

Yet Another Weapon Guide - Charge Blade

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Intro

Charge up your phials and knock your enemies down with Charge Blade! The second of two switchy-swappy weapons in MHGU, the Charge Blade playstyle lets you charge up Phials in Sword Mode, and expend them in Axe Mode! Guard against enemy attacks with the power of your Guard Points, charge up your shield, and blow monsters away with your Amped Elemental Discharge Axe 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 Blademaster in the old-school games, and wish to play as Charge Blade. 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 CB controls, commentary on CB styles and combinations, a brief aside on CB Phial types, recommendations on progression CBs, and a final note on matchups against all monsters in the game.

In this guide:

Super AED = SAED = Super Amped Elemental Discharge = Super.

Ultra AED = UAED = Ultra Amped Elemental Discharge = Ultra.

AED = Amped Elemental Discharge.

I will use terms that mean each other interchangeably. Ultra will never mean SAED or Super, and vice-versa. In other contexts, people may use "Super" to refer to what this guide refers to as "Ultra", and "AED" to refer to this guide's "Super".

At A Glance

How Do I Play Charge Blade?

- In Sword Mode, press X for standard slash combos. Press and hold A to Charge up, then release once you see the flash. The Charge attack contributes a lot to charging up your phials. Press X + A for either a gapclosing sword slash, or after an attack to perform a Shield Thrust. Press and hold R to Guard.
- While in Sword Mode, you can press R + A to Charge your phials, while they have a Yellow or Red background behind them.

- Guard Points (GPs) are special points in your animation, shown by a sparkle effect as well as an 'air rushing' SFX, where you'll automatically Guard against attacks if an attack connects while the GP is active. Like normal Guards, you have to be facing the attack in order to guard it, but you'll continue your animation, as if the attack never happened, as long as the attack is weak enough.
- Transition to Axe Mode from Sword Mode by pressing R + X. In most styles, this is associated with a GP, and is the simplest way to GP. Note that this GP doesn't happen if you unsheathe into Axe Mode via R + X + A.
- In Axe Mode, you can perform a basic two-step combo with X, and perform Amped Elemental Discharges (AEDs) with A. These will consume your phials, if you have any. The AEDs transfer your phials into Phial Bursts, which will stick to the monster and explode shortly after.
- The third AED, what's commonly known as the Super AED (SAED) in the combo, will stick 3 Phial Bursts to the monster, and you can also perform it directly with X + A while in Axe Mode.
- To perform a Shield Charge, you can either press X + A after a Shield Thrust in Sword Mode, or cancel your SAED with R while in Axe Mode (press R just as the shield 'expands').
- If your Shield is charged, you can perform Ultra AEDs by performing the same inputs for the SAEDs. You can perform an SAED instead of an Ultra by mashing Back + X before your hunter executes the attack. The Ultra AED will consume your Shield Charge though.

Hot Tips

1. **Performing the Shield Charge by cancelling the SAED will grant you Red Shield instead of Yellow Shield.** Red Shield has more benefits than Yellow Shield, in the forms of better Guarding potential, more Axe attack damage, and Phial Explosions whenever you Guard or GP an attack. It also boosts the KO damage dealt by Impact Phials as well as the damage of all phials.
2. **Mastery of GPs, both of when to use them and when not to use them, is essential to mastery of Charge Blade.** With them, you can be incredibly aggressive and attack when other weapon types could not.
3. **In most styles, there is a GP when you end your Roundslash in Sword Mode.** It's performed later than the Morph to Axe GP, but it also has a longer uptime than it.
4. **After side stepping in Sword Mode, you can press X to perform a Roundslash.** You can even spam them by constantly sidestepping, to somewhat quickly and safely charge your phials.

5. After you charge your phials successfully, **you can either press X to perform an Upslash in Sword Mode, or you can press A to instantly transition into Axe Mode with the first AED**

Meta Stuff

- **Impact Phial CBs are generally favored over ElementaPhial CBs**, due to the fact that Impact Phial discharges deal fixed damage, which scale with your raw, and that they also deal KO and Exhaust damage when they explode too. Skillful play with Impact Phials will let you consistently snag KOs.
- Since Impact Phials only scale with raw and don't take Sharpness into account, **weapons with high raw are greatly favored over weapons with element**. Though, high Sharpness is still nice since most of your damage is still gonna be your regular attacks.
- **Avoid using the Ultra, and maintain Red Shield as much as you can**. Red Shield = more damage.
- **Striker CB is the most common style**, due to the Axe Mode Red Shield attack increase of 20%, compared to the 15% of other styles. You'll also have access to 3 HA slots, letting you run the dual Absolutes as well as the Ripper Shield HA.
- Guild CB can perform Quick Charge, standard Charge Slashes, AEDs, Shield Charging, and everything else that CB needs to work well.
- Aerial prevents you from Charge Attacking in Sword Mode, but lets you hop off of the monster to perform a faster Charge Attack. In Axe Mode, you'll be able to perform easily spamable Aerial AEDs.
- Adept CB is the only Adept weapon to carry both Adept Guard and Adept Evade, in Sword and Axe Mode respectively. Adept Guard to quickly Charge Attack, or to perform a faster Shield Charge, and Adept Evade to perform offensive AEDs quickly.
- Valor CB prevents you from changing Modes quickly, prevents you from Shield Charging, and removes most GPs, but once in Valor State, you'll be able to use the AED infinite combo as well as perform GPs on dashing in Sword Mode.
- Alchemy CB removes your ability to perform Ultras and perform Shield Thrusts, but it gives you access to the Alchemy Barrel.
- The CB HAs... are mostly mediocre. Energy Blade consumes all of your phials without consuming your Red Shield, and so is used as an alternative to Ultra AEDing.
- Limit Breaker lets you have more phials at once for its duration, but takes a while to charge.

- Healing Phial should only be used if you're an insanemaniac and if you want to be put into an institution, since it'll replace *all* of your PhialBursts and only heal allies within a certain radius if you perform some attacks, instead of the more sane option of healing your allies by Phial Bursts exploding on the monster (that doesn't happen by the way).
- Ripper Shield is probably the best HA that CB has, since it'll quickly recharge your phials as well as load them for you, and also gives you an option to quickly charge your Shield afterwards.

Cool Stuff

- Even though Yellow Shield is generally discouraged, it won't overwrite Red Shield. If you're running a style that can perform Quick Charge, perform the Quick Charge technique while you have Red Shield active to easily recharge your Shield.
- You can overcharge while in Sword Mode, and if you do, you'll bounce off of the monster until you Charge your Phials. If you ever see "CHARGE" over your phials, then just Charge up.
- In Axe Mode, siderolling will take a bit more time to recover from. Be wary of that, especially in Adept CB.
- Performing a standard Shield Charge from SAED will charge your shield by 40 seconds per phial. Performing Quick Charges from Sword Mode grants 30 seconds per phial.
- The upper maximum time that your Shield is charged is 400 seconds, or 6 minutes and 40 seconds, from performing Shield Charge with 10 phials.
- Successfully GPing an attack while you have Red Shield will perform a Mini Phial Explosion immediately. Doing this consistently will not only damage the monster, but if you're using Impact Phials, deal a bit of KO and Exhaust damage too.
- If you do decide to Ultra, note that the damage will increase with each phial you have currently loaded.
- You can move slightly forward while performing the first AED attack in Axe Mode by pressing on the Control Stick. Makes it easier to gap close on enemies.
- You can charge your Phials more quickly in Sword Mode by performing either Round Slashes or by performing Charge Slashes.
- You can still perform the Elemental Discharge attacks without Phials loaded, but they'll be weaker. Not only will a Phial Burst not be applied, but the move also deal less damage.

- In the same vein, performing an Ultra while you don't have Phials loaded will not make you lose Shield Charge.
- All AED attacks have Mind's Eye. Use in conjunction with Impact Phials to break through hard spots.

Controls & Style Rundown

Guild Style

Two Hunter Art slots (1 SP Art). Has the power to Shield Thrust and Quick Charge, as well as perform SAEDs and Ultras whenever you want to.

Sword Mode:

- X - **Forward Slice** - 14% damage
- After Forward Slice, X - **Upward Slice** - 15% damage
- After Upward Slice, or sidestepping, X - **Roundslash** (*Has a GP at the end of the attack.*) - 30% damage
- A (hold, release on flash) - **Charge Slash** - 30% + 20% = 50% damage / 2 hits
- A (hold too long or release too early) - **Uncharged Slash** - 16% damage
- X + A, or while Sheathed, X - **Draw Slash** - 18% damage
- After any attack, X + A - **Shield Bash** (*If Shield is Charged, applies a Mini Phial Burst.*) 8% + 12% = 20% damage / 2 hits
- After Shield Bash, X - **Roundslash** - 30% damage
- After Shield Bash, X + A - **Quick Charge** (*Will Shield Charge to Yellow, or if Red Shield is already active, add duration to Red Shield Charge.*)
- R (hold) - **Guard**
- R + A - **Charge Phials** (*If background on phials is Yellow, loads 3 phials. If the background on phials is Red, load 5 phials. With Load Up, the amount charged is 5 and 10, respectively.*)
- After Charge Phials, X - **Upward Slice** (*If Phials were Charged, applies a Mini Phial Burst.*)
- After Charge Phials while Phials can be Charged (has a Red or Yellow background), A - **Amped Elemental Discharge** (*Transitions to Axe Mode immediately, consumes 1 phial if able, applies one Elemental Discharge.*) 20% damage
- R + X - **Morph to Axe Attack** (*Has a GP at the beginning of the attack.*) - 42% damage
- While midair, X or if Draw Slashing off a ledge - **Jumping Slash** - 22% damage
- While midair, R - **Jumping Morph to Axe Attack** (*Transitions to Axe Mode immediately.*) - 42% damage

Axe Mode:

- X - **Upswing** - 33% damage
- After Upswing, X - **Downswing** - 40% damage
- A - **Amped Elemental Discharge** (*Uses 1 phial if able, applies one Elemental Discharge.*) 20% damage

- If not using a phial - 18% damage
- After AED I or after Upswing, A - **Amped Elemental Discharge II** (Uses 1 phial if able, applies two Elemental Discharges, one for each swing.) $20\% + 45\% = 65\%$ damage / 2 hits
 - If not using a phial - $15\% + 35\% = 50\%$ damage / 2 hits
- X + A, or after AED II, A - **Super Amped Elemental Discharge** (Uses 1 phial if able, applies three Elemental Discharges at once.) - 75% damage
 - If not using a phial - 60% damage
- During SAED, R - **Shield Charge** (Will Shield Charge to Red, and adds duration to Shield Charge. Upgrades Yellow Shield. Transitions automatically to Sword Mode, and has the Roundslash GP.)
- If Shield Charge is active, X + A or after AED II, A - **Ultra Amped Elemental Discharge** (Uses all phials if any are charged. Consumes current Shield Charge. Adds more damage the more phials are loaded at time of execution.) - $25\% + 80\% = 105\%$ damage / 2 hits
 - If not using a phial - $20\% + 60\% = 80\%$ damage / 2 hits
- During Ultra, Back + X - **Super Amped Elemental Discharge**
- During Ultra, R - **Shield Charge**
- While midair, X - **Jumping Swing** - 42% damage
- While midair, R - **Jumping Morph to Sword Attack** (Transitions to Sword Mode immediately.) - 22% damage

Guild Style is the classic CB style you've come to know and love... except if you're from 4U. Here, GPs don't let you Super instantly, and instead just let you carry through the animation. Still, Guild CB has all of the technicalities of the original CB, except it's more balanced this time around.

Recommended Hunter Arts:

- Absolute Readiness
- Ripper Shield III

Classic Gapcloser

Sword Mode: X + A, X, X

A simple gapclosing combo.

Super Charger

Sword Mode: X, X, X, A, hold to flash then release, X

A full combo that will quickly charge up your phials.

Post-Charge Quick-Shield Charge

Sword Mode, with Phials ready to be charged R + A, A, A, A, cancel with R

A quick combo that will let you immediately charge your shield with phials out of Sword Mode.

Quick Shield Charge

Sword Mode, with Phials charged X + A, X + A, X + A

The fastest way to Shield Charge. This used to be a better combo in 4U, but it got nerfed.

Axe 'n Blast

Axe Mode, with Phials charged Forward + A, A, (repeat) X, A

A gapclosing infinite Axe Mode combo that consumes a bunch of phials. Use this on a downed monster.

Axe 'n Blast Alt.

Axe Mode, with Phials charged Forward + A, A, (repeat), wait for step back, X, A

This slower variant doesn't knock your teammates up.

Full Chain Super

Axe Mode, with at least 3 Phials charged Forward + A, A, A, Back + X (if Shield Charge active)

This combo executes a single Super relatively quickly.

Striker Style

3 Hunter Art slots (1 SP Art). Removes the ability to Shield Thrust but gains more damage in Axe Mode when Shield is Charged.

Sword Mode:

- **Cannot Shield Thrust.**
- Gain a GP whenever you perform **Draw Slash**.

Axe Mode:

- Red Shield grants +20% damage rather than +15%.

Striker Style is favored for the extra boost that Red Shield grants, as well as removing Yellow Shield's combo path entirely, which was a mistake in the first place. This does mean you'll have to perform the SAED cancellation each and every time you want to (re)charge your Shield, but in practice this doesn't mean much. The GP on the Draw Slash attack is also nice, since it lets you gapclose safely and effectively.

Recommended Hunter Arts:

- Absolute Evasion
- Absolute Readiness
- Ripper Shield III

Roundslash Spam

Sword Mode: X + A, X, X, (repeat) side + B, X

Gapcloses, then proceeds to spam round slashes. Good for quickly charging up your phials, while providing protection through GPs.

Axe Gapcloser

Axe Mode: Forward + X, A, A, Back + X (if Shield Charge active)

A slightly extended combo Axe Combo that starts with an approach option that ends in a Super.

Axe Infinite

Axe Mode: Forward + X, (repeat) X, X

A phialless option to deal damage in Axe Mode. There's not gonna be many cases where this is used, though.

Aerial Style

1 Hunter Art slot (1 SP Art). Prevents you from ChargeSlashing on the ground, but lets you perform Aerial Charge Slashes, and in Axe Mode, lets you perform Aerial AEDs, which are more effective than standard AEDs.

Sword Mode:

- **Cannot Charge Slash, only Uncharged Slashes on the ground.**
- B - **Aerial Hop**
- Post-Aerial Hop, X - **Aerial Charge Slash** (*Charges Phials faster than normal.*) - 22% damage
- Post-Aerial Hop, R - **Morph to Axe**

Axe Mode:

- B - **Aerial Hop**
- Post-Aerial Hop, A - **Aerial Super AED** (*Transitions to Sword Mode afterwards.*) - 90% damage
 - *If not using a phial - 42% damage*
- Post-Aerial Hop with Shield Charged, X + A - **Aerial Ultra AED** (*Same properties as normal Ultra AED.*) - 100% damage
 - *If not using a phial - 60% damage*
- Post-Aerial Hop, R - **Morph to Sword**

Aerial Style's Super AED can really put the kibosh on monsters, as the swing alone deals 90% damage, as compared to the normal 75% damage. The issue is charging frequently, due to the Super eating up your phials. Some people have dedicated sets for Aerial CB, which speaks to its actual usefulness, as compared to the Aerial style for other weapons.

Recommended Hunter Arts:

- Absolute Readiness / Ripper Shield III

Gapclosing Power Charge

Sword Mode: X + A, B, then Post-Aerial Hop, X, XX, X

This combines an approach option into a string of attacks ending with a Roundslash. Good if you don't have much Stamina to burn.

Aerial AED

Axe Mode: Forward + X, B, then Post-Aerial Hop, A

Uses a gapclose then strikes with an Aerial Super. Good option for starting a longer string of attacks on downed monsters.

Adept Style

1 Hunter Art slot (1 SP Art). Use the power of both Adept Guards and Adept Evades to quickly charge and use up your phials!

Sword Mode:

- **Cannot Quick Charge.**
- Gain a GP while you're Charging up for **Charge Slash**.
- R - **Adept Guard**
- Post-Adept Guard, X - **Adept Roundhouse**(Shield Charges to Red if you have Phials loaded.)
- Post-Adept Guard, A - **Adept Charge Slash** (Same properties as Charge Slash, charges instantly.)
- Post-Adept Guard, X + A - **Adept Shield Bash**
- Post-Adept Guard, R + X - **Morph to Axe**

Axe Mode:

- B - **Adept Dodge**(Can also Adept Dodge when Sheathed.)
- Post-Adept Dodge, X - **Adept Downswing**
- Post-Adept Dodge, A - **Adept AED II**
- Post-Adept Dodge, R - **Morph to Sword**

Adept Style rewards masters of both Adept styles by letting you not only quickly charge, but also quickly counterattack in Axe Mode, as well as performing even faster Charge Slashes after you Adept Guard.

Recommended Hunter Arts:

- Absolute Readiness

Gapclose 'n Guard

Sword Mode: X + A, A, hold to flash then release, X

This is an effective way to charge phials while protecting yourself from incoming attacks.

Quick Phial Charge

Sword Mode: Post-Adept Guard, A, X

This combo can lead into longer strings of attacks.

Quick Shield Charge

Sword Mode: Post-Adept Guard, X

This quickly charges up your shield with any phials that you have loaded.

Post Dodge Discharges

Axe Mode, or Sheathed with Phials Charged Post-Adept Dodge, A (or R + X + A from Sheath), A, Back + X (if Shield Charged)

A simple Post-Adept Dodge combo that ends in a Super.

Valor Style

1 Hunter Art slot (1 SP Art). Removes your Guard Points while outside of Valor State and makes it more difficult to execute Morph Attacks, but once in Valor State, has GPs when you dash and lets you perform an Infinite AED combo.

In any state:

- Y - **Valor Sheathe**

Sword Mode:

- **Cannot Quick Charge.**
- During Valor Sheathe, X - **Valor Roundslash**
- During Valor Sheathe, A - **Valor Charge Slash**
- During Valor Sheathe, R - **Valor Morph to Axe** *(Doesn't have a GP.)*

Axe Mode:

- **Cannot Shield Charge.**
- During Valor Sheathe, X - **Valor Upswing**
- During Valor Sheathe, A - **Valor AED II**
- During Valor Sheathe, X + A - **Valor Super AED**
- During Valor Sheathe, R - **Valor Morph to Sword**

Outside of Valor State:

Sword Mode:

- **Roundslash doesn't have a GP.**
- **Cannot Charge Slash.**
- **Cannot Morph to Axe.**

Axe Mode:

- **Cannot Super AED after AED II.**

While in Valor State:

- Gains a special Blue Shield that has the same damageboost as a standard Red Shield, but doesn't apply Guard +1 normally. On GPs, it retains the Guard +1 effect. Also doesn't perform a Mini Phial Discharge when Guard Pointing.

Sword Mode:

- When performing an Upward Slice after Charge Phialswith Phials ready to be charged, apply a standard phial explosion instead of a mini explosion.
- B - **Valor Step** *(Has GPs on each Valor Step.)*
- After Valor Step, X + A - **Shield Thrust** *(Now applies a standard phial explosion.)*
- After Shield Thrust, A - **Valor Charge Slash**
- After Charge Phials, A - **Valor AED II** - $20\% + 45\% = 65\% \text{ damage} / 2 \text{ hits}$
 - *If not using a phial - $15\% + 35\% = 50\% \text{ damage} / 2 \text{ hits}$*

Axe Mode:

- B - **Valor Step**
- After AED II, A - **Valor AED III** *(Applies two PhialDischarges over two swings.)* - $15\% + 70\% = 85\% \text{ damage} / 2 \text{ hits}$
- After Valor AED III, A - **AED II**
- X + A - **Valor Ultra AED** *(Has the same properties as the standard Ultra, but doesn't consume Blue Shield. Can also be cancelled into the Super in the same way. Deals more damage.)* - $25\% + 90\% = 115\% \text{ damage} / 2 \text{ hits}$
 - *If not using a phial - $20\% + 55\% = 75\% \text{ damage} / 2 \text{ hits}$*

Valor Style really puts your all into the fancy new dash GPs, which allow you to be ultra-aggressive. The instant-Charge Slash from Shield Thrust while in Valor State speeds up your phial acquisition, while the infinite AED combo in Axe Mode consumes them all for efficient and effective damage. You can even Ultra spam to really pump out a little bit of damage.

Recommended Hunter Arts:

- Absolute Readiness

Valor Double Charge

*Sword Mode:*Y, then A, X

Charges both your Phials and Valor Gauge in Sword Mode.

Valor Discharging Charge

*Axe Mode:*Y, then A

This expends phials while charging up your Valor Gauge.

Valor Sword Aggression

*Sword Mode, Valor State:*B, (repeat) X + A, A, X

This combo takes advantage of the super-quick Charged Slash you get in SnS Mode to quickly charge up Phials.

Valor Axe Aggression

*Axe Mode, Valor State:*A, (repeat) A, A

If you've got a bunch of phials to expend then try this combo. It'll stun the monster pretty quickly, to boot.

Valor Ultra Axe

*Axe Mode, Valor State, with Phials Charged:*A, A, A, X + A

An Ultra-cool combo that consumes your phials in a long combo. Sure, you could just mash X+A instantly, but where's the fun in that?

Alchemy Style

3 Hunter Art slots (3 SP Arts). No more Shield Thrusts and Ultras, but you have the Alchemy Barrel, which is just as good, right?

Sword Mode:

- **Cannot Shield Thrust.**
- **Cannot Uncharged Slash.**
- **Cannot AED I from Charge Phials.**
- After Draw Slash, X + A - **Quick Charge**
- A - **Charged Slash** (No longer needs timing to execute.)

Axe Mode:

- **Cannot Upswing from AED II.**
- **Cannot Ultra AED.**

- After AED II, X -**Downswing**
- To charge the Alchemy Barrel quickly, use**Super AED**.

Alchemy Style is alright to be honest. It gets rid of the Shield Thrust and the pesky Ultra, which people didn't want to do anyway. You can treat this as Striker CB-lite though, with a barrel.

Recommended Hunter Arts:

- Absolute Evasion (SP) / Energy Blade III
- Absolute Readiness (SP)
- Ripper Shield III (SP)

Chained Charges

X + A, (repeat) A, X

An infinite loop that charges phials quickly.

Super Quick Shield Charge

X + A, X + A

An extremely quick combo that instantly charges your shield.

The style hierarchy goes Striker > Aerial > Valor > Guild/Adept/Alchemy. Striker's 5% boost really makes a good difference, and the Dash Slash GP is really handy. Every other style is more or less solid. Aerial is a standout among the fodder since it has the 90% damage SAED, but will need a specific set to work well. Valor CB has the fancy dash GPs and can Ultra whenever without the fear of losing Red Shield. Guild should only be used if you miss the Shield Bash, Adept if you don't want to play Valor, and Alchemy if you don't want to play Striker.

Hunter Arts

Energy Blade

Turn your phials into a single blade of light, which is then swung forward laterally. Increased amount of phials loaded before this HA is used boosts the blade's damage.

HA Rank	To Charge	0 Phials (Damage %)	1-3 Phials	4-6 Phials	7-9 Phials	10 Phials
I	750 (1100 SP)	10%	80%	130%	160%	200%
II	830 (1196 SP)	20%	100%	150%	180%	220%
III	920 (1304 SP)	30%	130%	180%	200%	250%

Length of the blade also increases with the amount of Phials charged, up to the largest size at 10 phials. Deals 300% stagger damage.

Energy Blade is the most damaging HA CB has, but it requires Limit Breaker in order to reach its full potential, which is disappointing. Still, the unique swing of the Energy Blade lets you hit high-up targets, and if you turn around before you use Energy Blade, you can hit monsters behind you.

Limit Breaker

Loads additional phials into your Charge Blade. For a limited amount of time, you have an increased max phial capacity.

HA Rank	To Charge	Max Phial Limit	Duration
I	1080 (1496 SP)	7	180 seconds
II	1170 (1604 SP)	9	180
III	1250 (1700 SP)	10	150

You GP incoming attacks while this art is being executed.

Limit Breaker seems pretty useful, especially for spamming phials, but it takes its sweet time to charge, and it only lasts for 3 minutes. With that in mind, unless you want to maximize memeing and Energy Blade potential, you should use Limit Breaker I rather than III, since you only give up 1 phial for 30 seconds of uptime. Also note that Limit Breaker is the only way to maximize the usefulness of Load Up, since Red Charge on Load Up will charge up to 10 phials.

Healing Phials

Changes your phial type to Healing, which does not apply Phial Explosions under any circumstances, and also reduces your AED damage since you aren't applying Phials on attacks.

HA Rank	To Charge	Effects
I	450 (740 SP)	Only heals self.
II	580 (896 SP)	Heals more than in I. Heals nearby allies if Shield Charge is performed.
III	630 (956 SP)	Heals more than in II. Heals nearby allies if Shield Charge is performed.

Heals self when Charge Phials is performed. Lasts 1 minute. When Shield Charging, all phials are consumed to heal. The more phials are used, the more healing is done.

The mere fact alone that it reduces your AED damage as well as disabling Phial Discharges means that you're gimping yourself for what a Lifepowder can do more easily. Don't screw with this under any circumstances.

Ripper Shield

Revs up your Shield, then thrusts it into the enemy while spinning it around. If it hits, charges up your Phials, then loads them once the HA ends. You can also perform a Shield Charge with R while you perform the Charge Phials.

HA Rank	To Charge	Total Damage	Phial Charge Level
I	400 (680 SP)	$20 * 4 = 80\%$ / 4 hits	Yellow
II	520 (824 SP)	$20 * 5 = 100\%$ / 5 hits	Red
III	640 (968 SP)	$20 * 6 = 120\%$ / 6 hits	Overcharge

You can also perform a Shield Charge with R while you perform the Charge Phials. Shield Charges to Red from levels II and III, and Yellow at I. Furthermore, this attack benefits from Shield Charge, and has a GP associated with the shield spinning portion. Note that you cannot Shield Charge in Valor style.

Ripper Shield is immensely useful both as utility and as damage, since doing a Ripper Shield is fairly quick, it charges your phials quickly, and can lead into a Shield Charge from the ending animation if you want, quickly charging up your shield to Red automatically. Plus, it charges up quickly. It doesn't get better than this.

A Brief Aside on Phials

There are only two phial types that CB has, Impact and Element. We'll go over the details briefly in this section.

Impact

The most popular phial type, it deals fixed, KO, and Exhaust damage all in one.

Move	Damage	KO	Exhaust
AED	5 Scaling Fixed Damage	25	10
Super AED	10 Scaling Fixed Damage	50	10
Ultra AED	25 Scaling Fixed Damage * (1 + 0.5 per Phial)	50 + 25 per Phial	10 + 5 per Phial
Mini	2.5 Scaling Fixed Damage	15	10

Element

Deals a large amount of elemental damage per Phial Burst, which is heavily dependent on the monster's elemental hitzone.

Move	Elemental Damage
AED	2.5x
Super AED	3x
Ultra AED	9.9x * (1 + 0.5 per Phial)
Mini	1.5x

Yes, you're reading that right. The Ultra AED for Elemental phials is 9.9x listed. It's insane. Try using Valor CB with Elemental CB for the best results.

What CBs To Use?

Impact Phials are basically better than Elemental Phials unless you have a specific setup for Elemental Phials in place, and you're in endgame. Impact Phials ignores hitzones and KO monsters, so use em, and use em well. Beyond that, increased draw is more important than having good Affinity, since Impact Phials scale off of raw and don't take into account Affinity or Sharpness.

Progression Recommendations

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

- **Petrified Strongarm**
As always, the Petrified line is pretty great, especially when you upgrade it to level 4. Use it and love it throughout early Low Rank progression.
- **Rogue Axe**
The Great Maccao CB is the earliest point at which you can get 100 raw, so is the most useful for getting through Village 2.
- **Mizuniya Drill**
Mizutsune's CB is in fact the only Impact CB from the Fated Four, so it's the only one you'll use. It's got decent raw for the point at which you can get it though it still has Green Sharpness which is somewhat disappointing.
- **Aslat Charger**
The Seregios CB is quite decent due to the auto-sharpening mechanic all Seregios weapons have. Thin Blue doesn't mean much because of this, and it has 140 raw as well as +10% Affinity. It also upgrades early on in High Rank, needing only Monster Keen bones.

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

- **Obsidian Strongarm**
Useful for early High Rank, becomes more useful with at least one upgrade, since that will provide you with natural Blue Sharpness.
- **Aslat Charger**
The Seregios CB becomes even more useful as it upgrades through High Rank, though you'll have to wait a bit through the middle of it to get to HR Seregios first. Has a decently high raw at 160 and gains White Sharpness when you do get to HR Seregios. Don't upgrade into Hyper, since it gives you less raw and more Sharpness, which isn't exactly needed.
- **Tigrex Divide**
Has higher raw than other CBs during this point and gets to 200 raw fairly easily. It also has natural Blue Sharpness, making it good for Village 8 and 9*.
- **Axelion Blade**
The Axelion Blade upgrades to a decent capacity at Village 9* cuts it over its comrades with slightly higher raw, which will impact the Impact Phials slightly better than the other options at this point.
- **Cera Strongarm**
The Diablos CB has a really high raw at 240 at max rank, as well as a negligible -15% Affinity, but only Blue Sharpness. However the damage that the Impact Phials can pump out mostly offsets the disadvantage here. It also upgrades into the best CB in the game, so get it.

G-Rank (Hub G1-G4*)

- **Elder Strongarm**
Really high raw and natural White Sharpness while only needing entry G-Rank materials. Essential for getting through G1 and G2 pain-free.
- **Vermilion Veil**
The Lao CB is quite solid with the same amount of raw as the Sage Strongarm, with some attached Dragon damage to boot. Useful for getting through the beginning parts of G3.
- **Vankrom Blade**
The Lagiocrus CB finally gets its time in the spotlight with 300 raw and natural White Sharpness. Useful for fighting Ahtal-Ka.
- **Tigrex Blade**
Has a solid length of White Sharpness, 320 raw while also having a negligible -15% Affinity. Great alternative for focusing on pure damage.

Endgame CB Recommendations

- **Cera Cediment**

The best CB in the game. Diablos's CB can take quite a few variants of Sharpness +1/2 and/or Razor Sharp, and has incredibly high raw which it can utilize in its Impact Phials. The negative Affinity is a small price to pay, and is easily accounted for.

- **Nebethetepet**

Ahtal-Ka's CB has natural Purple, which means you can forego Sharpness + skills for just Razor Sharp, and it has a good 330 raw. While this does make the Impact Phials slightly weaker, the lack of negative Affinity benefits most of your normal attacks, which is the majority of your damage anyway.

- **Magnastar Tobah**

The only Elemental Phial CB to make the main endgame recommendations, The Valstrax CB doesn't need either Sharpness +2 or Razor Sharp, letting you go all in to Elemental focus more effectively than most other Elemental Phial CBs.

- **Vankrom Voltblade**

The Lagiocrus CB has quite a high amount of raw while only having a below-average Thunder. Needs Sharpness +1 to get Purple Sharpness but has quite a bit of Purple at Sharpness +2, so if you run that you can drop Razor Sharp. Because of this, this is still quite potent, especially against Thunder-weak monsters.

- **Akantor Supremacy**

The Akantor CB has terribly low Sharpness, only maxing out on Blue Sharpness with Sharpness +2, but it has 370 raw, putting it on par with Diablos's CB. If you don't mind the low Sharpness and you're going up against a relatively soft monster, your damage output with phials can be really high.

- **Rustrazor Slasher**

The Rustrazor CB's main draw is the lengthy amount of White Sharpness while being on-par in terms of raw with the Ahtal-Ka CB. In lengthier hunts this can be useful for Sharpness upkeep.

Elemental Impact Recommendations

- **Amgalion Blade**

The Rathalos CB having 330 raw puts it on terms with the other more typical CBs, but a touch of Fire and a little bit of Affinity makes this stand out from the chaff. You will need Sharpness +2 to get Purple Sharpness, but it's worth it.

- **Adoration Unwound**

The Souseer CB has really high raw - 320 - while also having a decent Water value of 28 and an Affinity of 20%. You'll need Sharpness +2 for the Purple Sharpness length, but this CB packs a hell of a punch.

- **Pure Veil**

The Giadrome CB, yes Giadrome, has as much raw as the more standard CB options, having 330, as well as a good 29 Ice. You're required to run Sharpness +2 but this really slams Nibelsnarf in the 'snarf.

- **Unheilkraft**

The Gore Magala CB has similar raw to the Souseer CB, with 320, but it also has a natural 20% Affinity which makes your strikes more effective. Requires Sharpness +2 to get away from the natural Blue Sharpness though.

Elemental Phial Recommendations

- **Dear Lutemineva**

The Rathian CB is one of two good options for Fire Elemental Phial CBs, this one having more raw of the two. It has a good 40 Fire to make the most use out of the Elemental Phial while also having natural White Sharpness.

- **Luna Crucible**

The Gold Rathian CB is the second option for Fire Elemental Phial CBs, trading 30 raw for 2 more Fire, as well as triple slots. It also has more natural White Sharpness, so if you don't need Purple, you can also drop Razor Sharp on this CB too.

- **Apex Predator**

The Seltas CB has 40 Water, as well as providing 40 Defense and 2 slots, and all for just a slightly underwhelming 290 raw. Requires Sharpness+2 to get to Purple Sharpness, else you might be dealing with an uncomfortable amount of White.

- **Fatalis Countenance**

The Old Fatalis CB is the best Elemental Thunder CB in the game, with an astounding 50 Thunder and a solid 300 raw. Requires either Sharpness+2 to get Purple, or Razor Sharp to deal with the White Sharpness, but is great for especially Thunder-sensitive monsters.

- **Tristesse Durera**

The Zamtrios CB has triple slots and 42 Ice, while only having 290 raw and -10% Affinity. This doesn't have much use admittedly, but it's fun to watch Nibelsnarf explode from the Ice attacks, right?

Status CB Recommendations

- **Belobog's Scythe**

The Nerscylla CB has a great amount of White Sharpness similar to Rustrazor's CB. Has a slightly-annoying 280 raw, but has a decent 28 Poison and 25% natural Affinity to compensate, as well as a slot.

- **Desert Death**

The Cephadrome CB has decent raw, at 290, while also having a good 22 Para damage. You're capped at White Sharpness even with Sharpness +2, but you're using Para damage anyway. You should expect this.

- **Cloaked Twilight**

This Nightcloak CB, though capped to White Sharpness with Sharpness +2, has a 'good enough' amount of Sleep damage at 18 as well as 10% natural Affinity.

- **Fulgent Annihilator**

The Hyper Brachydios CB has solid all-rounder stats with 310 raw and 30 Blast, as well as two slots for set flexibility. The White Sharpness is just good enough to only need Razor Sharp, but can also be used with Sharpness +2 for a good amount of Purple.

- **Ashen Bardredd Nova**

The Hellblade CB loses only 10 raw, but drops the Sharpness + skill requirement for natural Purple. If you're playing Striker CB, you should use this on multi-monster hunts.

What Skills Should I Use?

The standard crit setup is very useful on CB, despite what most people say on the internet about Artillery Novice. Normal attacking is the majority of your damage anyway, so unless you can get Artillery Novice for free, like from the Kokoto Hat, then skip it. If you're playing Element, then you can go for Element Atk +2 to maximize your elemental usefulness. As for Sharpness, Sharpness +2 is used more often than not, and Razor Sharp is also generally useful on CB. You'll finish rounding out a set with the classic Blademaster skills, Weakness Exploit, Critical Boost, and Critical Eye.

Progression Armor Sets

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

- **BuJaBu**

Bulldrome Cap / Jaggi Mail / Bulldrome Vambraces / Jaggi Faulds / Bulldrome Greaves as well as some Attack Jwls will give you Attack Up (L) in the early game, which is very useful for pushing through early game content.

- **Ceanataur**

Ceanataur gives Razor Sharp and Critical Eye +1, which at this point in the game is weaker than standard Attack Up. If you're fine with BuJaBu then you can elect to skip this, but Razor Sharp is pretty nice.

- **Rathalos**

Rathalos's set grants Attack Up and Weakness Exploit, as well as a few slots to gem in Artillery if you have two slots spare on other sources. Will transition well into High Rank.

- **Rathalos Mixset**

The mixset version, which replaces the Helm for a Cap and uses Ceanataur Vambraces as well as Bnahabra Boots, sacrifices some Attack for Razor Sharp, which can be viewed as worth it in some circumstances. You won't be able to gem in Artillery though.

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

- **Ceanataur S**

Ceanataur S has Razor Sharp and Critical Eye +2, which makes it good if you want High Rank defense and/or want Razor Sharp. You can gem in Artillery if you want, but you'll need additional slots outside of the set to do so.

- **Rathalos S**

Has more points in Attack, giving you Attack Up (M) naturally. Also has the slots to get Artillery Novice so if you want to go that route, this option is there for you.

- **Rathalos Mixset S**

The Rathalos Mixset S is just comprised of the same parts as the Low Rank version, but with their High Rank equivalent parts. Just like the Low Rank version, it has Razor Sharp in exchange for some Attack points, but you can't gem in Artillery Novice as easily.

- **Silver Sol**

A rarer option for High Rank, this is made from Silver Rathalos. If you can tame the beast, and if you're feeling insecure in that Rathalos S armor, this has more defense, and trades in Attack for Critical Boost, which will enhance your crits from Weakness Exploit. Furthermore, this set also has 5 slots, letting you get Artillery Novice, Weakness Exploit, and Critical Boost. Nifty right?

- **Hayasol**

The Hayasol set from Gen returns once more as a progression set. For completionists, this set can take you all the way through endgame, for the low price of completing Low Rank Village. Consider gemming Artillery Novice instead of Critical Eye.

G-Rank (Hub G1-G4*)

- **Ceanataur X/GX/XR**

The different variants of the Ceanataur set are the first real opportunity to get to G-Rank Defense. They all provide some form of Affinity booster as well as a Sharpness modifier, with GX providing Repeat Offender and Sharpness +1, while X provides Critical Eye +3 and Razor Sharp and is gotten earlier. Switch based on your preference and play style.

- **Rathalos X**

The Rathalos X set not only has Attack Up (L) but also Weakness Exploit and a few points in Earplugs. You'll have to gem the rest of it in if you want Earplugs or HR Earplugs, but this set is great for progressing through G-Rank.

- **Rathalos Mixset X**

The mixset variant this time includes Vaik Faulds X and Bnahabra Boots X. This time, it trades those Earplugs points for Razor Sharp, which may or may not be useful depending on your CB.

- **Jho Ceana**

The famous Jho Ceana set, receivable when you alternate Esurient XR and Ceanataur XR parts, grants Sharpness +2 and Razor Sharp off the bat, making this set great for general use. Gem in other skills you want to use and you're good to go.

Skill Recommendations

- **Weakness Exploit**

If you're using Impact Phials, you're usually hitting the head for that additional KO damage. If you're hitting the head, more often than not you'll probably be hitting an area where Weakness Exploit activates.

- **Critical Boost**

Critical Boosts does to your raw damage what Artillery Novice does to your phial bursts: they amplify your Critical Hits, making them deal more damage. If you already have a high amount of Affinity, either by using Weakness Exploit or having Critical Eye, then this is a definitely must-use.

- **Razor Sharp**

You can sometimes drop this, but only sometimes. More often than not Razor Sharp will be useful to CB play, since you're not as slow-hitting as HH, but in the rare cases where you have a good amount of Sharpness already there, you can drop this.

- **Sharpness +2**

Useful in certain circumstances, like if you jump up a Sharpness grade or two if you use +2. Otherwise, you don't really need this unless you have a thin Sharpness grade otherwise.

- **Critical Eye**

Critical Eye is usually used to round out a set, since it's a simple Affinity Booster.

- **Challenger**

Some XR parts have a lot of Spirit points on some of them, letting you get Challenger easily. With G-Rank being how it is, monsters will enrage frequently, making the uptime of this skill near-constant.

- **Artillery Novice**

This skill adds additional damage to your Impact Phials further amplifying their damage. Somewhat niche though, since most people tend to over-exaggerate Impact Phial damage.

- **[Elem] Atk +2 and Elem Atk Up**

Only useful if you plan to play Elemental Phial CBs otherwise you don't hit quickly enough for the element to matter. Taking these skills will vastly improve your Elemental Phial damage output.

- **Load Up**

Useful on Aerial CB since it tends to eat phials like nothing else in the world. Performing the Aerial Charge Slash also really speeds up the charge, so Load Up will make performing Aerial Supers that much easier to do.

- **Guard**

Only very situationally useful, Guard is useful if you can take advantage of significantly more openings with the GPs that you can perform. If you can't really take advantage of that, then avoid this skill.

Final Thoughts

CB got put back into line with the Gen nerfs, and deservedly so. Some people do miss 4U CB, but GU CB is perfectly fine, though aggressively average in its kill times. The new GPs though sometimes less useful than just a regular Guard, function well as aggressive maneuvers, and their usage takes a little bit more mindfulness than 4U's GPs. The styles that CB gets also break the mold a little, since Aerial CB is actually pretty great in comparison to other Aerial styles, with Valor also allowing you to spam Ultras all the time. The HAs are sadly mediocre, with Ripper Shield being the only standout. The matchups are much more polarizing this time around, mostly due to the GP nerfs forcing more conservative use. Overall, still a solid weapon to use, despite the nerfs.

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