

Yet Another Weapon Guide - Bow

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Intro

Bow lets you attack from mid-range and apply phial effects! Charge in order to boost your damage and change your shot type while sniping away at a monster's weakspots! Stay mobile while charging, and roll through many attacks!

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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 Bow. 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 Bow controls, details on arrow types and coatings, commentary on Bow styles and combinations, recommendations on progression Bows, and a final note on matchups against most monsters in the game.

When controls are discussed, this will assume Type 1, with X to charge and R to aim.

At A Glance

How Do I Play Bow?

- To Charge, hold X down, and release to fire.
- To aim, press and hold R. This will generate a trajectory line, giving you a rough idea of how the arrows will travel. This is slightly misleading for Heavy, Spread, and Rapid-type arrows though, as those arrow types will be affected by gravity as they travel.
- The shot fired will depend on the level of charge you fire at and the Bow you're using. For best results, use Rapid type for most situations.*
- Always try to fully charge your shots.
- Power Shots can be performed with A after you fire a shot in Guild Style, and under different conditions in other styles. When used, Power Shots will fire the shot type one level above your charge level, unless you don't have access to it, in which case, the Power Shot will repeat the shot fired.
- Pressing A while you're charging will fire an Arc Shot. Arc Shots will impact a specific area, and only differ for different Bows. Charging Arc Shots will make them go farther away and increase their damage.
- *Due to the Rapid Bow Bug, Heavy-type arrows, though different from the other shot types, are about as effective as Rapid type arrows on most matchups.

Hot Tips

1. **Bow wants to be charging all of the time**, or at least, as much as possible. **Higher charge levels means higher damage**. So always strive to be charging if you aren't doing much else. Charge while on the move and you'll be able to punish monsters by walking out of the way.
2. **Try to learn and stay within Critical Distance for your attacks**. Remember that Pierce has the longest Critical Distance, followed by Rapid, then by Heavy, then by Spread.
3. **Aim for the monster weakspot**. Learn and remember monster weakspots, so that you can adjust your shots. The difference between hitting a good weakspot and bad weakspots can save you quite a few coatings.

4. **Take Coatings and Coating Combines for your Bow**, so long as the Coatings can be used by your Bow. Power Coatings are the most valuable Coatings, followed by Elem. Coatings, then by Status-type Coatings.
5. **Abuse monster openings by using Power Shots**. As long as you have the time and safety, Power Shots effectively double (or more) your damage output. Well-timed and aimed Power Shots can make a great difference.
6. **Watch your Stamina** if you aren't using Mega Dash Juices. Stamina management is key when playing Bow, as you can fail dodges if you don't have enough Stamina. Remember that using a Power Shot or simply charging up a shot consumes Stamina, so if you're about to run out of Stamina, think about canceling your charge with Y or B.

Meta Stuff

- **Rapid-type** arrows and **Heavy-type** arrows are usually about equal to each other. Following them up is the more niche but still usable Pierce-type arrow. Finally, Spread-type arrows bring up the rear.
- Try to pick Bows with a **Rapid or Heavy-type shot on the final charge**. Even better, if you're running **Valor Style**, use a Bow which has the **same shot type on Charge Levels 2 and 3**.
- **If your Bow cannot support Power Coatings, then that's usually an indicator of a bad Bow**. Exceptions do exist, but are few and far between.
- **Try to always pick a Bow that supports at least Power C. Lvl 2**. If you want more damage uptime, try to find a Power C+ talisman with at least +10 points on there, so you can get "Use Power C Lvl. 1".
- **Consider running Mega Dash Juices** if you don't have Focus so you can store your charge while walking to dodge monster attacks.
- Style-wise, **Valor tends to be most used**. Valor Bow, when it fills the Valor Gauge, can fire two Power Shots in a row, with the second having a damage bonus.
- **Adept Bow** is also good, since it lets you gain a large amount of charge post-dodge.
- **Guild** tends to be middle of the road with access to both Arc and Power Shots.
- Striker and Alchemy are less used because of their lack of access to Power Shot. Aerial Bow, while fun, tends to be on the worse side because you can't fire Charge 3 shots mid-air, only Charge 2.

- Hunter Art-wise, Bow has okay HAs, with a few standouts. **Haste Rain** tends to be the best due to it enhancing your charge speed and walking speed.
- **Tactical Retreat** is like Absolute Readiness for Bow, since it also lets you charge a shot while you're invincible.
- Triple Volley can dish out damage but it takes a while to execute and you're vulnerable for the entire time you're using it.
- Blade Wire is pretty bad and works like Pierce-type arrows, but you can't use phials with it. If you need to sever tails, I suggest using a Bowgun with Slicing S or a Cut-type weapon instead.
- If you must use Bow on certain bad matchups, consider Evasion +1 or Evade Extender in order to mitigate the monster's attacks. Or... Adept and Valor.
- The **Rapid Bow Bug** is a critical bug discovered and confirmed back when GU was still unlocalized, and was still called XX. Essentially, the game ignores one or more hits that occur on the same frame, which happens a lot of the time when you use Rapid-type Arrows. This can translate into up to 10% damage loss, and is the prime reason why Heavy is as used as often as Rapid. Furthermore, this bug also impacts sleep and bomb strategies.

Cool Stuff

- Need to sheath quickly? Standing still and sheathing is much faster than sheathing while moving. Let go of the control stick and sheath in order to perform the faster sheath.
- Need to load coatings and the monster's about to roar? Cancel your loading animation by starting to load the coating. The monster's roar will stop your animation early, and you'll have coatings loaded quickly.
- Once you start combining, nothing can interrupt you. Use this to combine extra phials while the monster roars.
- Once you fire, you can't readjust your shot for Power Shotting under most circumstances. Make sure you've got a good line of fire before you Power Shot, and keep in mind the monster's stagger tendencies.
- Aiming with Bow is as easy as 1-2-3: First, move your hunter in the monster's direction, then aim, then aim up and down to adjust for weakspots. Then fire!
- Try fiddling around with the options to make your aiming experience easier on yourself.

Controls & Style Rundown

Guild Style

Two Hunter Art slots (1 SP Art). Unlimited access to Power and Arc Shot.

- X (Type 2) **Aim** (hold), or (Type 1) **Charge** (hold)
- While Charging, Y or B - **Backstep**
- While Charging, A - **Arc Shot**
- While Charging, release - **Fire Shot**
- After Fire Shot, A - **Power Shot**
- A - **Arrow Swipe**
- After Arrow Swipe, A - **Arrow Swipe 2**
- X + A - **Apply Coating**
- B (no direction) - **Backstep**
- After Backstep, B - **Backroll**
- After Backroll, X - **Insta-Charge**
- R (Type 2) **Charge** (hold), or (Type 1) **Aim** (hold)
- In midair, X - **Jumping Shot**
- In midair, A - **Jumping Swipe**

Guild Style is generally a solid choice, though it pales in comparison to the “press button and win” styles, Valor and Adept. Make sure to use the backstep and backroll to your advantage, but be careful in using it -- they take a lot of stamina to execute. Used effectively, the backstep and backroll can be a powerful spacing tool, used both for closing gaps and for dodging away from monsters.

Recommended Hunter Arts:

- Haste Rain III
- Tactical Retreat III / Absolute Readiness

Striker Style

3 Hunter Art slots (1 SP Art), only Arc Shot available.

- **Cannot Power Shot.**

Striker Style is simply underwhelming, due to the lack of Power Shots. Power Shots can easily make up to 30% or more of a Bow's damage per second, so losing access to that in exchange for Bow's generally underwhelming Hunter Arts just feels bad. You do still have access to the insta-charge, so you can use that to close in on monsters relatively well.

Recommended Hunter Arts:

- Haste Rain III
- Tactical Retreat III
- Absolute Readiness

Aerial Style

1 Hunter Art slot (1 SP Art). Use the Aerial Hop to jump off of monsters and fire two shots directly downwards.

- **Cannot Power Shot on the ground.**
- **Cannot Arc Shot.**
- Forward + B - **Aerial Hop**
- Post-Aerial Hop, X - **Fire Forward** (*fires Charge Lv. 2*)
- Post-Aerial Hop, A - **Fire Downwards** (*fires Charge Lv. 2*)
- After Firing Downwards, A - **Fire Second Shot Downwards** (*fires Charge Lv. 2*)

Aerial Style is absolute trash, and if I see you using it ever you will never be a real Bow user.

Recommended Hunter Arts:

- Tactical Retreat III

Adept Style

1 Hunter Art slot (1 SP Art). Use the Adept Dodge to roll through monster attacks and Insta-Charge.

- **Cannot Arc Shot.**
- **Cannot Backstep.**
- B - **Adept Dodge**
- While Charging, Y - **Forward Roll**
- While Charging, A - **Power Shot**
- Post-Adept Dodge, X - **Insta-Charge**
- Post-Adept Dodge, A - **Arrow Lunge**

Adept Style is fairly solid, with the ability to perform Insta-charges after dodging attacks, and without the sacrifices needed to charge regularly, like some other Adept-style weapons. Since you rarely use Arc Shots anyway, Adept can be seen as an additional safety net to using Bow, which is great for some matchups.

Recommended Hunter Arts:

- Haste Rain III

Valor Style

1 Hunter Art slot (1 SP Art). Use the new Valor Arc Shots to charge your Valor Gauge and enter Valor State to fire off two Power Shots, with the second dealing more damage.

In any state:

- **Cannot Backstep with Y.**
- While charging, A - **Backstep**
- **Cannot Insta-Charge from Backroll.**
- Y - **Valor Sheathe**
- Valor Sheathe, then X - **Charge Valor Arc Shot**

Outside of Valor State:

- **Cannot Arc or Power Shot.**

- **Cannot Backroll.**
- Standing still grants -20% charge thresholds.
- **Moving while charging incurs +20% charge thresholds.**

While Valor State is active:

- Standing still grants -40% charge thresholds.
- Moving grants -15% charge thresholds.
- Backstep, B - **Backroll**
- After firing a shot, A - **Power Shot**
- After firing a Power Shot, A - **Valor Power Shot**
- After firing a Valor Arc Shot, A - **Power Arc Shot**

Valor Style on Bow is easy to charge up, but remember the type of your Arc Shot, as that does matter when positioning to fire those Valor Arc Shots. Once charged, you gain massive charge rate boosts and a 2nd Power Shot to play with that does 30% more damage. Needless to say, TrueShot Up is very valuable on Valor Bow, and even without it Valor Bow performs astronomically well in most matchups. Make sure you aim those Power Shots well and you'll see great returns.

Recommended Hunter Arts:

- Haste Rain III / Tactical Retreat III / Absolute Readiness

Alchemy Style

3 Hunter Art slots (3 SP Arts). Charge the Alchemy Barrel to give you and your teammates useful items and increase your SP Level. Equip the Alchemy Coatings to charge HAs faster.

- **Cannot Power Shot.**
- **Cannot Insta-Charge from a Backroll.**
- **Natural Reload Speed +1.**
- After a forward roll, R + Y - **Alchemy Barrel**
- To Charge the Alchemy Barrel faster, **land shots in Critical Distance.**

Alchemy Style on Bow, like most other Alchemy style combos, is fairly underwhelming for the cost of Power Shots. Alchemy Coatings don't actually increase your damage, so solo play can't really get a lot out of this style. Loading Coatings faster may seem good on the Status Bows, but then you realize that Status Bow isn't really super-great. If you must play this however, focus on outputting damage with Power Coatings, then use the stocked-up Alchemy Coatings to provide constant SP-state support to your teammates.

Recommended Hunter Arts:

- Haste Rain III
- Tactical Retreat III (SP)
- Absolute Readiness (SP)

The style hierarchy goes Valor > Adept > Guild > Striker/Alchemy > Aerial. Valor's Double Power Shots are very powerful if abused, while Adept provides a great safety net. Guild has all the basics that Bow

provides. Striker and Alchemy lose their Power Shots while not providing much else of value, and Aerial... forces you to use Charge Lv. 2s constantly.

Hunter Arts

Triple Volley

After a brief windup, your hunter launches two piercing shots in the direction you were facing, then charges a third piercing shot for slightly longer.

| HA Rank | To Charge | MV |
|----------|---------------|---|
| Rank I | 500 (800 SP) | $(7 * 3) + (7 * 3) + (17 * 5) = 127 \text{ MV} / 11 \text{ hits}$ |
| Rank II | 600 (920 SP) | $(10 * 3) + (10 * 3) + (20 * 5) = 160 \text{ MV} / 11 \text{ hits}$ |
| Rank III | 700 (1040 SP) | $(14 * 3) + (14 * 3) + (23 * 5) = 199 \text{ MV} / 11 \text{ hits}$ |

This HA has a Critical Distance. The first two shots are fired in the direction your hunter was facing when the HA was activated, but the third can be aimed by holding the R button while you're charging up.

This being the sole damage HA for Bow, Triple Volley is unfortunately not worth running most of the time. This is due to the high execution time, which forces you to stand in one place for quite a while. Unless you somehow manage to trip the monster as Bow, running this HA in solo play is questionable. It's a bit better in multiplayer because you can wait for your buddies to trip the monster then you unload this on the head, but then it's taking up an HA slot for some other better art.

Haste Rain

Fires an arrow above your head, which increases your charge rate as well as your unsheathed walking speed.

| HA Rank | To Charge | Effect Duration |
|----------|----------------|-----------------|
| Rank I | 830 (1196 SP) | 30 seconds |
| Rank II | 1000 (1400 SP) | 60 |
| Rank III | 1080 (1496 SP) | 90 |

Charge thresholds decrease by 20%. Walking speed increases by 50%.

The main reason why this is ran is because it's an additional source of charge rate increase. This and Focus stack additively, which means you can get up to 50% charge rate if you're not running Valor, and if you are, well...

The walk speed increase is also very nice for getting out of attacks and repositioning more easily. 50% increase in speed makes you walk really fast.

Note that sources that cause you to flinch or take damage will take precedence over the casting animation and will make you lose your charge, like all HAs with cast times. If this happens, Haste Rain will be canceled and the charge depleted. Make sure you're safe to apply this HA while it casts.

Blade Wire

After a short cast animation, converts your arrows into special shots that can sever tails. The wires are shot horizontally.

| HA Rank | To Charge | Effect Duration |
|----------|---------------|-----------------|
| Rank I | 500 (800 SP) | 30 seconds |
| Rank II | 600 (920 SP) | 60 |
| Rank III | 700 (1040 SP) | 90 |

| Charge Level | MV |
|--------------|------------------|
| 1 | 27 (9 * 3 hits) |
| 2 | 33 (11 * 3 hits) |
| 3 | 39 (13 * 3 hits) |
| 4 | 45 (15 * 3 hits) |

If you perform a Power Shot, then you'll fire the normal shot. All Elemental and Status damage is also negated for the duration of this HA. Blade Wire arrows cannot bounce back at you if deflected through special effects. The equipped coating is unequipped, and you cannot apply other coatings for the duration of this HA.

Blade Wire sucks less than it did in Gen, because it actually has decent MVs. It prevents you from loading coatings though, and it works like Pierce, so it's still sorta bad. Use some other weapon if you need tails.

Tactical Retreat

After a brief hopping animation, perform a high-speed, high-distance backroll in the direction that the hunter was facing when the HA was used. While you're in the backroll animation, you're completely invincible, and during it, you automatically fire a shot in the opposite direction. You can press X in order to save the shot instead.

| HA Rank | To Charge | Effects |
|----------|---------------|------------------------------------|
| Rank I | 420 (704 SP) | Fires Level 2 shot. |
| Rank II | 500 (800 SP) | Fires Level 2 shot. +20% Affinity. |
| Rank III | 670 (1004 SP) | Fires Level 3 shot. +35% Affinity. |

The shot fired from this HA will automatically land in Critical Distance.

The big thing to keep in mind when using this HA is that, unlike Absolute Readiness, the initial hop backward does not have invincibility associated with it. So you'll have to preemptively use it instead. Otherwise, this is exactly like an Absolute Evasion for Bow specifically. If you still prefer the instant pop-ability of Absolute Readiness though, you can use that instead.

If you don't mind charging for a bit afterwards and your setup grants 100% Affinity already, you can just use the Rank I version constantly instead, for a faster charge time.

Arrow Types

Before we talk about arrow types, we'll briefly talk about Charge Modifiers and Critical Distance. Charge Modifiers are as follows:

| Charge Level | Raw Modifier | Element Mod. | Poison Mod. | Para/Sleep/Blast Mod. |
|--------------|--------------|--------------|-------------|-----------------------|
| 1 | 0.4 | 0.7 | 0.5 | 0.5 |
| 2 | 1.0 | 0.85 | 1.0 | 1.0 |
| 3 | 1.5 | 1.0 | 1.5 | 1.3 |
| 4 | 1.7 | 1.125 | 1.5 | 1.3 |

What charge modifiers generally mean is that **the higher your level of charge, the higher damage you'll deal with the shot.** This is **real important** because just spamming shots doesn't deal much damage, and this also explains why we focus on the last level of charge of a Bow, instead of all of the other levels of charge.

Now, Critical Distance is something common to all Gunners. Critical Distance prevents Gunners from sitting at the end of the map and sniping at monsters at the other end. Critical Distance is as follows:

| 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.

Standard Arrows

Rapid-type

- Arrows that fire straight towards the monster and disappear on impact.
- Spreads vertically.
- Higher levels mean more arrows are shot at the monster, with weaker MVs on additional arrows.
- Great at dealing both raw and elemental damage to specific monster spots.
- Critical Distance is about 2-3 backsteps from the monster.

| Shot Level | Motion Value (MV) | Status Damage |
|------------|---------------------|--------------------|
| 1 | 12 | 13 |
| 2 | 16 (12 + 4) | 14 (7 + 7) |
| 3 | 19 (12 + 4 + 3) | 15 (5 + 5 + 5) |
| 4 | 21 (12 + 4 + 3 + 2) | 16 (4 + 4 + 4 + 4) |
| 5 | 22 (12 + 4 + 3 + 3) | 16 (4 + 4 + 4 + 4) |

Pierce-type

- Arrows that pierce through the monster's body and are unaffected by gravity.
- Higher levels means longer Critical Distance and more hits.
- Great at dealing elemental damage at a greater distance than other arrow types, though is weaker at raw. Relies on good shot angles to be effective.
- Critical Distance starts from 3 backsteps and continues for a while.
- Longest Critical Distance of all arrow types.

| Shot Level | Motion Value (MV) | Status Damage |
|------------|-------------------|----------------|
| 1 | 15 (5 + 5 + 5) | 15 (5 + 5 + 5) |

| | | |
|---|------------------------|------------------------|
| 2 | 20 (5 + 5 + 5 + 5) | 16 (4 + 4 + 4 + 4) |
| 3 | 25 (5 + 5 + 5 + 5 + 5) | 20 (4 + 4 + 4 + 4 + 4) |
| 4 | 25 (5 + 5 + 5 + 5 + 5) | 20 (4 + 4 + 4 + 4 + 4) |
| 5 | 25 (5 + 5 + 5 + 5 + 5) | 20 (4 + 4 + 4 + 4 + 4) |

Spread-type

- Arrows that spread horizontally.
- Higher levels means more hits and higher MV.
- Great at dealing elemental damage and status damage, though suffers at hitting specific areas due to the nature of the shot.
- Critical Distance starts from one backstep and continues for about one more backstep.
- Shortest Critical Distance of all arrow types.

| Shot Level | Motion Value (MV) | Status Damage |
|------------|------------------------|------------------------|
| 1 | 13 (4 + 5 + 4) | 15 (5 + 5 + 5) |
| 2 | 16 (5 + 6 + 5) | 18 (6 + 6 + 6) |
| 3 | 23 (4 + 5 + 5 + 5 + 4) | 20 (4 + 4 + 4 + 4 + 4) |
| 4 | 24 (4 + 5 + 6 + 5 + 4) | 20 (4 + 4 + 4 + 4 + 4) |
| 5 | 26 (5 + 5 + 6 + 5 + 5) | 20 (4 + 4 + 4 + 4 + 4) |

Heavy-type

- Arrows that are heavily affected by gravity.
- Higher levels means higher MV.
- Incredible at dealing raw damage and hitting hard-to-hit areas due to the nature of the shot, though is weak at dealing elemental or status damage due to the low hit count.
- Critical Distance starts from the highest point of the arc and never stops.
- This arrow type is very different from other types to use, due to the gravity affecting the arc of the shot.
- Heavy-type arrows have a special property that negates any projectile-nullifying effect, such as Stonefist's large pincer or Teostra's heat aura.

| Shot Level | Motion Value (MV) | Status Damage |
|------------|-------------------|---------------|
| 1 | 11 | 14 |
| 2 | 14 | 15 |

| | | |
|---|----|----|
| 3 | 17 | 16 |
| 4 | 19 | 17 |
| 5 | 20 | 18 |

Arc Shot

Note that all Arc Shots ignore the base charge of the Bow, always defaulting to 3 levels of charge. They also have Critical Distance.

Arc Shot: Focus

- Lands in a small area, dealing 5 hits, as well as KO and Exhaust damage.
- Good at targeting a monster's head specifically.

| MV | KO | Exhaust |
|------------|------------|------------|
| 15 (3 * 5) | 15 (3 * 5) | 15 (3 * 5) |

Valor Arc: Focus

- Only available in Valor.
- When fired, travels forward then explodes at a very short distance. Be as close to the monster as possible and charge it up fully to maximize Valor Gauge gain.
- Chargeable.

Arc Shot: Wide

- Lands in a wider area, dealing 5 hits and KO and Exhaust damage.
- Good at pelting a monster's back.

| MV | KO | Exhaust |
|------------|------------|------------|
| 15 (3 * 5) | 15 (3 * 5) | 15 (3 * 5) |

Valor Arc: Wide

- Only available in Valor.
- When fired, launches an arrow that explodes twice on impact. Snipe at a monster's head and charge it up fully to maximize Valor Gauge gain.
- Chargeable.

Arc Shot: Blast

- When the arrow connects with the ground, causes an explosion, dealing a buncha KO and Exhaust damage.
- Will knock away ally hunters.

| MV | KO | Exhaust |
|------------|----|---------|
| 35 (Fixed) | 20 | 20 |

Valor Arc: Blast

- Only available in Valor.
- When fired, launches 3 arrows that each cause an explosion when they connect with the ground. Connect the explosions to the monster's body to maximize Valor Gauge gain.
- Will knock away ally hunters.
- Chargeable.

Coating Compendium

Power Coating Lv. 1

- +35% raw when applied.
- 50 Capacity.
- +20 from combines (Fire Herb + Empty Phial, 90% base rate).

A basic coating that nearly all beginning Bows should have access to. On late-game or end-game Bows, consider getting the skill "Use Power C. Lv 1" in order to get access to an extended supply of coatings, which means more damage output over time.

Power Coating Lv. 2

- +50% raw when applied.
- 50 Capacity.
- +20 from combines (Nitroshroom + Empty Phial, 90% base rate).

A coating that should be on every useful Bow through High and G-Rank. If a Bow doesn't have access to these coatings, then it very quickly falls behind Bows that can use these. Unlike Power 1 Coatings, getting "Use All Power Phials" requires a pretty good talisman and additional Decoration support, so it generally isn't worth it.

Elem Coating Lv. 1

- +35% Element when applied.
- 20 Capacity.
- +10 from combines (Bitterbug + Empty Phial, 90% base rate).

New coatings introduced in MHGen which increase a Bow's elemental damage. More useful with Rapid or Spread-type Bows with decent Elemental damage.

Elem Coating Lv. 2

- +50% Element when applied.
- 20 Capacity.

- +10 from combines (Gloomgrass Root + Empty Phial, 90% base rate).

Coatings which significantly boost your Elemental damage output. For maximum effect, pair with appropriate Bows and monster weaknesses.

Close Range Coating

- Increase Arrow Swipe sharpness rating from Blue to White.
- Provides Critical Distance at Close Range, similar to Spread's Critical Distance.
- 20 Capacity.
- +20 from combines (Whetfish + Empty Phial, 90% base rate).

Worth noting that Seregios Bows and Bladescale Polish armor skill make C. Range Coatings provide an additional +50% raw boost, effectively duplicating Power Coatings Lv. 2, for up to 40 more Power Coatings. Stacking the aforementioned effect with Bladescale Hone will increase the effect by 15%, to 65% extra damage.

Poison Coating

- When applied, deals Poison damage instead of the normal alternate damage type on the Bow. Poison damage applied differs per shot type.
- 20 Capacity.
- +10 from combines (Toadstools + Empty Phial, 90% base rate).

Note that the charge modifier for Poison is different from the charge modifier for the other status damage types, making Poison slightly better to apply onto Bows.

Paralysis Coating

- When applied, deals Paralysis damage instead of the normal alternate damage type on the Bow. Paralysis damage applied differs per shot type.
- 20 Capacity.
- +10 from combines (Parashrooms + Empty Phial, 90% base rate).

Certain Bows provide a Coating Boost to this phial and other status phials. When applied, coating boosts deal an additional +20% Status damage.

Sleep Coating

- When applied, deals Sleep damage instead of the normal alternate damage type on the Bow. Sleep damage applied differs per shot type.
- 20 Capacity.
- +10 from combines (Sleep Herb + Empty Phial, 90% base rate).

Remember that a monster's status buildup will deplete over time if you do not reapply the status. Bow is particularly good at maintaining Status damage despite the low carrying capacity of the Status Phials.

Exhaust Coating

- When applied, deals Exhaust and KO damage instead of the normal alternate damage type on the Bow.
- Exhaust: 8 per arrow.

- KO: 4 per arrow.
- 20 Capacity.
- +10 from combines (Mopeshroom + Empty Phial, 90% base rate).

Regardless of hitzone, Exhaust damage dealt will always be 8 per arrow. KO damage can only be dealt to a large monster's head (for small monsters, anywhere will work), and does depend on the monster's KO hitzone. The only notable exception that comes to mind is (Furious) Rajang's head hitzone, which is 50 rather than the usual 100.

Blast Coating

- When applied, deals Blast damage instead of the normal alternate damage type on the Bow.
- 20 Capacity.
- +10 - 30 from combines (Bomb Arowana + Empty Phial, 90% base rate).

Blast Coatings can be quite effective at dealing damage when you're out of Power Phials. You can even have up to 50 total Blast Coatings, so long as you have Mass Combiner. Just note that not many of the good late-game Bows will not pack Blast Coatings naturally.

Paint Coating

- When applied, arrows will apply the Paint status onto the monster, like Paintballs. Note that this will remove the alternate damage type of the Bow while the coating is equipped.
- 99 Capacity.
- +99 from combines (Paintberry + Empty Phials, 90% base rate).

Always nice to have in the back of your pocket in case you're about to lose the monster. Simply apply once at the beginning of the hunt and every time the monster switches areas.

What Bow To Use?

Generally you want to look at the monster's hitzones and attack patterns and decide what type of shot is best to use. For most cases, Rapid or Heavy is best, followed by Pierce in certain unique situations, and Spread is very rarely used, if at all. The monster's elemental hitzones should then be considered, with higher priority given to shots that fire more arrows. Otherwise, sticking to high raw is great. As mentioned earlier in the guide, having more access to Power Phials is better, and having natural access to at least Power 2 Coatings is very important. Power 1 Coatings are nice. Elemental or Status Phials are less important and should be treated as bonuses.

Progression Recommendations

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

- **Petrified Bow**
The default Bow that you're given at the start of the game packs Rapid-type arrows and access to Power 1 Phials, which should be good enough for most situations at that point.
- **Hunter's Stoutbow**

An alternate version of the starting Bows that you're given at the start of the game. This Bow packs Heavy arrows instead of Rapid, but also upgrades slightly faster at the beginning of the game, letting you have slightly higher raw. It also packs Power 1 Phials.

- **Blessed Rain**

Bow created from Mizutsune materials, packs Rapid arrows and Water damage to boot. At this point, the starting Bows will start to fall behind a bit, and Blessed Rain will start to outdamage them at this point. It'll be more effective on monsters weaker to Water as well. Packs Power 1 Phials.

- **Ashen Wrath**

The Glavenus Bow. Uses Rapid arrows and also has accompanying Fire damage, as well as Power 1 Phials. An overall solid Bow for late Low Rank, it also upgrades fairly early on in High Rank as well, beating out other early High Rank options.

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

- **Ashen Wrath**

As mentioned previously, the Ashen Wrath upgrades fairly early on in comparison to other Bows in High Rank, reaching 200 raw, and being the first Bow to do so, when you gain access to Lavasioth. It also scales fairly well into G-Rank, despite it losing usage to the Teostra Bow in early G-Rank.

- **Blessed Rain**

Starts to fall a little behind Ashen Wrath, especially since Mizutsune weapons in general tend towards lesser raw. Still solid enough to use against Water-weak monsters, especially when it gains access to Power 2 Phials.

- **Scylla Fist** (GU only)

Sees a little bit of usage before Ashen Wrath gets to 200 raw, and its upgrades scale very well into G-Rank. I recommend building this Bow even if you don't want to use it at this point in the game.

- **Bow of Hope & Valor**

The Teostra Bow. Uses Rapid-type arrows, Power 2 phials, and has big Blast damage. It alone defined a new meme and for good reason -- in late High Rank, this has great stats, eclipsing all other Bows in late High Rank. However, it's only really worth using when it reaches the first full upgrade as it is slightly underwhelming otherwise. It's so good that it even scales through to G3.

- **Alatreon Bow**

This Bow used to be called the "Gold Standard" for Pierce Bows all the way back in 3U. It still maintains that title here. With natural access to Power 2 and Power 1 phials, you can take this Bow to any Dread Rath and laugh at them. This is also used for a particular fight in G-Rank,

so I recommend that you make this Bow even if you don't plan to fight the Dread Raths in High Rank.

- **Beast Thunderbow**

Rajang's Bow. Though not quite as powerful as Alatreon's Bow it still has a niche: Destroying Plesioth. This Bow is also quite useful for a certain fight late in G-Rank, so I'd advise building it now. Oh, and don't upgrade it into the Furious Rajang version. Keep it at normal Rajang.

G-Rank (Hub G1-G4*)

- **Bow of Light & Courage**

The Teostra Bow still scales abnormally well into G3, mostly due to lack of other good options. You'll have to put up with it until at least G2, where you can get Nerscylla materials to gain access to Scylla Fist's better forms, and even then it still competes. Once you get past G2 and gain access to Seltas Queen, you can drop this bow like a sack of hot rocks.

- **Alatreon Commandment**

The prime Dragon Pierce Bow of choice in G-Rank. Used to fight off Lao Shan Lung and later in G-Rank, the Dread Raths.

- **Scylla Weave**

A powerful Rapid-type Bow with access to Power 2 phials. The meta Bow of choice for Rapid-type Bows, it has natural Affinity in addition to being one of the first 300 raw Bows. You can use this throughout G3 and G4 in conjunction with Herald's Battlebow to cover most monsters.

- **Herald's Battlebow**

The meta Heavy Bow of choice with natural access to Power 2 and Power 1 phials. I heavily recommend this Bow for fighting off G-Rank Astalos, as well as any other monster you can do with Rapid. With a little bit of practice, you can find this Bow to be more powerful than Scylla Weave.

- **Beastking Thunderbow**

Rajang's Bow is still useful for fighting off Plesioth or other Thunder-weak monsters which Rapid isn't as great. But even more important is that this Bow can successfully fight off Ahtal-Ka. Due to certain mechanics of the fight, Pierce Bow is *actually useful* on Ahtal-Ka. Build this Bow, get it as high as you can, and fight Ahtal-Ka.

Endgame Bow Recommendations

Non-Elemental:

- **Scylla Webdart**

The prime Rapid Bow of choice for most situations, has about average raw, natural Affinity, and access to Power 2 Phials. The lack of Power 1 Phials means that this Bow may not have as much damage upkeep as other Bows, but is solved easily with “Use Power Phial Lv 1”.

- **Wepwawet**

Ahtal-Ka’s Bow. In line with other Ahtal-Ka weapons, it usually lacks something in order to compensate for its high Raw, and in the Bow’s case, it has relatively crappy shot types. You’ll need to have Load Up in order to gain access to the Rapid 5 shot, but when you do, this Bow is an absolute house.

- **Deadeye Tragedy**

Deadeye’s Bow features both Power 2 and Power 1 access, along with slightly lower Raw and half as much Affinity to compensate. Furthermore, Deviant boost is always nice to have. Consider this a good alternative to the Scylla Webdart, as long as you can stand farming Deadeye for 15 levels.

- **Sacred Bow G**

The first Legend of Zelda Bow, introduced as a DLC weapon. Has decent raw and access to many phial types, as well as 3 slots. Requires Load Up to gain access to the Rapid 5 shot, but is a good alternative to the Scylla Webdart. Just hope you have good luck in finding those 4 rare materials you need to max it out.

- **Grimclaw Roar**

Has an absolutely crazy 360 raw with minimal negative Affinity as well as access to Power 2 phials. It also has access to a multitude of Status phials as well, to extend support capabilities. This in conjunction with the Deviant boost makes this Bow stand out, and is yet another alternative to the Scylla Webdart. Just hope you can stand doing Grimclaw 15 times.

- **Harbinger’s Battlebow**

Heavy Bow of choice with natural access to Power 2 and Power 1 phials. Has no slots and no affinity, but has a good 350 raw to compensate. Stick some Affinity onto this weapon as well as some practice with Heavy Bow and you’ll see faster times than with Rapid in some cases. It’s also really easy to make, only requiring some random ore materials.

- **Beyond the Firmaments**

At first glance this seems to be a weaker Harbinger’s Battlebow, and it sorta is. It does have Water damage, which can compensate for the slight loss of raw and loss of Power 1s. Important to note: some sets use Load Up in conjunction with Valor Bow to make use of this Bow’s hidden Heavy Lv. 5 shots on Charge 4.

Elemental:

- **Ashen Vainglory**

The only Fire/Rapid Bow, and thus, the best. Slightly-below average raw with natural access to Power 2 phials and a bit of Fire means that this Bow is great against Chameleos and any other Fire-weak monster.

- **Scorpion Perforator**

Nibelsnarf's Bow actually starts to outscale Mizutsune's Bow when you first get access to Nibelsnarf in G-Rank. Once you get the G-Rank upgrade, this Bow gains additional slots, and when maxed, has access to 3 slots! Below-average raw is compensated for with decent Water damage and great customizability.

- **Orcus Sagittus**

Zinogre's G-Rank Bow gains Rapid, and in effect, becomes the only Thunder/Rapid Bow worth using. Average raw combined with one slot and decent Thunder means that this Bow has a bit of potential against Thunder-weak monsters.

- **Beastczar Thunderbow**

Rajang's Bow in G-Rank remains useful, albeit niche in usage. Solid for the appropriate situations due to decent raw, good Thunder, and natural access to both Power 2 and Power 1 phials.

- **Behemoth's Bow**

Gammoth's Bow is probably the best Ice Bow, though it's Pierce. Most monsters aren't particularly weak to Ice in this game, and those who are have good raw weakspots. If you need to fight a Nibelsnarf or something though, I'd take this Bow.

- **Magnastar Wil**

One of two Dragon/Pierce Bows, this has access to Power 2 Phials and two slots to play with. About average Raw, though slightly lower Dragon. Good in fighting both Lao Shan Lung and the Dread Raths, and a good alternative to Alatreon's Bow if you find farming him to be too volatile.

- **Altheos Incanonis**

The other Dragon/Pierce Bow, this has access to both Power 2 and Power 1 phials, increasing this Bow's damage uptime, as well as a great 26 Dragon. Like Valstrax's Bow, it's great at fighting off pesky Laos and Dread Raths, though being a bit better than Valstrax's Bow due to the Power 1 access.

- **Triumph and Testament**

White Fatalis's Bow, the initial lack of phials can be seen as troublesome as well as the slightly below-average Raw. The great 35 Dragon it has compensates for that, so all you need is access to "Use All Power Phials" to let this Bow do something useful.

What Skills Should I Use?

We'll go over skills and armor sets for progression in this section. Due to the nature of Gunning in G-Rank, I can't formally mention any particular full set, due to the near-universal higher quality of mixed sets at pretty much any point past late High Rank. I will provide some ideas, however.

Progression Armor Sets

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

- **BuJaBu**
The classic early-game progression set, it provides an early Attack Up (L) for Blademasters. Because you're a Gunner though, you'll only have Attack Up (M) until you get more slots on your weapon. Composed of alternating Bulldrome and Jaggi armor pieces.
- **Rathalos/Mosgharl**
Combining Rathalos and Mosgharl parts (the latter of which you can get by trading plants) will yield some form of Attack Up, Focus, and Weakness Exploit. Focus is really great, especially if you're learning Bow, as it'll speed up your hunts dramatically. You can make this set by using Rathalos Cap/Helm, Rathalos Vest, Mosgharl Guards, Rathalos Coat, and Mosgharl Leggings along with a decent slotted charms.

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

- **BuJaBu S**
A modern form of the BuJaBu set, this one replaces all of the pieces with their appropriate High-Rank equivalents. You'll lose Focus, but you'll gain a little bit of defense, which is nice if you're not feeling confident about your chances in early High Rank.
- **Malfestio S**
A good bridging set between this and full Rathalos/Mosgharl S, this set at least packs Weakness Exploit. You can even try to put in Focus if you want.
- **Rathalos/Mosgharl S**
Replacing the Low Rank Mosgharl parts with High Rank Mosgharl parts also works a little bit, though you might need to have better gem-ins due to the different skill point distributions on the High Rank parts.
- **Rathalos S/Mosgharl S**
This set replaces all of the Low Rank pieces from Rath/Mosgharl with their High Rank equivalents, boosting defense and giving you more leniency on the skill point distribution. Really nice for the mid-game of High Rank.

- **Arc S/Storge S**

The Shagaru set is the first instance of easily-attainable Normal/Rapid Up. It lacks Focus, but by this point you should have some slotted charms which you can use to gem that in. Use this for Nakarkos.

- **Esurient R**

The end of High Rank provides you with the legendary Hyper Deviljho, whose full armor set grants a crap-ton of slots and Normal/Rapid Up. Great for mixing or for use as a full-set.

- **Hayasol Derivative**

Bow users benefit from a slightly-modified version of Hayasol, so long as they don't mind giving up Focus. Simply replace the Razor Sharp for the Shot Type Up skill of your choice.

G-Rank (Hub G1-G4*)

- **Hayasol Derivative/Esurient R**

Unfortunately, due to the relative crappiness of early G-Rank full sets, I recommend that you stick to either these mixed sets or make new mixed sets of your own during this time. Commonly-used pieces are True Chaos Brigandine, for the triple slots on the chest, Volvidon Vest X for the 4 points in FastCharge and one slot, or Kut-Ku Leggings X for the 6 points in Attack and two slots.

- **Rathalos X/Mosgharl X**

Pretty self-explanatory mixed set, it provides the bareboned basics of a Bow user. Slightly underwhelming though, due to the flat Attack boosts this late in the game, where things like Critical Eye are more valuable.

Skill Recommendations

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

This skill should be in almost every Bow set. It's a very good 10% increase in damage for Rapid-type, Heavy-type, and Pierce-type arrows, as well as being a 30% increase in damage for Spread-type arrows. It's a sizeable damage boost for essentially doing nothing.

- **Weakness Exploit**

Though dependent on matchup, Weakness Exploit is a sizeable increase in damage. Because you're a Gunner, you should be able to strike weakspots fairly comfortably on most monsters. Watch your Affinity, lest you overload and waste Affinity though.

- **Focus**

Near-required on Guild, Striker, or Alchemy Bow, not really required on the other styles of Bow. A -20% reduction in charge time is huge and it lets you exploit more openings than you normally would. It also decreases the amount of Stamina used for charging up a shot fully, so long as you fire soon after you charge up.

- **TrueShot Up**

On other Gunner weapons this would be a nice +20% damage on all Internal Shots. Since you're Bow however, this is a great +20% damage on all of your Power Shots! Adept and Valor should prioritize this skill highly, as their playstyles practically revolve around shooting Power Shots. Other styles, less so because they can't maximize this skill's benefits.

- **Critical Boost**

A skill that only gets better the more Affinity you have. Since you usually have Weakness Exploit already, this is a great 7.5% increase in damage by itself! Stack with Bows that have naturally high Affinity to maximize this skill's effectiveness.

- **Repeat Offender**

Do you have a monster with hard-to-hit or even non-existent weakspots? Repeat Offender can solve that problem somewhat, as long as you're using a shot which hits frequently. Even if you don't, this is effectively a free 25% Affinity boost.

- **Ammo Saver**

It's an okay skill, but only as a bonus. Enabling more Power Phials tends to work better than Ammo Saver, but if you can't fit anything else in, this is an okay skill.

- **Elemental Attack Up & [Element] Attack +1/2**

These are okay skills if you use the right bow and exploit the monster's elemental zones well, but in practice these skills add only a few points of resulting damage to your damage output. In general, more underwhelming than adding more crit, but okay skills if you know the matchup and monster.

- **Evasion +1 & Evade Extender**

Nice to have if you're going up against certain monsters that constantly are in your grill and you're Guild. Though you really can't beat Adept or Valor if you're going up against those monsters.

- **Load Up**

Very useful on certain Bows in order to enable a particularly strong shot on that level. The Ahtal, Akantor, and Seregios Bows are the most prominent examples of this. However, this shouldn't be used on all Bows, because sometimes you just won't unlock a useful shot. For example, using Load Up on the Scylla Bow unlocks a Spread-type shot.

- **Use Power Coat Lvl 1**

Specifically this level of the skill can be quite useful on some Bows who don't have Power Coatings Lvl 1 naturally unlocked. It effectively adds an additional 70 phials of pure damage onto your Bow, which can really extend your time of usefulness over the hunt.

- **Challenger +1/2**

Very good on monsters which enrage a lot or are enraged for a long time, though the level 2 version of this skill is expensive.

Monster Matchups

Please note that this section is mostly based on personal opinion and should not be taken at face value. Matchups can vary wildly between skill levels and even between individuals.

In this section I'll be going over monster matchups in the order that the monsters are arranged in the Hunter's Notes, except for one monster, which I'll talk about at the end in order to avoid spoilers. I'll be using a /10 rating system for this, the higher the number the better the matchup is for you, with 10 being a great matchup for you and 0 being a pretty bad matchup. Oh and keep in mind that this is based off of Guild/No Arts as a baseline, because you can tapdance over most things with Adept. This section won't cover in detail the monster either.

Neoptorons and Temnocerans

Seltas: 10/10 (Rapid/Heavy)

A relatively easy monster to defeat, especially with Bow. By the time you fight your first Seltas, you should have enough experience to deal with them fairly easily, and with Bow, you can shoot him out of the air.

Seltas Queen: 8/10 (Rapid/Heavy)

Seltas Queen's head is a juicy target for Rapid or Heavy Bows, especially when she's gathering water near her head. Just be wary of her charges and her super bazooka shot, which can catch unwary Bow users, and in later ranks, her Seltas guard can snipe you and drain all of your Stamina.

Nerscylla: 8/10 (Rapid/Heavy)

Like with Seltas Queen, Nerscylla's head can be attacked frequently, causing trips. So long as you avoid its gap-closing melee attacks and her poisonous bites, you can punish it well with well-aimed Bow shots.

Piscine Wyverns

Cephadrome: 9/10 (Rapid/Heavy/Ice Pierce)

Cephadrome is one of those annoying monsters who swims in the sand constantly, but as long as you wait it out, you can destroy Cephadrome with those generous shot zones. Keep your head on a swivel for those paralyzing attacks and you should be fine.

Plesioth: 7/10 (Thunder Pierce)

Plesioth's annoying long-range and close-range capabilities can make even the best hunter sweat, but as Bow you can dodge those attacks fairly easily by either ducking under Plesioth or making just

enough range to get out of the way. Focus your fire on its underbelly and you should be feasting on roast Plesioth in no time.

Lavasioth: 5/10 (Heavy/Rapid)

Lavasioth's low shot zones are only compounded by the fact that it can slip n slide right into your butt, and even if you dodge it at the first go around, Lavasioth can just turn right around and smash into you from behind. The time it uses to pop out of the lava occasionally is also too short for a 3rd shot, and the way it moves his head around makes it hard to land consistent shots on the head. Focus your shots on the head and keep an eye out for the slip n slide.

Bird Wyverns

The Dromes: 10/10 (Heavy/Rapid)

The Dromes are more annoying than actual threats. Charge while avoiding their melee attacks and unload into them, keeping in mind their stagger thresholds. Remember that Iodrome is the only 'drome with the weakspot on their body instead.

Great Maccao: 10/10 (Heavy/Rapid)

Great Maccao's attack patterns can flinch you out of charging, and if you eat the kicks you're going to take a lot of damage. Regardless, you should be able to destroy them easily as long as you take advantage of the trips.

Yian Kut-Ku: 9/10 (Heavy/Rapid)

Yian Kut-Ku are somewhat annoying with their charges and their melee attacks, but you can keep your distance and wait until the right moment (read: when they're shooting multiple fireballs) to unload into... anywhere really. Kut-Kus have generous shot hitzones all over their body.

Gypceros: 9/10 (Heavy/Rapid)

Gypceros are much in the same boat as Yian Kut-Ku. Their charges are annoying and their melee attacks are as well. Fortunately, you're Bow, so you can destroy their head crests to disable their most annoying flash attacks. Focus your attacks on the head or tail to deal the most damage.

Yian Garuga: 7/10 (Heavy/Rapid)

Yian Garuga are quite annoying for the Bow user, having melee attacks that easily stun and unpredictability that can tilt any hunter. Here's a hot tip for dealing with Garuga: Move clockwise around them. This way, you can dodge their beak slam and peck attacks while having good positioning for the leaps that it can do. The only attack that is really threatening for you to deal with are the tail whips, which don't deal much damage but can poison, and also knock you out of position. However, as long as you keep your cool, that Garuga will eventually go down. Focus your attacks on its head.

Deadeye Yian Garuga: 8/10 (Heavy/Rapid)

Deadeye is quite trivial as a Bow user, since you aren't as vulnerable to the hop back -> follow up attacks as Blademaster are. The Earthbreaker attack isn't that threatening either, so long as you position correctly. It even provides a sizeable amount of time for you to counter attack him. However, Deadeye has the same hitzone issue as standard Garuga in that you can really only attack his head. Try to stay close to the spastic bird.

Malfestio: 10/10 (Heavy/Rapid)

Trivial matchup. Most of Malfestio's attacks are a non-issue because they're melee, and you're a Gunner. Even the owl dust won't affect you much as long as you get used to reverse controls. Just slam his head with all sorts of arrows and you should be fine.

Nightcloak Malfestio: 9/10 (Heavy/Rapid)

One trivial boy. Just watch out for the super attack it can do out of stealth and the wingslams it can do. Focus your fire on the head and it can't even go stealth properly. All of his other attacks are trivial to dodge as a Gunner.

Fanged Beasts

Bulldrome: 10/10 (Heavy/Rapid)

Another trivial matchup. You're ranged and Bulldrome is mostly melee-focused. Just stay away from him while he's charging or just... in general. Bulldrome's attack where it stomps around him has an eerily lingering hitbox.

Kecha Wacha: 9/10 (Heavy/Rapid)

Fighting a Kecha is mostly trivial, if it weren't for the classic leap forward -> glide attack into you combo. You'll find that monsters that can do any attack that flinches you or knocks you on your butt, then follows up with a strong attack is annoying for Bow. Fortunately for you, Kecha's combo can be gotten out of, unlike a certain Elder Dragon's. Shoot his head and his tail.

Lagombi: 8/10 (Heavy/Rapid)

Fighting a bunny is more annoying than you'd think. Lagombi's sliding attacks usually place it far away from your Critical Distance, so you'd have to wait for it to sidle right next to you, which is bad times because that'll leave you open to the butt stomp -> roll over you combo. Plus, Lagombi doesn't have the best hitzones for shot ever. Overall a more annoying matchup.

Snowbaron Lagombi: 8/10 (Fire Rapid)

Super Bunny isn't a difficult fight, so long as you stay cool and collected. Make sure you watch out for the dropkicks in G-Rank, and know which attacks it can dropkick from. As long as you dodge these dropkicks, you'll easily be able to unload on his head. It's annoying that his only good hitzone is the head though, since you're limited to a few shots outside of punishing the dropkicks.

Arzuros: 7/10 (Fire Rapid/Heavy)

Fighting a bear is somewhat tolerable throughout the ranks, until you get to G-Rank. When you fight it in G-Rank, it'll get new hitzones and it'll also get a chain of claw attacks that moves him unusually aggressively. As a result, it's somewhat hard to fight, especially because of its high attack values. Try to get behind him when you see it doing that claw rush attack, and shoot either its midsection or head for maximum damage.

Redhelm Arzueros: 4/10 (Fire Rapid/Heavy)

Redhelm in G-Rank for Bows is a pain. All of the close-range attacks and gapclosers, combined with the lack of opportunities for you to hit it makes it hard. Even Adept has a tough time against it, if they don't dodge the right attacks at the right time. Fortunately you should be able to roll under the large roundhouse sweep that G-Rank Redhelm does. I would still recommend against using Bow against Redhelm however.

Congalala: 10/10 (Rapid/Heavy)

Trivial matchup. Congalala's attacks are mostly melee, and they're all telegraphed. His breath attacks, while somewhat wide-range, shouldn't hit you because they're also telegraphed. Focus your attacks on the head to end this quickly.

Blangonga: 3/10 (Rapid/Heavy)

Blangonga's a douche. Its attacks patterns are really bad for Bow users and Gunners in general. The flying clothesline and sudden forward leaps are either too accurate to dodge 100% of the time or come out super fast. It at least gives you some time to shoot it, though I would not try to do a quick Power Shot; it *will* punish you somehow. If you must fight Blangonga as a Bow, I'd suggest taking Evasion +1 or using Valor, as Adept Dodging will almost certainly get you hit by the second clothesline.

Volvidon: 8/10 (Rapid/Heavy)

Only really annoying because of its tendency to try to combo you with its tongue attacks and paralysis. Low hitzones only compounds the problem, and you can't hit it out of its rolling attack well because it's got low shot hitzones during those attacks. Focus attacks on the head.

Rajang: 7/10 (Rapid/Heavy)

Rajang is super readable, once you know its attack patterns. When you learn them, you can effectively predict where it'll go and attack accordingly. There is a single crinkle in the plan, and that is the Triple Blanka Ball attack. You can usually dodge roll the first two well, but the final one is a serious pain to dodge consistently, especially on larger Rajang. I suggest sheathing if you see it jump back, as that usually means that it'll about to perform the Blanka Balls.

Furious Rajang: 6/10 (Rapid/Heavy)

Now if Rajang's Triple Blanka Ball was annoying, Furious is even more so, because it can do those at any time, not just when it's enraged. It's also got a run up and pin attack, which comes out real fast and connects at about Bow's Critical Distance. Keep an eye out for that attack and if it does it, roll either past or under it, as those don't have hitboxes.

Gammoth: 9/10 (Heavy/Rapid)

Gammoth is one tanky mother trucker, thanks to her hitzones. But other than that, her attacks are easily telegraphed, and so long as you move in the right directions for her attacks, she'll go down before long enough. Focus your attacks on the head, because let's be real, you aren't going to hit her trunk consistently with Bow, or with any Gunner weapon.

Elderfrost Gammoth: 8/10 (Heavy/Rapid)

Elderfrost Gammoth is even more of a tanky monster, but at least her trunk will always be a good hitzone. Do note that you likely cannot punish her super snowplow attack as Bow, so just move to her side to bait out the attack and then move in the opposite direction. Also watch out for the quick sniping attack she does, as well as the snowblower attack, which has a crapton of range on it. As long as you Heavy or Rapid down her head however, she should go down with time.

Amphibians**Tetsucabra: 10/10 (Heavy/Rapid)**

Another trivial matchup. Tetsucabra's attacks are easily telegraphed and its head is a giant, juicy target for your arrows. Watch out for the sumo stomps and the rock breaking attacks and you're more than good.

Drilltusk Tetsucabra: 10/10 (Heavy/Rapid)

Trivial froggo. Drilltusk can't threaten you with the boulders it digs up unless you fuck up hard. Snipe away at its head and soon enough, it can't even threaten you properly.

Zamtrios: 9/10 (Heavy/Fire Rapid)

Mostly easy, especially when it puffs up. Its stomach becomes a big easy target, and the melee attacks it does are easily telegraphed. You might want to watch out for the water beams that it does, but otherwise you can destroy him.

Carapaceons**Daimyo Hermitaur: 9/10 (Heavy/Thunder Rapid/Thunder Pierce)**

The claw spam it does in G-Rank is quite annoying, and the water beams have hecka range. So long as you can effectively deal damage to it though, it should go down somewhat painlessly.

Stonefist Hermitaur: 8/10 (Heavy/Thunder Rapid)

Stonefist has a few major weaknesses, mainly, being able to be shot in the head. Shooting it in the head repeatedly leaves it vulnerable for several seconds, meaning you can get even more shots on the head. Positioning is still key in this fight however, since if you get caught by the giant pincer, you might get wombo combo'd.

Shogun Ceanataur: 7/10 (Heavy/Thunder Rapid/Thunder Pierce)

Again, annoying claw spam and bad hitzones do not make a happy Bow user. At least with Thunder Pierce you can destroy that shell of his and reveal a great hitzone, making it easier for you to deal even more damage. That jump attack of it is pretty dicey for you to dodge consistently without Evasion + skills, so I'd take Adept if I were you.

Rustrazor Ceanataur: 7/10 (Heavy/Thunder Rapid)

Rustrazor is a tad annoying for Bow mostly because of the Gravius head phases. Most of the water beam attacks hit at Bow's Critical Distance, and the super soaker attack is crazy accurate. You can dodge both of these by going near Rustrazor, but then you're left vulnerable to his close-range claw attacks. The Glavenus head fortunately is much easier to deal with, save for the super jumping strike and the claw frenzy attacks. Aim for the head, of course.

Leviathans

Royal Ludroth: 10/10 (Heavy/Rapid)

Pretty trivial matchup. Shoot his head, dodge his hipchecks of doom and the soaking slam attacks and you should be okay.

Agnaktor: 6/10 (Heavy/Water Rapid)

Agnaktor's attack patterns can be frustrating, but it has a nice head that stays mostly still during its beam attacks. Keep a watchful eye out for its side-sweeping thermal beam, which it does frequently in G-Rank, and sheathe and dodge. Also keep away from its melee range, because its beak pecks hurt and they track you really well. Overall, just stay away from its body and watch out for the thermal beams.

Nibelsnarf: 8/10 (Ice Pierce)

'Snarf has always been a tough nut to crack for Blademasters -- its exterior is mostly resistant to attacks, and it only reveals its weakspots either when it's exhausted or when it's staggered. For Gunners, it's much less of an issue because you tend to have pain-free access to his nose when it's enraged, its uvula, and its gills when it's exhausted. Nibelsnarf's weakness to Ice makes Ice Pierce Bows a good choice.

Lagiacrux: 6/10 (Fire Rapid/Heavy)

The mechanics of the Lagiacrux fight force you to stay quite a bit away from it, else you eat a whole ton of Thunder attacks. This works against Bow because you're forced out of Critical Distance a lot of the time. The Thunder Bites it does in G-Rank also terrify Gunners, and don't get me started on Hyper Lagiacrux. Overall, you should take Fire Rapid and shoot its face when it's safe, usually after it attacks.

Mizutsune: 9/10 (Heavy/Rapid)

The Mizutsune matchup can be quite a rush due to his attack patterns, but they're all consistently telegraphed. You can even dodge the leaping spin attack by getting within a certain range of his

then rolling under him -- that attack has a minimum range. Aim your attacks for either his back fin, head, or tail.

Soulseer Mizutsune: 9/10 (Heavy/Rapid)

The matchup against Soulseer is... actually easy. Due to the way his hitzones work, you don't ever have to enrage him, just shoot the back fin. All the enrage does is power up certain hitzones to the same hitzone value that the backfin is, letting you break more parts. You just have to learn how to read his attacks and you'll be fine.

Snake Wyverns

Najarala: 4/10 (Heavy/Rapid)

Oh Najarala. "HGE Required" Najarala in G-Rank. It's actually really annoying if you don't have Adept or HGE because it'll combo you to oblivion really easily. On the other hand, if you do get HGE, you can just ignore its entire mechanic and just destroy it. You can chain it with Heavy by consistently hitting hits on its head, or trip it real easy if you go around it and hit its legs. Oh, but keep in mind that even if you have HGE, the explosion from the scales will still stun you. So stay away from those.

Brute Wyverns

Barroth: 9/10 (Heavy/Rapid)

Barroth is sadly mostly unchanged from 3U, which means it'll basically still get destroyed by Bow. You can bring either Heavy or Rapid and destroy its arms and legs. Just watch out for the charges it does as well as those lunging bites. Those bites while it's Hyper really hurt, so be careful.

Deviljho: 8/10 (Heavy/Thunder Rapid/Thunder Pierce)

Deviljho is really more for the surprise factor than he is actually terrifying. Bows however have some difficulty with it because when it enrages, its chest becomes somewhat hard to hit. When it isn't enraged, its head is actually a very tiny hitzone, which makes it annoying for Pierce-type Bows. You'll have to learn positioning for punishing Deviljho a little bit, but once you do, this is a relatively pain-free fight.

Savage Deviljho: 7/10 (Thunder Rapid/Thunder Pierce)

This Sonic OC form of Deviljho is actually somewhat scary. It's got the speed and the attack power of a train and It's got the breath spam to make the hunt more excruciating. Not to mention its frequent, frequent pin attacks. However, it's extremely sensitive to elemental damage of most types, which means so long as you aren't inflicted with its Dragonblight, you can attack it with Thunder Bows relatively well. Keep in mind that its hitzones are reversed from normal Deviljho; chest when it's not enraged, and head when he is enraged.

Uragaan: 8/10 (Dragon Rapid/Water Rapid/(Water) Heavy)

It's an okay matchup, though you'll have a hard time accessing its stomach because of its tendency to not reveal it. You certainly won't have as easy of a time as something like Pierce Bowgun, but there's another way to down Uragaan: by making your own weakspot. See, Uragaan's head becomes

much weaker to Shot once you break it, and it has a weakness to element before breaking. If you can use Elem Coatings and either a Water or Dragon Rapid Bow on its head, then you can break it fairly easy. You can't use WE if you use this method though, as Uragaan's head doesn't go to 45, only 40. Also note that Water will get you faster breaks, but Dragon will increase in damage once you break the head.

Crystalbeard Uragaan: 7/10 (Water Rapid/Water Heavy)

Crystalbeard is hella tanky. And its only "weakness" is poison, which you only have a limited supply of as Bow. And you can barely have the time to snipe its tiny front legs, which are its main weakness. It's not so much Crystalbeard itself that's annoying, it's the hitzones.

Duramboros: 10/10 (Fire Rapid/Heavy/Fire Pierce)

Easy peasy. You're close enough to dodge the tail by rolling towards Duramboros but can also attack it from range when it starts to spin. Just attack the back and tail and you're good.

Brachydios: 9/10 (Water Rapid/Heavy)

Mostly easy, just need to learn how to read Brachydios and dodge in the right directions. You also have to be real accurate with your shots, otherwise you might hit the harder spots which are right next to the good squishy spots.

Raging Brachydios: 8/10 (Heavy/Ice Rapid)

It's big and it's got the big damages. It's slightly slower, but that just means it hits harder. You're at least not defusing his explody spots with your body, you're doing it with your arrows, but that doesn't mean you don't have to be smart about it. Overall it's a larger Brachydios, but you'd be hard-pressed not to run Moxie against this guy.

Glavenus: 9/10 (Water Rapid/Heavy)

All of his attacks are either iframable or you can get out of the way of them consistently. The issue is his resilience, which is really just solved by constant attacks, and his low hitzones on his head when he's heated. The throat is a sub-par 35 shot, with 35 water to compensate. You can explode his head, which you should do, or you can attack his tail while it's heated, which is a good 55 shot. I'd suggest you do both eventually.

Hellblade Glavenus: 7/10 (Rapid/Heavy)

The super tail nuke attack that he gains in G-Rank is a major pain, since it can easily one-shot you, even in G1. Furthermore it hits at your Critical Distance, which means if you're stuck attacking him while he's charging that attack, you're gonna eat it. Fortunately, I've found that if you use Evasion +1, you can dodge the explosion that comes after his tailblade hits the ground. But only if. Adept obviously has a much easier time playing with Hellblade though.

Flying Wyverns

Nargacuga: 4/10 (Rapid/Heavy)

It's pretty tame until you get to G-Rank and then it gets *real* frisky. Like constant melee attacks frisky. That's scary to the non-Adept player, but mostly trivial to Adept or Valor users. If you aren't using either of those however, use Evasion +1 to dodge its swipes... mostly consistently. It's still kinda hard, but you can attack its head semi-consistently, and if you've Heavy-type arrows you can try to break its wingarms to trip him too.

Silverwind Nargacuga: 4/10 (Rapid/Heavy)

Its constant game of keep-away means that it'll dance just out of the reach of Bow users, and the frequent tail beams means that you'll lose your charge often, if you aren't getting hit by those. Silverwind can overwhelm you easily, but so long as you're cool with his tail beam spam he'll go down eventually.

Barioth: 9/10 (Fire Rapid/Heavy)

It'll be difficult to break Barioth's arms, though it's not always necessary to. If you choose not to, then you can focus down the face. Keep it away from walls he can jump off of and you should be okay.

Rathian: 10/10 (Rapid/Heavy)

Somewhat trivial matchup, so long as you don't eat a tail flip or charge or fireball by accident. You should be able to walk through most of her attacks, so focus down her head and she'll go relatively quietly.

Dreadqueen Rathian: 7/10 (Heavy/Dragon Pierce)

The WyvernsFire attack she gets in G-Rank is particularly threatening to Bow users, as you can easily get caught by the main explosion, or by the windup fire breath she performs. Furthermore, her generally bad shot hitzones means that you have to break her back as soon as possible to make the fight go by faster. You can break the back either through Heavy, which has increased stagger damage, or by shooting Dragon Pierce arrows through her wings and back. Dragon Pierce Bows will suffer against the later Dreadqueen quests though, which means you'll have to resort to using Heavy sooner or later.

Gold Rathian: 4/10 (Heavy/Rapid)

Gold Rathian's attack patterns are no joke, especially with the range of the fire breath. She's also got the run in and tail spin attack, which really hurts if it connects. Furthermore, she's got wide-ranging napalm shots. Last but not least, she has the famous reposition -> insta-flip strat. If she decides to reposition on you then it's like playing Russian Roulette and her tail's the revolver. You *need* Evade Extender when fighting her specifically for this one attack, otherwise you'll never consistently dodge it. Run Adept or Valor, or die.

Rathalos: 8/10 (Heavy/Rapid)

Annoying if he decides to sit in the air all of the time, but wait! You're a Gunner! You can shoot him in the air! Just don't eat a fireball or a flying tackle attack while you're doing this. Focus his legs or head in order to end this quickly. Oh, and you might want to watch out for those run-in fireball take-off attacks too.

Dreadking Rathalos: 5/10 (Dragon Pierce)

Dreadking's tendency to stay in the air means that the Heavy strategy of breaking his back won't work as well. So you'll have to resort to Dragon Pierce shenanigans, which in G-Rank, takes you a long time to kill him. I blame Capcom for this one.

Silver Rathalos: 7/10 (Heavy/Rapid)

Unlike his golden-colored mate, Silver Rathalos is still manageable. Being aerial-based however, you might have a tough time sniping his legs, and thus him, out of the air. His ability to perform a homing claw attack -> nuke isn't that scary either, unless you're fighting Hyper Silver, in which case, that's super scary. Roll at the right time and you should be fine.

Basarios: 8/10 (Water Rapid/Heavy)

Basarios is somewhat a non-issue to Bows because you can dodge the fireballs it shoots by going closer to it, and you aren't so close to it that it farts out gas all the time. The only issue is shooting the belly to reveal the weakspot but that's easy enough with either Heavy with its natural Partbreaker or Water Rapid arrows with their increased damage.

Gravios: 7/10 (Water Rapid/Heavy)

That G-Rank walkfire attack is way too accurate. Fortunately you can usually run under it as he does that attack because you're a Bow user. Position yourself to the front and sides to be able to shoot the chest regularly, and take advantage of when it shoots beams normally, because it stays still during those attacks, which means easy shots on the chest.

Khezu: 10/10 (Rapid/Heavy)

Trivial matchup, though annoying. Keep an eye out for it shooting its projectiles and punish it accordingly. You also don't have to worry about his electro-shield attack. Shoot its face for best results.

Tigrex: 0/10 (Heavy)

Once, long ago, there was a game in development called "Monster Hunter Freedom 2". And the director controlled all aspects of development. When his loyal servants came to him with a new flagship idea, they came to him for support. Legends say he only said one thing: "Fuck Gunners." And thus, Tigrex was born from the collective hatred of all those at Capcom and beyond. Even now, we still suffer under their distaste for Gunners.

...Or you can take Adept. Your choice really.

Also Hyper Tigrex is much easier to fight with Bow, just make him shoot rocks all day and you have free shots on the head.

Grimclaw Tigrex: 5/10 (Heavy)

Unlike standard Tigrex, you can actually read what the fuck Grimclaw's gonna do most of the time. That... doesn't mean you'll have an easier time against him though since its hitzones are still pretty shit. Abuse Adept against this guy and you'll have an easy time.

Seregios: 9/10 (Thunder Rapid)

Seregios is a really fun matchup for Bow. You're constantly near it which means you need to keep an eye out for its attacks, and you're also close enough so that you can punish nearly every attack it does. Attack the head near-constantly and it should go down before long.

Astalos: 5/10 (Heavy)

Ew ew ew Astalos. Not only does he have shitzones, but he's also really anti-Gunner in its attack patterns. Wide-reaching and large AoEs, aerial attacks, and annoying gap-closing attacks, nearly every Gunner has difficulty with Astalos, as long as they're not using Adept or Valor. Heavy Bow can defy these patterns with the Partbreaker ability, which means more staggers on the wings, which means more trips. It's also got a great Critical Distance for the fight overall, which will increase your damage output in this frustrating fight.

Boltreaver Astalos: 1/10 (Heavy)

Shitreaver Astalos has shitzones even worse than that of regular Astalos. Even with Heavy, you can't discharge him quickly enough, and his tendency to try to gapclose you every 0.5 femtoseconds ain't helping Bow. This is just not a fun fight for Gunners in general.

Diablos: 9/10 (Rapid/Heavy)

Boring fight. You can dodge most of its attacks by rolling to either the left or right. Just wait for Diablos to do an attack where it leaves the tail near you and attack it. Never ever run after a Diablos; you'll just run forever trying to catch up to it. Stay in one place and wait until it decides to leave his tail open.

Bloodbath Diablos: 6/10 (Rapid/Heavy)

Bloodbath is mostly just like regular Diablos except it does fancier moves. The issue in this fight is in the rarity it leaves its tail open for attack. Since you're Bow you also have to be in the steam bomb range, so you'll have a bit of dead time before you can walk back up to its tail. Positioning in this fight is crucial for non-Adept/Valor Bow players.

Akantor: 5/10 (Heavy/Rapid)

Larger, slower Tigrex. The charges that it does can destroy you if you position poorly, but at the same time, Akantor's head is actually accessible, which you can't say for Tigrex proper. The dragon windtunnels aren't an issue because you're close enough so that you can walk away from those, but the sideways wind-tunnel attack is real scary, so be careful.

Ukanlos: 7/10 (Heavy/Rapid)

Unlike Akantor, Ukanlos is a cool boy, and its face is easily snipable with Heavy shots. Be aware of the jumps and the occasional charge it does, and if you know how to dodge the swim, it's only a matter of time until it keels.

???

Gore Magala: 8/10 (Heavy/Rapid)

None of its melee attacks should reach you easily when it's not awakened, and its projectiles, though tricky, can be dodged by moving away from Gore's left side. In general, the key to dodging Gore's attacks is to dodge left. When it goes all out, you really need to focus down its head. Frenzy Mode Gore is a whole different beast and way more annoying than normal Gore, so break it out of that state.

Chaotic Gore Magala: 8/10 (Heavy/Rapid)

Really fun fight, just keep track which mode Chaotic Gore is in while you're fighting him. And be careful of its mode-transitioning attacks, as well as its virus exploding breath, which has a large area. Again, be careful of the Frenzy Mode, just like regular Gore, and knock it out of it quickly.

Fanged Wyverns

Zinogre: 10/10 (Heavy/Rapid)

Easy peasy, just shoot down its head while it's not charged, and both its head and its back while it's charged. They're both good zones while they're charged. Its melee attacks are slightly threatening, but you can roll away from them as long as you weren't greedy with your attacks.

Thunderlord Zinogre: 5/10 (Heavy)

Another shitzone boy, it's also much more aggressive than your standard Zinogre. Its tendency to chain melee attacks if you get hit by one of them is also a major pain, so bring Evasion +1 while you're sniping at its head and back. Try to discharge it as soon as possible as well. This isn't gonna be easy.

Elder Dragons

Kirin: 10/10 (Heavy/Rapid)

Near-trivial matchup. Know when and where lightning bolts can and will strike and dodge accordingly. Other than that it leaves a lot of openings for you to exploit, so focus down its head and it should go down in a few shots.

Shagaru Magala: 7/10 (Heavy/Rapid)

Mostly easy matchup if it weren't for the damn hop forward -> super slam combo of destiny. Its charges are also hard to dodge if you're positioned badly, but its projectile attacks are easy to punish, since it always leaves its head open for a while after it does them. Just watch out for the cheap leap-forward and slam combo, focus its head or back legs, and it'll go down.

Valstrax: 7/10 (Rapid)

Its attacks are hard to iframe consistently, though possible. G-Rank Valstrax is really jumpy and it doesn't leave you much time to punish it. Keep on the move and snipe out its head or, more importantly, its small wing connectors for maximum damage. Most importantly, be patient and wait for it to attack.

Kushala Daora: 6/10 (Thunder Rapid)

Kushala's wind aura negates most of your arrows, but if you strike the head consistently with your Thunder Rapid arrows, you can flinch it out of its wind aura. Also be careful of its black wind aura, as you usually cannot negate it with poison. Keep your head on a swivel for its tornado attacks too, as one hitting you at a bad time can spell doom for you.

Chameleos: 5/10 (Fire Rapid)

Chameleos has naturally bad hitzones, but you're Bow and you can use Fire on every attack. Chameleos's speed can also be a pain if you're unprepared, but if you are, you can roll past Chameleos's speedy tongue. Be wary of Chameleos's position and poison clouds and maneuver your way carefully around them to maximize your chances of getting out of this hunt sane. Focus its head with Fire Rapid arrows.

Teostra: 7/10 (Heavy/Rapid)

Teostra can make you sweat with his ranged novas and powerful charges, but as long as you stay close to him and maneuver well you stand a decent chance of dodging everything he throws at you. Heavy arrows can penetrate his heat aura, which means you don't have to try to hit his tail and flinch him to remove the aura, and its natural Partbreaker effect will knock him out of enrage quickly and more consistently than Rapid. Use Heavy! C'mon it isn't that baaaaaad.

Lao-Shan Lung: 9/10 (Dragon Pierce)

Lao is one immovable boy. It's also got no easy-to hit hitzones, but its back is prime sniping material, and it's generally weak to Dragon all over its body. Dragon Pierce exploits both of these issues, and you can shoot along its belly or back. You just have to keep up the fire on Lao, otherwise it might put a real beating on the forts. Use the Demolisher and Dragonator to supplement your damage and you'll be carving it up in no time.

Alatreon: 4/10 (Rapid/Heavy)

Alatreon's one tough cookie. It's got melee attacks that punish the hell out of any hunter foolish enough to stand in front of it, and everything it throws at you hurts, including Dragon Rushes, Flame Pillars, and Frost Breaths. Keep your cool (and your Cool Drinks!) and shoot its tail, sniping its head whenever you're comfortable, and always try to dodge to its sides to avoid his attacks.

Amatsu: 7/10 (Heavy/Rapid)

Amatsu's giant head makes it prime Heavy-arrow material. Its charges are very dangerous and its projectile attacks even more so, so it's just a matter of dodging them correctly. The big tornadoes can be somewhat consistently dodged too, if you're far enough away from it. You might have to run after Amatsu a bit, but don't get too carried away, or else you might experience some... turbulence.

Nakarkos: 2/10 (Dragon Pierce/Rapid/Heavy)

G-Rank Nakarkos is actually terrifying, in comparison to its lower rank versions. The Dragon beams it shoots out of its tentacles deal a crapton of damage and are also very, very large. The charges it does when it's concealed also deal a ton of damage and also has a homing chargeback. The Uragaan head that it uses can also one-shot you, which is very fun. In addition to all of these attacks, the mechanics of the fight also do not terribly favor Bow-users specifically, as the tentacle heads require you to get uncomfortably close to Nakarkos. Furthermore, the only weakspot it has is the giant glowing one, which means WE won't help you. This is just a frustrating matchup in earlier ranks, and now that Nakarkos has all of these big attacks, it really hurts the Bow user.

Ahtal-Ka: 7/10 (Thunder Pierce) *(True family: Neopteron)*

Ahtal-Ka's fight is one of the few fights in the game where it truly favors Pierce Bow, not because of Ahtal-Ka herself, but because of the Ahtal-Neset. Someone programmed Ahtal-Neset's hitboxes extraordinarily poorly, making Heavy and Rapid all but useless when you're trying to hit the giant cocoon when it's down, let alone the smaller ones. Pierce Bow solves these problems by sniping down the cocoon from the ground and sniping the giant cocoon when the Neset is staggered. Ahtal-Ka herself can make you sweat a bit, especially with her webbing shots, Dragonator tossing, and her giant tosses, which can deal a lot of damage. Just keep plugging away at her head and tail and you should be enjoying the wealths from your labor soon enough.

Fatalis: 7/10 (Heavy/Dragon Pierce)

Hits hard, but you can hit back harder. Make sure to avoid being in front of it, and don't get too greedy with your shots, lest it snipe you with its Standing Fireballs. Watch out for the Fatalis Flamethrower and WyvernsFire it can do, and snipe its head with either Heavy arrows or Dragon Pierce. It'll go down with time.

Crimson Fatalis: 6/10 (Heavy/Dragon Pierce)

It's harder to snipe its head due to it casting Meteor every few seconds, and those meteors really hurt as a Gunner. Fortunately, those meteors aren't random, like most people think. They follow a few fixed patterns, one for around it, one for going forward from it, and one for it doing the longer casting. You can punish most of its attacks because it drops its head for most of them, especially the longer cast.

Old Fatalis: 4/10 (Dragon Pierce)

This guy really hurts with those lightning bolts. WyvernsThunder shots and Sweeping Light attacks don't really help either, because you have to make distance before it does those attacks. Its head being really tough against most raw damage doesn't help matters, because if you've been using Heavy Bow up until now, it's gonna be real hard going up against it. It still has the same punish methods as the other Fatalis, though. Use Dragon Pierce consistently against its head and you should be fine. Eventually.

Final Thoughts

Bow matchups in GU are mostly favorable, with a few standouts that really hate Gunners that stand within a few steps of the monster. Despite the power behind Valor and Adept Bow, in longer hunts, Bow really suffers from a lack of damage upkeep with the coating restrictions. So much so that Bow actually loses in the TA rankings to Prowler in Elderfrost hunts, which is just... bad. The Bow HAs vary from good to bad but are otherwise solid with the exception of Blade Wire, which just sucks. Bow is a fine weapon to use in this game, but is sometimes slow.

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