter the medicine on your shield, healing nearby teammates as well as yourself.

HA Rank	To Charge	Duration
I	670 (1004 SP)	30 seconds
II	750 (1100 SP)	60
III	830 (1196 SP)	90

Healing is reduced to 2/3rds for ally hunters.

Healing Shield is very underwhelming even though you can heal up while guarding. You'd basically have to turtle, which, while Lance can guard, you should never do. It's a fun gimmick but the effects aren't impactful enough to justify use.

What Lance To Use?

Lance can go for pure raw or element, it's usually up to player preference and playstyle. If you like Striker Charge Chaining you'll tend towards more raw. Any other playstyle can go either or, but if you prefer the Strong Thrusts for whatever reason, you can choose to get more element. Due to the frequency of Lance's hits you'll need to invest in weapons with a long Sharpness grade and not necessarily a higher Sharpness grade. Investing in Razor Sharp is usually a no-brainer for the majority of Blademaster weapons, including Lance. Sharpness +2 is also an important option for some Lances, though can be foregone depending on the weapon.

Progression Recommendations

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

- **Petrified Lance**
Lance whose Sharpness and Raw make it a good LR Progression choice, especially since it upgrades into the universally-better Obsidian Lance. You won't use this until you have Green Sharpness on this though but when you do you'll be using this a lot until late Low Rank.
- **Iron Lance**
Gains Green Sharpness incredibly early when you can craft this with Iron Ore, which is obtained easily anywhere, and a Disc Stone, which is obtained when you get to Verdant Hills. You won't be using this for that long, since the upgrade to Petrified Lance at level 4 will give it Green Sharpness too, but it will get you through those early vestiges of Low Rank without the Low Sharpness Modifier on your butt.
- **Hidden Stinger**
Good Sharpness, decent raw, and good Affinity to back it up. The Hidden Stinger will let you deal more damage than the Petrified Lance, since upgrading it requires High Rank materials at this point. Hidden Stinger even gains Blue Sharpness when you upgrade it with Seregios parts.
- **Acrus Lance**
Has slightly higher raw than Hidden Stinger and has Thunder-elemental damage in exchange for no Affinity and no Blue Sharpness. Can turn into the best Thunder Lance in the game at endgame so I suggest you maintain this weapon.
- **Red Tail**

Rathalos's Lance. Very similar to the Acrus Lance but with Fire-element damage, and also turns into the best Fire Lance, though it can be upgraded fairly early in on High Rank with a little Yian Kut-Ku farming. It'll gain Blue Sharpness this way.

- **Hana no Hana Nare**

Mizutsune's Lance is similar to the last two recommendations, but for Water. Not much else to say, other than this can cover High Rank transitions as well.

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

- **Obsidian Lance**

Great Sharpness at level 1, gaining Blue Sharpness at level 2. It gains quite a bit of raw when you upgrade it, gaining 180 raw relatively early on in High Rank. If you're progressing in HR Hub, you can even get up to 200 raw by doing a Hyperhunt. Great to get through most of High Rank with.

- **Hidden Stinger**

Upgrading the Nargacuga Lance fully requires both Hyper Nargacuga and access to High Rank Akantor or Ukanlos, but it has natural White Sharpness and the raw isn't bad. Very solid for the majority of middle High Rank.

- **Hana no Hana Nare**

Upgrading Mizutsune's Lance to the appropriate level gains you quite a solid block of Blue Sharpness, backed up by solid raw and Water to boot. Not a bad Lance.

G-Rank (Hub G1-G4*)

- **Elder Lance**

260 raw is greater than anything else you can craft at this point, plus this Lance only requires a few easy-to-get materials from G-Rank and a few tickets from High Rank. It even has natural White! You can't go wrong when making the Elder Lance.

- **Night Rains Black**

Nargacuga appears early on in G-Rank and the Lance gets Purple Sharpness whenever you get to G3. Also has great raw and two slots for your set building pleasure. This is simply a great Lance to pair with, say, Rathalos X.

- **Stormy Doris**

Strangely upgrading Stormy Doris to its G-Rank incarnation requires G-Rank Rajang, which doesn't exist until G4... but the level after that only requires Astalos and Hyper Khezu, which is available in G3. Oh well, this Lance gains natural White after you get it that far as well as a respectable 320 raw and 21 Thunder, making it good against the final boss.

Endgame Lance Recommendations

- **Serkit-Hetit**

Has a great 330 raw as well as triple slots to play with. The thin Purple on the Ahtal-Ka Lance doesn't mean much to those who would spam the Striker Charge Finisher all the time, since Readiness will charge up incredibly quickly and maintain Sharpness for you. For other playstyles, consider using RS and at least S+1 on this Lance.

- **Elderfrost Stampede**

This Elderfrost Lance, though it requires use of both Sharpness +2 and Razor Sharp, has an incredible 380 raw to play around with letting you Striker Charge Spam easily with Readiness in tow. Dips into Blue more often if you don't do that playstyle, so I'd suggest choosing a different Lance for other playstyles.

- **Hellblade Granat Nova**

The Hellblade Lance remains as one of the better Lances despite the nerfs to progression that Hellblade weapons in general got in GU. Doesn't require Sharpness +2 to use, and only possibly Razor Sharp if you don't want to Charge Finisher spam. This Lance is great for multi-monster hunts and Deviljho.

- **Rustrazor Stinger**

Can ignore both of the typical Sharpness skills due to the massive amount of White that the Rustrazor Lance has, and has a great 330 raw to boot. If you want to thrust frequently and not necessarily use the Charge Finisher spam, this is a Lance to look out for.

- **Great Ogre Tusk**

A Lance with a grand total of 350 raw and one that only requires Razor Sharp and either Sharpness +1 or +2 to get Purple Sharpness. Can effectively be used as an alternate Elderfrost Stampede, though most of this Lance's niche is already filled by that Lance.

- **Perfect Storm Doris**

The Lagiacrus Lance is in the same boat as the Great Ogre Tusk, though it sacrifices 10 raw for a sizable 22 Thunder instead. Use Razor Sharp and either Sharpness +1 or +2 on Thunder-weak monsters for the best effect.

Elemental Lance Recommendations

With the power of Strong Thrusts you can apply element on Lance relatively well, so because of that the Lances recommended here tend to focus on larger amounts of a high-grade Sharpness and assumes that you won't try to Striker Charge Spam.

- **Red Prominence**

Rathalos's Lance is a lot like Perfect Storm Doris, except that this Lance is Fire and you need Sharpness +2 to get a sizable amount of Purple. Use it on something like Duramboros or Zamtrios or Snowbaron.

- **Okimi Kaisei**

Soulseer's Lance not only packs a good amount of raw, with 310, but also a high amount of Water at 27, has 20% Affinity and has Deviant Boost perfect for Striker Lance. You will have to use Sharpness +2 with this Lance to get a large chunk of Purple though.

- **Zornesschild**

Gore Magala's Lance is like Okimi Kaisei, but gives up the Deviant Boost in exchange for a slight element boost at 34 Dragon and a slot. Also needs Sharpness +2 to get a good amount of Purple Sharpness.

Status Lance Recommendations

Remember that Status is only applied a third of the time, but Strong Thrusts mainly get past the problem. I hope you like being relegated to support....

- **Ouroboros Serpentblade**

Yes, this Lance's name really is that. No, I'm not sure why they tried to stick a name that long into that space, which is already pretty large. Anyway, this Lance has a high amount of Poison with 46 Poison and a decent 310 raw. You'll need Sharpness +2 to get Purple Sharpness, but if used in combination with Strong Thrusts you should be able to apply Poison relatively quickly, making this nice for fighting Kushala. Just... get out of the way of the nados.

- **Spinning Crawler**

Basically the only Paralysis Lance that will allow you to deal actual damage in the fight and not be relegated to pure support. Has the lowest amount of Para damage amongst Lances and forces you to use Sharpness +2, but hey, you're dealing damage and getting a few Paras in the fight at the same time, so win-win?

- **Volvi Swindler**

Welcome to pure support town. You may as well be using Healing Shield if you're gonna use this Lance because your damage is gonna be underwhelming as heck if you keep this up. Anyway, this is the best pure-Paralysis Lance, so you're gonna be paralyzing the monster a lot more with this weapon. I hope you have good teammates.

- **Archduke Pesadormir**

Has a decent amount of sleep with an average 310 raw, and actually gains Purple Sharpness with Sharpness +, unlike a certain other Deviant Lance. Surprisingly good as far as Sleep Lances go.

What Skills Should I Use?

We'll go over skills and armor sets for progression in this section. Since Lance's usual dual styles of evasion versus guard are somewhat obsolete in this game, Lance mainly takes standard Blademaster skills. Affinity stacking and Sharpness boosting are the classic ways to put on Lance armor. You can also opt to go for Evasion or Guard Lance in this game too, but they're less accessible due to the fact that you cannot get any of the important skills on XR equipment, more or less forcing you to use standard armor parts in mix sets. Furthermore, you can only go up to Evasion +2 in this game, meaning you cannot backhop chain through attacks like you would in other G-Rank games.

Progression Armor Sets

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

- **BuJaBu**

BuJaBu is the classic beginner's set built for maximum damage in the early game. Simply use a Bulldrome Cap, Jaggi Mail, Bulldrome Vambraces, Jaggi Faulds, and Bulldrome Greaves along with some Attack Jwls to get Attack Up (L) pretty early in the game, and fairly easily too.

- **Ceanataur**

Ceanataur has Critical Eye and Razor Sharp instead of Attack Up, which is slightly less damage but you get slightly more utility from Razor Sharp. Only change if you don't like running BuJaBu or if Ceanataur would get you more defense, really.

- **Rathalos**

The Rathalos set grants Attack Up (M) as well as Weakness Exploit which boosts your damage significantly. Lance has a little bit of an easy time hitting weakspots since your thrusts are precise, and hit the same spot in the same combo, though moving around to hit those weakspots can be difficult.

- **Rathalos Mixset**

Created from Rathalos Cap, Rathalos Mail, Ceanataur Braces, Rathalos Faulds, and Bnahabra Boots. Provides less points in Attack than the normal Rathalos full set would give you, but this provides Razor Sharp in addition, giving this set more utility than Rathalos. This set does have slightly less Defense as well, but that's marginal.

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

- **BuJaBu S**

Like BuJaBu but a High Rank version. You should really only build this if you refuse to make the Rathalos set for some reason.

- **Ceanataur S**

Ceanataur S provides more Critical Eye as well as the Razor Sharp that its LR version provided. This is a fine upgrade to the Rathalos set that you made in LR if you're starting to get uncomfortable with the defense provided by the sets.

- **Barroth**

A unique progression choice for Lance, provides Attack Up (S), Defense Up (S), and Guard +1 by default. This set is weaker than the traditional progression options but you, as Lance, can at least make use of the set's Guard boosting capabilities.

- **Rathalos S**

Provides more Attack than the LR Version and is just a solid progression armor if you want to deal more damage. 'S pretty simple.

- **Rathalos Mixset S**

Simply an upgrade to the Rathalos Mixset described earlier but with High Rank parts replacing the Low Rank parts. Still provides the same benefits, but this mix has more Attack than the LR version.

- **Silver Sol**

If you really want to suffer, you can grab this set. This set provides Weakness Exploit and Critical Boost by default, boosting those critical hits you get from Weakness Exploit and making them deal more damage. This set is entirely optional though.

- **Hayasol**

The legendary Hayasol mixed set from Gen meta returns as a great progression set. You can, in fact, make it through G-Rank by just using this set, so if you have the desire to farm this set up it'll take you far. You don't need this set though if you don't want to completely clear Low Rank Village.

G-Rank (Hub G1-G4*)

- **Battle X**

A unique progression option for Lance, this set has Guard +1, Attack Up (S), and Anti-Theft by default, and can be gemmed for additional Guard and Attack power. Certainly weaker than traditional progression sets, but provides an early way to gain G-Rank Defense power.

- **Ceanataur X/GX/XR**

Has Critical Eye and Razor Sharp, though the defense slots, and skill point distribution will be different for each set. Perfect for taking you to G-Rank Defense without sacrificing any offensive capabilities.

- **Barroth X**

Like Barroth's HR set, but with more points in Attack and Guard, and it also sacrifices the points in Defense for points in Bind Res and Guard Up. You'll have to gem in Guard Up yourself, but otherwise this is an okay set for Lance progression.

- **Rathalos X**

All the power of Rathalos with G-Rank power. This incarnation has a few points in Earplugs, but you're Lance and you can guard roars anyhow. Note that the game will check if you're guarding in the roar's direction before it checks for Earplugs, so you'll be taking stamina damage if you guard roars anyway.

- **Rathalos Mixset X**

Sacrifices the ability to get Earplugs but grants you more Blademaster-relevant skills like Attack Up (L), Weakness Exploit, and Razor Sharp. Comprised of Rathalos X/Rathalos X/Rathalos X/Vaik X/Bnahabra X. More useful for Lance users because of the loss of Earplugs.

- **Jho Ceana**

Sharpness +2 and RS are recommended on most of the Lances you use by default, so this set simply provides those skills and more. Very useful after Ahtal-Ka.

Skill Recommendations

- **Weakness Exploit**

Grants +50% Affinity when striking a hit zone of 45 or more. Due to Lance's unique ability to calculate damage from either the Cut or Impact hit zone, you can take advantage of this skill even more than most other Blademasters can.

- **Razor Sharp**

Lance hits a lot even when you're just spamming Striker Charge Finishers into the monsters, so Razor Sharp is generally recommended on Lances.

- **Sharpness +2**

Only certain Lances will need this depending on what their own Sharpness gauges are. In general you're looking to gain either White or a sizable amount of Purple after a sliver of White when it comes to making the most out of this skill.

- **Critical Boost**

Damage boost to crits. Since the meta revolves around stacking crit this skill is pretty great since it amplifies those crits.

- **Critical Eye**

Standard Affinity Booster. Used to round out a set, so don't go for this as a focus.

- **Challenger +1/2**

Popular since the monster is often enraged in G-Rank. Provides a sizable damage boost while the monster's enraged, though due to the nature of this skill, should only be gotten if Critical Eye is unavailable.

- **Evade Extender**

Useful for Evade Lances, since they step-evade a lot for their playstyle. Double distance on each evade means a lot to them.

- **Evasion +1/2**

Evasion + skills when used in Evade Lance can let you hop through some attacks, and since you can do three hops in a row, you can easily go through multiple attacks. Do note that even with Evasion +2, you aren't completely invincible when you chain multiple hops together.

- **Guard +2**

Lets you defend against attacks more effectively, reducing the amount of Stamina lost, knockback, and chip damage received. Most effective against multi-hit attacks since those can eat up Stamina. Will work with Counter Thrust but not with Adept Guards.

Final Thoughts

Lance got the buff stick in this game with its above-average HAs and potency of the Striker Charge Finisher, which can chain into another Charge. It's a shame that it basically had the Strong Thrusts, well, thrust upon it, ruining many Lancemain's timing and rhythm, but at least Striker also doesn't have that. This makes the other styles weird to use in comparison, but hopefully we'll see either people get used to the Strong Thrust, or it just being removed in the next game. The matchups vary wildly for Lance, mostly based on if the monster's attacks can be efficiently guarded or not at base Guard level. Lance is a great weapon in this game, and despite the centrality of Striker, other styles can be useful without sacrificing too much in the way of other things.

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