

Yet Another Weapon Guide - Great Sword

Intro

[Purpose](#)

[Guide Contents](#)

At A Glance

[How Do I Play Great Sword?](#)

[Hot Tips](#)

[Meta Stuff](#)

[Cool Stuff](#)

Controls & Style Rundown

[Guild Style](#)

[Striker Style](#)

[Aerial Style](#)

[Adept Style](#)

[Valor Style](#)

[Alchemy Style](#)

Hunter Arts

[Ground Slash](#)

[Lion's Maw](#)

[Brimstone Slash](#)

[Moonbreaker](#)

What GSs To Use?

[Progression Recommendations](#)

[Endgame GS Recommendations](#)

What Skills Should I Use?

[Progression Armor Sets](#)

[Skill Recommendations](#)

Monster Matchups

[Neoptorons and Temnocerans](#)

[Piscine Wyverns](#)

[Bird Wyverns](#)

[Fanged Beasts](#)

[Amphibians](#)

[Carapaceons](#)

[Leviathans](#)

[Snake Wyverns](#)

Brute Wyverns
Flying Wyverns
???
Fanged Wyverns
Elder Dragons

Final Thoughts

Intro

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

**Please do not attempt to request edit access. Your request will be ignored. If you have feedback or comments on this guide, please contact Awesomeosity#2516 on Discord.
By no means will contact result in changes to the guide.**

Purpose

This guide is meant for new players of Monster Hunter Generations Ultimate (MHGU) or for players who haven't played Blademaster in the old-school games, and wish to play as Great Sword. Note that this guide will not assume any prior knowledge, regardless of games played before in the Monster Hunter series.

Guide Contents

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

At A Glance

How Do I Play Great Sword?

- Press and hold X to charge attacks. Release X to unleash your stored energy and attack.
- To perform a Strong Charge in some styles, perform a charge attack, then press X to Side Slap, then press Back + X to initiate the Strong Charge. There are other ways to get to Strong Charge too.

- You can perform a guard by pressing and holding R. Guarding attacks with Great Sword will consume a bit of Sharpness, alongside the usual effects of Stamina loss, knockback, and chip damage, and so should be used sparingly.
- Pressing the Sp. Attack Button lets you kick, which can lead into a Side Slap.

Hot Tips

1. **You can readjust the direction of your Charge Attacks slightly by pressing in the direction.**
The game won't let you, say, do a 90 degree turn on the spot, but it does help you slightly adjust your aim if it was initially off.
2. **You can draw into Charge Attacks if you want,** just press and hold X while moving in a direction.
3. **In some styles, you can overcharge your attack, resulting in a loss of damage.** Try to time your charge attacks so that you'll both hit the monster in the right place and unleash the largest charge attack you can without overcharging.
4. **For starting out with Great Sword, I suggest a simple hit-and-run playstyle,** where you go in, perform a quick unsheathe attack, roll to the side, and sheathe. Despite this playstyle not utilizing GS's full potential, this can be quite effective when you aren't confident against a certain monster.
5. **A simple prediction technique for some monsters is abusing when they turn around,** since that's an easy timing that you can handle. This will be less effective if you have other players or cats around.
6. **Using a level 2 Charge Slash is better than whiffing your level 3 Charge Slash.** If you think the monster's gonna move out of the way, then you should attack while they're still in one spot.

Meta Stuff

- **Great Sword works best when you can easily predict the monster,** like where they'll be or what attacks they can or will do.
- **Great Sword can use weapons with high Sharpness grades,** but not necessarily long ones. With the power of Absolute Readiness you'll be able to upkeep most slivers of Sharpnesses easily.
- **Great Sword favors raw immensely,** so much so that any elemental GS is immediately less effective than raw GSes.

- **Valor Style is the most popular GS Style**, with the enhanced Charge Attack capabilities and ability to move slightly in a direction when performing Charge Attacks.
- **Guild and Striker Styles follow up Valor Style as most popular**, Guild GS having the classic Charged Slash to Strong Charge Slash combos, and Striker being able to not overcharge its attacks.
- **Adept GS** is okay, even though it was buffed from Gen. You can charge the upswing but rarely will you have time to perform a full Adept combo.
- **Aerial GS** relies on spamming to deal damage, which can be effective against some monsters, but you can't perform Strong Charge.
- **Alchemy GS**... lets you perform two Side Slashes, the second being better than the first.
- GS HAs are... okay. **Ground Slash** can do a lot of damage but can also knock up ally hunters.
- **Lion's Maw** is the most useful of the bunch, empowering your next attack.
- **Brimstone Slash** can get you carted if you use it wrong, and takes way too long to charge and to set up for.
- **Moonbreaker** isn't bad, since it does increased stagger damage and deals a hefty amount of mounting damage.

Cool Stuff

- While Charging, you have Super Armor, preventing most forms of Wind Pressure from affecting you, as well as small knockback hits.
- Attacking with the center of the blade on Great Sword confers a small Sharpness boost, rewarding aggressive players who get right next to the monster.
- Charging not only increases the damage you deal normally, but also grants a Sharpness and Element boost as well.
- After performing a Jumping Slash, you also perform a Strong Side Slash with A, which is automatically based off of the level 2 charge.
- The charge of your Strong Charge Slash also affects the damage of the followup Strong Side Slash.

- Be warned that if you perform a side roll after an attack, you'll take a little bit of time to recover. Remember this if you're Adept GS in particular.

Controls & Style Rundown

Guild Style

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

- X - **Vertical Slash**
- A - **Side Swing**
- X + A - **Back Swing**
- R - **Guard**
- Sp. Attack Button - **Kick**
- X (hold) - **Charge**
- Charge, release - **Vertical Slash**
- Charge, wait until first flash, release - **Charge Lv. 1**
- Charge, wait until second flash, release - **Charge Lv. 2**
- Charge, wait until third flash, release - **Charge Lv. 3**
- Charge, hold for too long - **Overcharge** (*Same damage as Charge Lv. 2.*)
- After any Charge attack, Vertical Slash, or a forward roll, X - **Side Slap**
- After Side Slap or Kick, Back + X (hold) - **Strong Charge**
- Strong Charge, wait until first flash, release - **Strong Charge Lv. 1**
- Strong Charge, wait until second flash, release - **Strong Charge Lv. 2**
- Strong Charge, wait until third flash, release - **Strong Charge Lv. 3** (*Cannot be Overcharged.*)
- After any Strong Charge, X - **Finisher Side Slash** (*Level and damage dealt depends on Strong Charge performed.*)
- While in midair, X - **Jumping Slash**

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

Recommended Hunter Arts:

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

The Basics

While sheathed, X, Side + B, Y.

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

The Simple Charge

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

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

The Works

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

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

The Fast Charge

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

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

Striker Style

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

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

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

Recommended Hunter Arts:

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

The Extended Charge

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

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

The Kicking Mule

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

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

Aerial Style

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

- **Cannot perform a Side Slap after a Kick.**

- **Cannot Charge on the ground.**
- **Cannot Strong Charge.**
- **Cannot perform a Finishing Side Slash variation.**
- **B - Aerial Hop**
- While Sheathed, Forward + X - **Aerial Slash** (*This causes you to jump forward slightly and attack.*)
- Post-Aerial Hop, X (hold) - **Aerial Charge** (*Has typical level 1, 2, and 3 variations. Cannot Overcharge.*)
- Aerial Charge unleashes automatically once you hit the ground.
- After any Aerial Charge attack, A - **Aerial Side Slash** (*Doesn't deal mounting damage.*)

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

Recommended Hunter Arts:

- Absolute Readiness

The Slam 'n Jam

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

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

The Three-peat

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

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

Adept Style

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

- **Cannot perform a Strong Charge.**
- **B - Adept Dodge**
- Post-Adept Dodge, X (hold) - **Adept Upswing Charge** (*Has typical level 1, 2, and 3 variations. Cannot Overcharge. You move while charging in the direction you're holding as you land from dodging.*)
- After any Adept Upswing Charge attack, X (hold) - **Adept Strong Charge** (*Shares the same attributes as Strong Charge, charges faster than normal.*)

Adept Style can let you pump out a lot of damage in a short amount of time, and has the same basic combos as Striker GS, but without the Overcharge immunity. However, if you can't land the Strong Charge post-dodge then it's somewhat hard to justify the use of this over Striker, making those mobile monsters hard to fight.

Recommended Hunter Arts:

- Absolute Readiness

The Ultra

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

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

Valor Style

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

In any state:

- **Cannot Strong Charge.**
- Y - **Valor Sheathe**
- Valor Sheathe, X - **Valor Slash**
- Valor Sheathe, X (hold) - **Valor Stance Charge** *(Has typical level 1, 2, 3 variations. Can Overcharge.)*
- Valor Sheathe, A - **Valor Side Swing**

Outside of Valor State:

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

In Valor State:

- B - **Valor Step**
- While Sheathed, Forward + X - **Valor Draw Slash** *(Has typical level 1, 2, and 3 variations. Cannot Overcharge. Charges especially quickly.)*
- While Sheathed, X + A - **Valor Draw Slash** *(This variant doesn't move you forward.)*
- After Valor Draw Slash, X - **Finisher Side Slash** *(Has fixed power, regardless of Charge Level of Valor Draw Slash.)*
- While unsheathed, X (hold) - **Valor Charge** *(Has typical level 1, 2, and 3 variations. Cannot Overcharge.)*
- While Valor Charging, instead of releasing X, **press A to move in a direction of your choice while attacking.** This reduces power slightly.
- After any Valor Charge Attack, A - **Valor Finisher Side Slash** *(Level and damage dealt depends on Valor Charge performed.)*

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

Recommended Hunter Arts:

- Absolute Readiness

The Charging Charge

Y, then X (hold), then release.

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

The Charging Slash

Y, then A.

The less common way to charge Valor.

The Power Draw

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

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

The Charging Dash

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

This should be used for when you're just far enough from the monster that normal attacks won't land.

Also a very good positioning tool, though it won't carry you halfway across the map.

Alchemy Style

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

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

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

Recommended Hunter Arts:

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

The Alchemy Charge

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

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

The Spin To Win

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

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

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

Hunter Arts

Ground Slash

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

| HA Rank | To Charge | Total MV |
|---------|---------------|------------------------------|
| I | 630 (956 SP) | $50 + 20 * 2 = 90$ / 3 hits |
| II | 670 (1004 SP) | $50 + 21 * 3 = 113$ / 4 hits |
| III | 830 (1196 SP) | $50 + 22 * 4 = 138$ / 5 hits |

This HA is okay, but is eclipsed by the presence of charge attacks, since in the time you'll execute this you can likely perform one full charge combo. It also knocks up ally hunters too, interrupting them. I'd suggest against using this.

Lion's Maw

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

| HA Rank | To Charge | MV (Initial Swing) | Effects |
|---------|--------------|--------------------|--------------|
| I | 290 (548 SP) | 48 | 1.1x Attack |
| II | 350 (620 SP) | 52 | 1.2x Attack |
| III | 500 (800 SP) | 66 | 1.33x Attack |

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

Brimstone Slash

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

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

| Charge Level | MV | Sharpness Modifier |
|--------------|-----|--------------------|
| 0 | 130 | 1x |
| 1 | 150 | 1.1x |
| 2 | 175 | 1.2x |
| 3 | 190 | 1.3x |

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

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

Moonbreaker

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

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

Moonbreaker is another solid GS art, purely because it isn't Brimstone Slash nor Ground Slash. It does deal slightly less damage than Ground Slash, but makes up for it in the utility department, letting

you break parts easily. Like all offensive HAs, this can be interrupted by any monster actions which go past Super Armor.

What GSs To Use?

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

Progression Recommendations

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

- **Petrified Blade**
The very first Great Sword you get at the beginning of the game. Doesn't get Green Sharpness until level 4, but your Charge Attacks should compensate for a little bit of time until you can get to Village 2.
- **Iron Sword**
The earliest point at which you can get Green Sharpness, you'll need Disc Stones in order to upgrade to level 2. Be sure to visit Kokoto!
- **Hidden Blade**
Nargacuga's Great Sword, with its high Affinity and Sharpness, is great for full charge combo plays. It even gains a bit of Blue Sharpness when you get into Village 6*.
- **Santoku Reaver**
An alternative progression option, the Tetsucabra GS has higher raw than the previous options, but also has less Sharpness and negative Affinity naturally. If you wanna hit 'n run this is one of the early options to do so.
- **Cheda Blade**
The Seregios GS, despite being somewhat nerfed in comparison to its 4U version, is still a great Great Sword choice when you get into Village 6*. With the capability to auto-sharpen itself on rolls, as well as natural Blue Sharpness, you can't go wrong with this.

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

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

- **Cheda Blade / Seditious Cleaver**

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

- **Tiger Jawblade**

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

- **Decider**

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

- **Toad Bereaver**

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

- **Feud Hornsword**

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

G-Rank (Hub G1-G4*)

- **Elder Blade**

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

- **Dark of Night**

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

- **Millstone Bereaver**

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

- **Carapace Blade**

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

- **Tigrex Great Sword**

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

Endgame GS Recommendations

- **Neb-ta-Djeser**

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

- **Avidya Great Sword**

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

- **Infernal Corleonis**

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

- **Martyr**

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

- **Tigrex Supreme Sword**

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

- **Noble Scar**

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

Elemental GS Recommendations

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

- **Rathalos Flamesword**

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

- **Thrash Schneider**

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

- **Lagia Supreme Thunder**

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

- **Adamant Serpentblade**

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

Status GS Recommendations

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

- **High Sieglinde**

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

- **Saffron Serpentroar**

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

- **Dormant Archduke**

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

- **Myxo Annihilator**

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

- **Charred Nova**

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

What Skills Should I Use?

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

Progression Armor Sets

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

- **BuJaBu**
Grants Attack Up (L) with Bulldrome Cap, Jaggi Mail, Bulldrome Vambraces, Jaggi Faulds, and Bulldrome Greaves, and a few Attack Jewels. Pretty potent for the first few hours of the game.
- **Volvidon**
The Volvidon fullset grants Focus and Bio Researcher, which prevents you from being Soiled, among other effects. One of the earliest armor sets with which you can get Focus.
- **Rathalos**
Rathalos's set grants you Attack Up and Weakness Exploit by default, so you'll lose the power of Focus, which may or may not be a deal breaker.
- **Rathalos Mixset**
Comprised of a Rathalos Cap, Rathalos Mail, Mosgharl Vambraces, Rathalos Faulds, and Mosgharl Greaves as well as a few decorations, the Rathalos Mixset provides Weakness Exploit and Focus normally.
- **Seregios/Mosgharl Mixset**
Combine a few Seregios and Mosgharl armor parts for Crit Draw and Focus. Potentially has more uses than the Rathalos Mixset, but does rely on you sheathing a lot. Needs Seregios Helm, Vambraces, and Tassets, and Mosgharl Ribplate and Roots, as well as a few decorations and a single additional weapon or talisman slot.

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

- **Volvidon S**
Provides Focus and Bio Master. In case you wanted to get High Rank defense values as well as Focus, but has less damage potential than the Rathalos Mixset.
- **Rathalos S**
Full Rathalos S provides more Attack than the standard Rathalos set, but if you know what you're doing, you should probably get the mixset version to get Focus too.
- **Rathalos Mixset S**
There's a lot of ways you can mix up a set with both Focus and Weakness Exploit, as well as some form of Attack Up. You'll usually have Attack Up (S) but if you're lucky you have a triple-slot charm with which you can get at least Attack Up (M).
- **Black S**

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

- **Diablos**

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

G-Rank (Hub G1-G4*)

- **Volvidon X**

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

- **Rathalos X**

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

- **Rathalos Mixset X**

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

- **Black X**

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

Skill Recommendations

- **Focus**

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

- **Weakness Exploit**

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

- **Critical Draw**

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

- **Critical Boost**

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

- **Critical Eye**

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

- **Challenger**

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

- **Quick Sheathe**

Increases your sheathing speed by 100%. Quick Sheathe is great for any hit-and-run GS player, since this makes dodging attacks after you attack easier, and activate draw skills more frequently.

- **Punish Draw**

Deals a little KO and Exhaust damage on cut-type weapons with Draw Attacks. Great Sword loves to hit the head, so if you're persistent enough, you can KO monsters with Punish Draw. It even grants you a small boost in damage.

- **Challenge Sheathe**

Each time you sheathe while a monster's enraged, you have a chance to restore some sharpness each time. One of the less reliable skills, especially since it's only a chance of sharpening, and Absolute Readiness accomplishes the same effect. If you can manage to get this though, it's more of a boon for those thin-sharpness GSes.

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. Keep in mind that this is based

off of Guild/No Arts as a baseline, because you can tapdance over most things with Adept or Valor. This section won't cover in detail the monster either.

Neoptorons and Temnocerans

Seltas: 10/10

Making him stay still in the air is hard, but you can just knock him down with simple unsheathe vertical slashes. When you knock him down, that's an obvious chance for you to crush his face in.

Seltas Queen: 8/10

Seltas Queen can leave a bunch of openings for you to exploit, but be careful trying to hit her head normally, since you might eat a hipcheck or charge. Performing vertical slashes while the Seltas is on her back is a really easy way to knock it off of her.

Nerscylla: 7/10

Nerscylla's hitboxes can be... frustrating for you to hit, especially when aiming for the head, when the claws will usually block you. Breaking the claws will make it easier for you to unsheathe attack the head, but Nerscylla's also mobile, so good luck. Once you do get trips on it by attacking the head though, you can start to get something going.

Piscine Wyverns

Cephadrome: 9/10

Abuse the tendency to turn around and slam the body or better the face with a Charge attack. If it's being stubborn and staying in the sand, you can just go right to the exposed fin and slash it real quickly. Do it enough, and it'll be thrown out of the sand like it would be with a Sonic Bomb.

Plesioth: 4/10

Plesioth's height and lack of easily-reachable weakspots makes it an issue for your typical Great Sword user. Compounding this issue is the hipchecks it can throw out real quickly, making your opportunity dissipate like smoke. You're going to need good positioning for this fight.

Lavasioth: 4/10

The Lavasioth experience really makes Blademasters hurt in general, with its attacks being difficult to dodge without sheathing often or just outright coming out extremely quickly. At least you can easily knock it out of the lava right?

Bird Wyverns

The Dromes: 10/10

They're way too fast for you to read and counterattack with a fully-charged attack, so you're just gonna unsheathe attack, roll to the side, and sheathe. Repeat until they're dead.

Great Maccao: 10/10

Great Maccao will also probably be too fast for you to use a Charge attack on, so you're gonna repeatedly make its face meet your sword with those uncharged attacks. Tripping it, if you do that, is an easy way to let you combo it.

Yian Kut-Ku: 9/10

Kut-Ku is one frisky bird, but nothing you can't handle. Staying for too long near it though, like when you're trying a Charge, will probably make you eat some form of attack.

Gypceros: 9/10

Gypceros is easy with a bit of patience. You can go in and out with repeated draw attacks on the head whenever it turns around, and when it tries to flash you, that's a perfect opportunity to Level 3 it, so long as you have the crest broken.

Yian Garuga: 7/10

Garuga can be a pain if it doesn't cooperate with you. Bait out the fireballs then counterattack with a quick vertical slash to the face. If you have Punish Draw, note that Garuga takes extra KO damage, making it easier for you to crush the face with a Level 3 if you get a KO. The enrage animation is also useful for getting off a level 3.

Deadeye Yian Garuga: 8/10

Like standard Garuga but is easier and more predictable. This doesn't translate into you getting more damage though, but if it does do a charged charge, that tail is mighty juicy. Watch out for backsteps in G-Rank, where it can perform combos from that.

Malfestio: 10/10

Trivial owl. You can pretty much see all of its attacks coming from a mile away, and Malfestio can't do much to a sheathed hunter. Safety is attacking its tail, but be careful of the wing slams.

Nightcloak Malfestio: 10/10

More of the same except Nightcloak is a tad larger and can go spooky mode. Whack the face though and you can knock it out of invisibility. And for those moments where it stays invisible on the ground, that's it pretty much begging you to Charge Lvl. 3 it.

Fanged Beasts

Bulldrome: 10/10

The hardest part about Bulldrome is making it stay still so you can whack its butt with a Level 3. Remember that if you can't tell what it's about to do, you can always just use your current Charge to attack, and roll to the side.

Kecha Wacha: 10/10

Uh... avoid the easy-to-see coming claw swipes, charges, and snot shots and just wait for opportunities to slam your metal slab of awesomeness into its thoroughly mediocre existence.

Lagombi: 10/10

Bunny boy can slide around on the ice but you can slide on its face. With your sword. Seriously though, you can either Charge Lv. 3 it from the back or just hit the head repeatedly.

Snowbaron Lagombi: 8/10

Snowbaron's mobility and attack frequency makes it a threat, but hit and run tactics work especially well here. Dodging the dropkick is an easy Lvl. 3, so learn to see that coming.

Arzueros: 10/10

Making Arzueros stand still for them Lvl. 3s can be somewhat hard, but if you get around to its back, with a little luck it'll decide to turn around instead of butting you away, literally.

Redhelm Arzueros: 3/10

Redhelm can pivot on your ass hard, and it has shitzones to boot. Don't forget about its combo swipes.

Congalala: 10/10

Pulling off Lvl. 3s on the head is a tad risky, but not undoable with good timing. You can also just wait for it to perform one of its many attacks where it stays pretty still, but some of them also prevent you from hitting the head, so... hit the arms I guess?

Blangonga: 6/10

Blangonga is one fast monkey and definitely won't let you do Lvl. 3 Charges. The saving grace is that Blangonga does have some attacks where it stands still and lets you charge on it, and it also is pretty squishy. Your Charge attacks will also grant you Super Armor preventing the little Blangos from annoying you too much.

Volvidon: 10/10

If you become a timing god you can knock Volvidon out of the rolls it does, and it does feel satisfying as heck once you master it. Otherwise this fight is pretty typical for a P3rd Fanged Beast.

Rajang: 10/10

Some people have said that Great Sword is made for Rajang, and I can definitely see it. Masters of GS can *destroy* Rajang, simply because it's so readable. If you can't read Rajang though, then simple hit-and-run tactics work, and baiting out the beam is a good choice for Lvl. 3 Charges. Consider taking Tremor Res to exploit Rajang's post-tremor-attacks.

Furious Rajang: 10/10

Furious Rajang is very similar to Rajang except for the running pin attack, which most Great Sword users shouldn't get hit by because you're usually too close to it for that attack to connect.

Gammoth: 9/10

Gammoth likes to stay in one place. You like to stay in one place. Charge Lvl. 3 the crap out of it. Be careful of the tremors and various other AoE attacks Gammoth can do though.

Elderfrost Gammoth: 8/10

More of the same, though Elderfrost doesn't like people that just stand under her. Thankfully she does have a few attacks which are juicy openings, especially the Super Snowplow, which if you do the right Charge attack for, will knock her out for a few seconds, letting you continue to slam her face in.

Amphibians

Tetsucabra: 10/10

Froggy has plenty of opportunities to Lvl. 3 its face or tail. Just don't stand too close to its sides or you may whiff, or worse, take damage.

Drilltusk Tetsucabra: 9/10

Standing too close to its face, or if you're in G-Rank, behind it when it's carrying a boulder, will probably net you a stun. Still, most of your tactics here should work mostly the same as a typical Tetsucabra, especially if you dodge the suplex, when you can easily land a Lvl. 3 on the head.

Zamtrios: 10/10

Zamtrios's puffy form is especially susceptible to Direct Great Sword Application™, and breaking its icy armor is no trouble for a Great Sword user such as yourself. Watch out for the charges and ice beams though.

Carapaceons

Daimyo Hermitaur: 10/10

Daimyo has that juicy head for you to hit, but staying there for a Lvl. 3 Charge is uh... well I'm sure you know by now. Try attacking the legs instead to trip it, then apply Great Sword to forehead, directly.

Stonefist Hermitaur: 8/10

Stonefist's head is way too high for you to hit normally, and that giant pincer force you to target the right legs first. Fortunately unlike Daimyo, Stonefist's legs break. Bring Sonic Bombs and you can force it to fall down too, when it guards. Then hit the giant claw for good damage.

Shogun Ceanataur: 10/10

Aside from the fact that Shogun has *sword arms* this fight works similarly to Daimyo's. In G-Rank dodge the jumping attack is pretty easy, since you'll probably be sheathed anyway.

Rustrazor Ceanataur: 9/10

Rustrazor tends to be smaller than Stonefist and its attacks are very similar to standard Shogun's, aside from the water beams.

Leviathans

Royal Ludroth: 10/10

You can take advantage of Royal Ludroth's head position by abusing when he turns around by Charge attacking him. He can move around pretty quickly though, so you'll have to chase after him.

Agnaktor: 5/10

Agnaktor's wide-range attacks and low hitzones on anything aside from the head or chest can make this fight frustrating to do. You'll have to break the legs in order to safely hit the chest with your Charge attacks, and trying to hit the head normally is frustrating. It can turn around with attacks, making the head unreliable to hit.

Nibelsnarf: 9/10

Did you know that you can knock Nibelsnarf out of the sand with enough damage? Great Sword Charge attacks make you perfect for this fight, but do be careful about when Nibelsnarf turns while biting.

Lagiacrus: 4/10

Lagiacrus definitely won't let you get away with too many Charge attacks, and the AoE attacks can hit hard and fast, especially the lightning bites in G-Rank. You could probably try to get Charge attacks off when it turns, but it can also bite as it turns, making this fight unfavorable.

Mizutsune: 8/10

Mizutsune's high mobility can frustrate you, but with good timing and even better positioning and reading, you can knock Mizutsune out of some of his moves and knock him over. Watch for when you see bubbles under him as he's moving, as those are attacks with which you can knock him over during. Don't get too greedy though, since if you mistime those attacks you will hurt.

Soulseer Mizutsune: 6/10

You'll have to play Soulseer's game of bubble to enrage and it rarely stays still. Soulseer also has less attacks that you can attack during to knock it down too. You'll have to use hit and run for Soulseer.

Snake Wyverns

Najarala: 4/10

With a little luck and a lot of skill you can pretty easily hit and run the back leg, which causes trips for you to hit the head. Otherwise you'll get stun combo'd with the homing scales of doom, which is never fun.

Brute Wyverns

Barroth: 8/10

Barroth's charge attacks can take it quite a bit of distance, and its got a few attacks in its arsenal that can make you hurt if you're standing next to it. Furthermore you'll likely hit the head instead of the arms if you try to go for those. Hit and running the tail is a good idea though.

Deviljho: 9/10

Deviljho can be easy as long as you see the hipcheck coming. Pro tip: if it bites to the side and you're close to it, it can hipcheck shortly after. While it's enraged, the Dragon Breath is a prime time to charge attack the chest. Also consider taking Tremor Res to charge up while it's doing the leg stomp.

Savage Deviljho: 9/10

Very similar to standard Deviljho but with more aggressive attacks and pins. You won't need to worry about the Dragonblight bites since you're GS and aren't using element (hopefully). The timings in this fight are otherwise similar to a normal Deviljho's, and keep in mind that the chest is weak all of the time, instead of only when it's enraged.

Uragaan: 9/10

Well, don't attack the head obviously since you probably won't break it unless you focus it. Try attacking the stomach, which is helped when Uragaan performs a tail whip. Watch out for the gas attacks that it can do though.

Crystalbeard Uragaan: 5/10

This fight is very similar to a standard Uragaan's except more shitzones, especially on the stomach, which is disappointing. It also features more explosions and more rolling, so you oughta be careful, and buckle in. This is gonna take a while.

Duramboros: 9/10

Stand next to Duramboros while it's spinning around to charge a Lvl. 3 and knock it down easily. Also take advantage of when the tail is down to Lvl. 3 it, or you can even try to bring a Pitfall Trap and attack the back.

Brachydios: 9/10

It should be easy for you to attack the head with vertical slashes and Charge attacks, but the issue is that Brachy really likes to stick and move, if you know what I mean. You might be able to attack the tail after certain attacks though, and if it's low enough for you to hit.

Raging Brachydios: 6/10

Raging is a larger version of Brachy, so the head will definitely not be available for attack most of the time, and suffice to say you're not the best at defusing the parts. Try to vertical slash those and roll away, assuming that your teammates don't pop it early.

Glavenus: 9/10

Glavenus's head is super juicy, and the tail is too, if you can manage to hit it. Simple turnaround timings will let you hit the head easily, but Glavenus can perform a turnaround bite and in G-Rank can combo that into a tail slam. Just be patient and the head will explode eventually.

Hellblade Glavenus: 8/10

Same story here but more dangerous due to the damage and AoE of his attacks. Also watch out for the tail nuke, but since you'll probably have Quick Sheathe, you'll be able to dive-evade it.

Flying Wyverns

Nargacuga: 4/10

Narga really doesn't like standing still for you to Charge attack the head, and if you try, well there's a lot of attacks in its kit that it can use against you. To stay safe during the fight you'll have to attack anywhere other than its face, which translates to the backlegs and tail.

Silverwind Nargacuga: 2/10

Silverwind is the same except it actively tries to get away from you so it can spam projectiles, which isn't fun either. The Full Moon Slash it gets in G-Rank doesn't help you.

Barioth: 6/10

I'm sure that if you're a god of timing then you can Great Sword Barioth's face as it's charging towards you, but most of us aren't. Barioth's mobility can also be frustrating, and you can't take advantage of the turn-around since Barioth will probably reposition instead of turning.

Rathian: 9/10

Rathian's turnaround to charge can be exploited by Great Sword, and you can also take advantage of when it fireballs. Being too greedy will nail you with a tailwhip though.

Dreadqueen Rathian: 6/10

Dreadqueen has more attacks than Rathian that hit under it, and in G-Rank it gains a Wyvernfire that it you blast you with. Plus, it's got different zones than a standard Rathian does. You can Charge under her if you're confident that she's about to land, and thanks to your Super Armor you won't flinch from Wind Pressure, so that's a strategy you can use.

Gold Rathian: 2/10

Oh boy, shitzones. Great Sword bouncing is super-punishing, and Gold Rathian is all too eager to punish the hunters that bounce off of her. Not helping the situation is her wide variety of highly-deadly attacks and aerial mobility. You can do the same trick as Dreadqueen here though, which is to Charge under her and ignore her landing Wind Pressure.

Rathalos: 9/10

With timing you can knock Rathalos out of the air with your Charge attacks, and otherwise you can unsheathe attack the legs or the tail while Rathalos is flying. Making it falls leads to an easy-peasy Charge attack timing, so bring Flash Bombs if you want.

Dreadking Rathalos: 4/10

Dreadking's aerial mobility and immunity to flash while a wing isn't broken is frustrating, which compounds with its generally worse hitzones and unviability to stand in front of it. If it does aerially reposition itself on top of you, and you see it coming, you can Charge attack the head as it comes towards you, but you'd have to see like 5 seconds into the future. Or wield a Monado.

Silver Rathalos: 2/10

Like Goldian but it also flies. Great Sword is ill-advised on this fight since Silver Rathalos rarely wants to stay on the ground, and in the air it's pretty deadly.

Basarios: 9/10

Basarios's weakness to the elements doesn't help GS and the gas attacks it performs keep you from staying under it too much. Once you do break the belly it's Charge attack city.

Gravios: 5/10

Gravios has a lot more tools in its kit to punish people that stay under it, and the belly is gonna be hard to break without much elemental power. Regardless, try to break the legs and break the back or something.

Khezu: 8/10

Khezu's only big opening is after it shoots projectiles. Any other time and Khezu can just tail whip you or use the electric aura attack. Trying to predict when it turns around is gonna be a task, but remain patient.

Tigrex: 6/10

Tigrex refuses to stand still and prefers to charge all day, and the turnaround tactic might not work since Tigrex can just perform an instant turnaround charge. If you're a god at timing you might be able to intercept a charge with a Charge of your own, but don't rely on it.

Grimclaw Tigrex: 4/10

Grimclaw in G-Rank can be really frisky and it pivots a lot, making any hunter that stands still for its attacks eat the claw of doom. Stick to its arms and just keep vertical slashing them.

Seregios: 8/10

Seregios has many attacks that it can use to hit hunters either under it or near it, which means you'll probably be using that hit and run tactic of yours. Seregios doesn't like to turnaround a lot when enraged either, preferring to straight-up attack you.

Astalos: 7/10

Astalos's charged parts can be dispelled with your own Charge attacks somewhat easily but you oughta watch out for some of its faster attacks. Wait em out then knock him down.

Boltreaver Astalos: 6/10

Same story, but you'll be sheathed for most of this fight, making the Boltblade and other attacks easy to dodge. Vertical slash away at any part you wish. Just don't eat a wing slam while you're standing there.

Diablos: 8/10

Diablos has plenty of attacks to threaten Blademasters with but nothing too special if you're experienced with the fight. Severing the tail is easy, and you can simply perform vertical slashes without much issue on the legs.

Bloodbath Diablos: 7/10

Bloodbath screams, you scream, we all scream, and then we get carted. Unless you carry HG Earplugs, in which case, could you share those? You can take advantage of when Bloodbath turns around for easy Charge attacks on the head, but don't stay too long.

Akantor: 6/10

Akantor really hates hunters that just stand under it and charge, so it might respond with a charge of its own or a tail whip or a side bite... yeah. Simply do vertical slashes on its tail or backlegs until it trips.

Ukanlos: 6/10

The same story as Akantor but it has ice boulders on its side. Try to avoid eating the ice beam and you can treat this fight the same.

???

Gore Magala: 9/10

Gore Magala has unconventional turnarounds, so you won't be able to get your Charge attacks on the head consistently. What it does have are lengthy attack animations, so if you get around it you can Charge attack the front legs or back legs or the tail.

Chaotic Gore Magala: 9/10

Chaotic is similar, but it borrows some attacks from Shagaru Magala, particularly the breath attacks. Still has similar timings to Gore Magala in terms of openings though, so you can easily do the same things here as you do standard Gore.

Fanged Wyverns

Zinogre: 10/10

Zinogre's head is a pretty juicy target, but Zinogre doesn't exactly like you standing right there. Unless it's charging. Otherwise, just attack the backlegs.

Thunderlord Zinogre: 7/10

Thunderlord is very similar to standard Zinogre, but standing in front of it normally is highly discouraged because you have a high chance of getting combo'd. Even attacking the back legs needs a bit of finesse since if you do it at the wrong time, you'll get paw slam'd.

Elder Dragons**Kirin: 10/10**

Apply Great Sword *directly* to forehead. Wait out the lightning attacks and perform simple vertical slashes.

Shagaru Magala: 9/10

Has a bunch of timings which you can exploit simply by running behind it. Try to bait out one of the many attacks that Shagaru can do and attack the back legs.

Valstrax: 8/10

Valstrax can refuse to stand still sometimes, but it also has some attacks that force it to stay. Staying under it also negates most of the risk, but watch out for the down draft.

Kushala Daora: 8/10

Has some good timings especially when it taunts and when it turns. You won't be able to pull off Lvl. 3 Charges normally though, since Dragonwind can and will knock you back.

Chameleos: 9/10

Fighting a raw-resistant monster with Great Sword? Good luck with that. Chameleos does stand still a lot, so sticking to the back legs isn't a bad idea. More boring than actually difficult, since you'll take a long-ass time with that GS of yours.

Teostra: 9/10

Teostra can charge a lot but it also has many attacks where it does stand still. Repeatedly attacking the face or tail with a vertical slash and running away is a great strategy. Or you can be big brain and attack it while it's charging at you.

Lao-Shan Lung: 7/10

Use fixed weapons. Unless you like 1) Tremor Res and 2) staying in a precise position to deal less-than-ideal damage.

Alatreon: 6/10

Alatreon can present some issues, especially when it's on the ground. Dragon Claws will force you to stand behind it, and head thrusts don't make your job easier. Alatreon flying is a pain and limits your opportunities. You'll have to wait it out for Flash Bomb timings and vertical slash unfavorable hitzones

otherwise. You can Level 3 the head, but you'll have to learn the positioning to do so. If you're a Hammer main, then those Alatreon habits will carry over here.

Amatsu: 8/10

Amatsu has a giant floating head. You have a giant sword. Apply sword directly to forehead. Stay on the lookout for some of Amatsu's attacks though, since you will be standing in the path of some of them.

Nakarkos: 9/10

Giant punching bag. Nakarkos presents plenty of opportunities for you to Charge attack it, especially when it exposes its back weakspot.

Ahtal-Ka: 9/10

Ahtal-Ka stays still a lot, and if you stagger it out of her picking up rubble, that's an easy timing for you to kick its ass. The mech phase is similarly easy, especially since you can take out the walls in a few blows.

Fatalis: 8/10

The simple strat is to stay near the legs and Charge it, what else is there to say? Well, aside from "stay away from the front" I guess. You could try to snipe the head but it's kind of noodly, so unless you're a GS expert, I don't recommend it.

Crimson Fatalis: 8/10

The same as a normal Fatalis fight but with meteors. They only fall in fixed patterns so if you memorize those you can pull off Charge attacks then get out of the way of the incoming meteors.

Old Fatalis: 7/10

Old Fatalis can make you bounce when it's in Armor Mode, but that's just a call for you to start using the fixed weapons to knock it down, meaning easy Lvl. 3s on its soft, soft head. Remember your Crimson Fatalis meteor patterns.

Final Thoughts

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

Looking for more guides?

[Long Sword](#)
[Sword and Shield](#)
[Dual Blades](#)
[Hammer](#)
[Hunting Horn](#)
[Lance](#)
[Gunlance](#)
[Switch Axe](#)
[Charge Blade](#)
[Insect Glaive](#)
[Light Bowgun](#)
[Heavy Bowgun](#)
[Bow](#)
[Prowler](#)

Or a damage calculator? [Try Yet Another Damage Calculator Unite!](#)

Love the guide? [Then consider donating!](#) YAWG and the Yet Another series of Guides and Tools will always be free to use.