Yet Another Weapon Guide - Heavy Bowgun

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# Intro

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

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## **Purpose**

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

## 

## **Guide Contents**

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

# At A Glance

## **How Do I Play Heavy Bowgun?**

* Press X to reload the selected shot type. Press A to fire your currently-loaded shot type. Tap R to scope in, and press and hold R to quickly aim.
* Press and hold L and press X and B to select an ammo type. Selecting a new ammo type will automatically unload the previous ammo type.
* Hitting with shots will generate different VFX and SFX depending on the distance at which the shot connected. If you experience screen shake while shooting, then your shots are hitting at Critical Distance, granting them a damage bonus. Hit too far or too close and the damage you deal will be reduced.
* If a shot has a Green background on selection, that shot can be Sieged. Siege can be performed by pressing X + A or after a forward roll, X. During Siege, you’ll automatically fully reload and you’ll gain increased capacity while you Seige. Whenever you fire, you’ll fire at a faster rate than normal, but recoil will still take effect, if applicable. Furthermore, you cannot move unless you cancel the Siege with B.
* If the shot has a Blue background on selection, then that shot is an Internal shot. Internal shots cannot be crafted or otherwise replenished in any way. The type, load capacity, and the total amount of Internal shot will all differ depending on the Bowgun you choose.

## **Hot Tips**

1. An HBG’s stats, listed in its details, all affect how you fire shots. **“Reload” refers to how quickly you reload any particular type of shot,** which differs depending on shot type.
2. **“Devi.” is how the shot will travel over time,** with L/R referring to a Left and/or Right tendency, and “Mild” or “Severe” refers to how far the shot can travel off of its trajectory. Note that Deviation cannot go up and down, and that Deviation is somewhat random.
3. **“Recoil” is how much time you’ll take to recover after shots,** which also differs on shot type. The higher the Recoil, the more time you’ll take to recover after shots, and you might even get knocked back a little bit.
4. **Check the other pages of your HBG’s details** in order to know what common ammo your HBG can load, and how much of it, as well as Internal Ammo and Siege capabilities.
5. **Learn and stay in Critical Distance for your shots.** Doing so will vastly improve your damage.
6. **In the same vein, learn the monster’s shotzones.** Since Shot-type hitzones will be different from the more typical and common Cut-type hitzones, it’s in your interest to be familiar with good shotzones, and how to hit them.
7. **Bring combines for the type of shot you’ll be firing,** as well as backup shots. You’ll never know what will happen in a hunt, so bringing combines for your selected shot type is the best strategy.
8. Somewhat erroneously, people seem to think that recoil is reduced when Sieging. This is false. The effects of Recoil are lessened, but the fire rate is also increased. **More accurately, Recoil isn’t reduced, but fire rate is increased, and the time taken to recover from recoil is reduced.**

## **Meta Stuff**

* **Choose one specific shot you want to focus on for the hunt.** The most common shot types are Normal S Lv. 2 and Pierce S Lv. 1, due to their no-frills action and good Siege capabilities.
* **Choose HBGs which Seige your selected shot type,** or otherwise, choose an HBG with naturally-high capacities of the shot you want to use.
* **Try to choose HBGs with either None Deviation or Mono-directional Deviation.** Mono-directional Deviation is easier to compensate for than Bi-directional Deviation, since you can just aim in the other direction.
* **Keep in mind the basics of Recoil.** To fire Recoillessly, your HBG must have a certain amount of Recoil. Normal Lv. 2s and other Normal shot types can usually be fired recoillessly, while Pierce Lv. 1 needs Avg. Recoil to fire recoillessly. Pierce Lv. 2 and Lv. 3 require Some Recoil.
* Keep your Recoil low for effective Sieging of shots which require a lower Recoil.
* **Valor Style HBG pretty much breaks the game, full stop.** Charging the Valor Gauge is easy to do with either Normal 3s or the more popular option of Slicing S. When you do, Sieging is made much more effective, with a natural Evasion +2 whenever you roll as well as a Power Run which can lead into another Siege. Did I mention you fire faster the more shots you fire in a single Siege?
* **Adept HBG is a good choice** for those people who don’t want the stigma of being a shitter with Valor HBG but also want the safety of Valor HBG. Power Loads whenever you Adept Dodge, the ability to roll out of Siege, and Power Runs too.
* **Striker HBG is a great choice** for people who don’t want to abuse Adept or Valor. It removes Siege entirely, much like how Limiter Removal worked in previous games, but it provides none of the benefits. That 3rd HA slot can be used for cool things though.
* Guild HBG is your standard HBG which isn’t bad. It can Seige, it can dodge, it can do anything you want to do with HBG.
* Aerial HBG is a meme. Not only can you not precisely aim in midair, but your slow-ass combined with your lower defense makes it super-risky to just spam the Aerial hop. And if you don’t do that, you may as well be playing some other style.
* Alchemy HBG has a natural Reload Speed +1, and it can also load more Alchemy S than other styles. You can’t Siege, like Striker HBG, but hey you have a Barrel.
* HBG arts are worse than others. Super Nova is a gimmicky fixed-damage art which relies on you being at a specific distance and the monster staying still for the entirety of you charging the art. Guns Blazing is literally useless if you have a build which already fires a shot recoillessly. Gunpowder Infusion boosts the power of all your shots and can be stacked as long as you keep damaging the monster. Void Piercer is another gimmicky damage art which requires you be at melee range for a Gunner.

## **Cool Stuff**

* If you’re in midair, you can opt to either reload with X or fire a shot, if you have one, with A. Reloading this way will make you perform a melee attack that accompanies the action, which deals mounting, KO, and Exhaust damage. Firing a shot will deal mounting damage, as well as the typical other effects from the shot.
* Reloading has an animation, but the actual shot loading is performed immediately at the start of the action. Being interrupted by roars, wind press, or by any other means will let you reload before you’re interrupted.
* Sieging will let you readjust your shots while you’re Sieging, even while you’re holding A.
* Sieging also automatically refills your shots for you, so long as you’ve Sieged into a compatible shot type.
* Sieging, suffice to say, is a very dangerous move to make. Make sure you have a clear opening to even think about Sieging.
* Try fiddling around with your control scheme to make Gunning easier for you. Unless you’re using Control Scheme Type 4, in which case you’re cursed as hell.
* You can attach various Attachments to your HBG, but there’s only two options. Mysterious right, considering that LBG has 3. Anyway you can use Power Barrel, and why wouldn’t you, or Variable Zoom, if you want to use that.
* HBG’s hidden damage modifier is 1.48x, higher than LBG’s hidden damage modifier. This modifier applies only to the raw damage of your shots.

# Controls & Style Rundown

## **Guild Style**

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

* X - **Reload** *(Only performed if the currently loaded shot is not fully loaded.)*
* A - **Fire Shot** *(Only performed if you have shots loaded. Will jam otherwise)*
* Sp. Attack Button - **Stock Strike**
* Tap R - **Scope In**
* Hold R - **Quick Aim**
* X + A or after roll, X - **Siege** *(Increases fire rate, automatically reloads current shot, if Seigable. If not, will make you select a Siege option, if available. Cannot be performed otherwise.)*
* While in Siege, A - **Fire Shot (Siege)**
* White in Siege, B - **Cancel Siege**
* In midair, X - **Jumping Reload Strike**
* In midair, A - **Jumping Shot**

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

**Recommended Hunter Arts:**

* Absolute Evasion
* Absolute Readiness

## **Striker Style**

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

* **Cannot Siege.**

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

**Recommended Hunter Arts:**

* Absolute Evasion
* Absolute Readiness
* Gunpowder Infusion III

## **Aerial Style**

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

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

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

**Recommended Hunter Arts:**

* Absolute Readiness

## **Adept Style**

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

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

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

**Recommended Hunter Arts:**

* Absolute Readiness

## **Valor Style**

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

*In any state:*

* Y - **Valor Stance**
* While in Valor Stance, X - **Valor Load** *(If performed while sparks are emitted from the Bowgun during the Valor Stance animation, loads more quickly. You must release Y to activate this effect.)*
* **Cannot press X after a forward roll to Siege.**

*Outside of Valor State:*

* **Cannot Siege.**

*In Valor State:*

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

**Valor Style** breaks the game.

**Recommended Hunter Arts:**

* Mass Combiner / Absolute Readiness

## **Alchemy Style**

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

* **Cannot Siege.**
* Natural Reload Speed +1.
* Loads more Alchemy S than other HBG styles.
* In midair when zero shots are loaded, A - **Jumping Reload Swing**
* After a forward roll, R + Y - **Alchemy Barrel**
* To charge the Alchemy Barrel faster, **land shots in Critical Distance.**

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

**Recommended Hunter Arts:**

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

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

# Hunter Arts

## Super Nova

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

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

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

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

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

## Guns Blazing

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

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

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

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

## Gunpowder Infusion

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

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

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

## Void Piercer

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

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

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

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

# Shot Almanac - HBG Vers.

This section will cover all of the shot types as well as their Siege incarnations, if available. But before we cover shots, let’s cover Critical Distance and other important things related to shot types.

## **Critical Distance**

Critical Distance refers to the point where shots deals the most damage after leaving the barrel. Hit too close or too far, and you’ll deal less damage. If you’re hitting the monster from the other side of the map, well, you’ll deal very little damage.

|  |  |  |
| --- | --- | --- |
| **Range Description** | **Graphics** | **Damage Modifier** |
| Normal | Orange | 1.0 |
| Critical | Yellow-White + Screen Shake | 1.5 |
| Long | Yellow | 0.8 |
| Ex. Long | Red | 0.5 |

Being in Critical Distance is very important for all Gunner weapons, as it is a skill-free 50% damage boost. Constantly being in Critical Distance takes time, effort, and experience to learn but knowing when you’re hitting in Critical Distance goes a long way. Not all shots have Critical Distance, but most of them do. In the shot type section, I’ll note which shots do and do not have Critical Distance.

## **Recoil**

Recoil is a trait inherent to all shot types. Recoil in this game indicates how long you’ll need to take to recover after firing a shot, and can range from no recoil to some recoil to high recoil, where you’ll also get pushed back a little from the force of the shot.

Your bowgun has a separate Recoil rating which reduces the amount of recoil you’ll take after firing a shot. Put simply, your Bowgun’s Recoil rating takes away from the recoil rating of the shot type you’re firing. Depending on the final recoil’s value it’ll land within one of three ranges which correspond to no recoil, some recoil, and high recoil.

Your Bowgun’s Recoil Ratings can be one of the following:

**Minimum (3 levels) < V. Low < Low < Some < Average < High < V. High < Maximum (2 levels)**

Yes, you can lower your Bowgun’s Recoil to *below* Minimum, and there’s 3 levels of it. In practice this doesn’t matter unless you’re spamming Wyvern S.

For all shot types, you’ll have a range for No Recoil, then there will be two stages where you’ll have Low Recoil. After that comes High Recoil. In the Shot Type descriptions, I’ll list the last point where you fire recoillessly.

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

## **Reload Speed**

Reload Speed (shown as “Reload” on a Bowgun) refers to how quickly shots are loaded. It works similarly to Recoil where each shot has a Reload Speed rating, and the Bowgun’s Reload Rating takes away from that rating. Depending on the final value, it lands in one of three ranges, ranging from Fast, Average, and Slow.

Your Bowgun’s Reload Ratings can be one of the following:

**Fastest < V. Fast < Abv. Avg < Avg < Bel. Avg < Slow < V. Slow < Ext. Slow < Slowest**

Unlike Recoil, Reload does not have multiple stages for Fastest and Slowest.

Also unlike Recoil, Reload Speed comes in Fast, then 3 stages where it becomes Average, and finally Slow.

[Here’s a chart I made that lists the Recoil and Reload Speed tiers.](https://docs.google.com/spreadsheets/d/1e5MoEAOg3dZngly-ENnVLkodp5Obb_6bCH0fIGXvc4c/edit?usp=sharing)

## **Common Shots**

*Covers all shots that can be crafted and loaded by any Bowgun (either naturally or through armor skills).*

**Normal**

Shot type that hits the monster once upon contact. Has low recoil and good reload speed compared to the other main shot types. Normal’s Critical Distance starts as soon as it exits the barrel and continues for a while, about 2-3 rolls, after that. Benefits from the Normal/Rapid Up skill, as well as Felyne Sharpshooter.

|  |  |  |  |
| --- | --- | --- | --- |
| **Shot Level** | **MV** | **Recoilless** | **Fast Reload** |
| 1 | 6 | V. High | V. Slow |
| 2 | 12 | High | Slow |
| 3 | 10 per bounce | High | Bel. Avg |

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

*Siege Capacity: 15*

**Pierce**

Hits the monster multiple times with a single projectile. Has a slightly higher recoil and slightly lower reload speed than Pellet. Critical Distance does not start until a certain distance. Critical Distance extends for each successive level of Pierce. Benefits from the Pierce/Pierce Up skill.

|  |  |  |  |
| --- | --- | --- | --- |
| **Shot Level** | **MV** | **Recoilless** | **Fast Reload** |
| 1 | 9 MV \* 3 hits | Average | Avg |
| 2 | 7 MV \* 4 hits | Some | Abv. Avg |
| 3 | 7 MV \* 5 hits | Some | Fast |

*Siege Capacity: 12*

**Pellet**

Hits multiple monsters with a spray of bullets. Has slightly lower recoil and faster reload speed than Pierce. Does not have Critical Distance, but instead has Optimal Distance, where hitting in Optimal Distance deals the maximum amount of hits. This Distance is delayed for a bit. Optimal Distance extends with each level of Pellet. Benefits from the Pellet/Spread Up skill.

|  |  |  |  |
| --- | --- | --- | --- |
| **Shot Level** | **MV** | **Recoilless** | **Fast Reload** |
| 1 | 5 MV \* 3 hits | Average | Bel. Avg |
| 2 | 5 MV \* 4 hits | Average | Avg |
| 3 | 5 MV \* 5 hits | Some | Abv. Avg |

*Siege Capacity: 12*

**Crag**

Shoots a bullet that sticks to the monster before exploding. Deals fixed damage and an amount of KO if attacking the head, as well as Fire damage. Cannot hit in Critical Distance. Benefits from Artillery Novice and Expert, as well as Felyne Bombardier.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Shot Level** | **MV** | **Fire** | **KO** | **Exhaust** | **Recoilless** | **Fast Reload** |
| Shot | 3 | 0 | 0 | 0 | -- | -- |
| 1 | 25 Fixed | 30 | 25 | 10 | Some | Abv. Avg |
| 2 | 30 Fixed | 45 | 30 | 10 | Low | Fast |
| 3 | 40 Fixed | 60 | 40 | 10 | Low | V. Fast |

*Siege Capacity: 9*

**Clust**

Shoots a bullet that splits into multiple smaller explosives on contact. Deals more fixed damage than Crag. Will knock allies around if hit, so be careful.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Shot Level** | **MV** | **Fire** | **Recoilless** | **Fast Reload** |
| Shot | 6 | 0 | -- | -- |
| 1 | 25 Fixed \* 3 hits | 2 \* 3 hits | V. Low | V. Fast |
| 2 | 25 Fixed \* 4 hits | 2 \* 4 hits | Minimum | Fastest |
| 3 | 25 Fixed \* 5 hits | 2 \* 5 hits | Minimum | Fastest |

*Siege Capacity: 3*

**Element Lv. 1**

Shoots a unique shot which doesn’t have Critical Distance and deals a large amount of elemental damage depending on the Bowgun’s Attack value. Will disappear after enough distance. Benefits from the typical [Elem] Atk +1/2, Elem Atk Up, Elemental Crit.

|  |  |  |  |
| --- | --- | --- | --- |
| **MV** | **Element** | **Recoilless** | **Fast Reload** |
| 7 | 42 Elemental MV | High | Avg |

*Siege Capacity: 12*

**Dragon Lv. 1**

Shoots a piercing shot which does Dragon Elemental damage. Has an incredibly low carry count and load count, as well as having a slow reload speed and high recoil.

|  |  |  |  |
| --- | --- | --- | --- |
| **MV** | **Dragon** | **Recoilless** | **Fast Reload** |
| 1 \* 5 hits | 38 Dragon MV | V. Low | V. Fast |

*Siege Capacity: 3*

**Status** *(Poison/Para/Sleep)*

Shoots a shot which is guaranteed to deal a high amount of Status damage. Has high recoil, as well as a slow loading speed and low carry count.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Shot Level** | **MV** | **Status** | **Recoilless** | **Fast Reload** |
| 1 | 10 | 25 | Low | Abv. Avg |
| 2 | 15 | 50 | Minimum | V. Fast |

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

**Exhaust**

Shoots a shot which deals a large amount of Exhaust damage as well as KO damage if it hits the monster’s head.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Shot Level** | **MV** | **Exhaust** | **KO** | **Recoilless** | **Fast Reload** |
| 1 | 15 | 35 | 15 | Some | Abv. Avg |
| 2 | 20 | 70 | 20 | Low | Fast |

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

**Recovery**

When shot, fires medicine in a cone which restores health to everything hit in the same area. Including monsters.

|  |  |  |  |
| --- | --- | --- | --- |
| **Shot Level** | **Health Restored** | **Recoilless** | **Fast Reload** |
| 1 | 30 health | Average | Bel. Avg |
| 2 | 50 health | Low | Abv. Avg |

*Cannot be Sieged.*

**Paint**

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

|  |  |
| --- | --- |
| **Recoilless** | **Fast Reload** |
| High | Bel. Avg |

*Cannot be Sieged.*

**Tranq**

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

|  |  |
| --- | --- |
| **Recoilless** | **Fast Reload** |
| Average | Bel. Avg |

*Cannot be Sieged.*

**Alchemy**

A special shot generated by an Alchemy Barrel. Charges up HAs faster than normal, as well as having low Recoil and a quick Reload Speed.

|  |  |  |
| --- | --- | --- |
| **MV** | **Recoilless** | **Fast Reload** |
| 10 | V. High | Slow |

*Cannot be Sieged.*

## 

## **Internal Shots**

*Covers the special Internal Shots, which cannot be crafted and are tied to the Bowgun of your choice. All Internal Shots benefit from TrueShot Up.*

**Force**

Acts as a more powerful Normal-like shot, with additional Recoil.

|  |  |  |  |
| --- | --- | --- | --- |
| **Shot Level** | **MV** | **Recoilless** | **Fast Reload** |
| 1 | 15 | Some | Abv. Avg |
| 2 | 18 | Low | Fast |

*Siege Capacity: 5*

**Long**

Fires a shot that hits once on impact, but has a Critical Distance that is further than most other shots.

|  |  |  |  |
| --- | --- | --- | --- |
| **Shot Level** | **MV** | **Recoilless** | **Fast Reload** |
| 1 | 15 | Average | Avg |
| 2 | 18 | Some | Abv. Avg |

*Siege Capacity: 12*

**Dazzling**

Fires a unique shot which has no Critical Distance but is extremely powerful. Instead, it disappears after a certain distance. It also has significantly less Recoil and a fast Reload Speed.

|  |  |  |
| --- | --- | --- |
| **MV** | **Recoilless** | **Fast Reload** |
| 35 | V. High | Slow |

*Siege Capacity: 5*

**Heavy**

Fires a shot which is influenced by gravity. Deals additional stagger damage.

|  |  |  |  |
| --- | --- | --- | --- |
| **Shot Level** | **MV** | **Recoilless** | **Fast Reload** |
| 1 | 9 | Low | Fast |
| 2 | 12 | Low | V. Fast |

*Siege Capacity: 5*

**Sting**

Fires a shot that, if it hits a shot hitzone of 45+, automatically deals a Critical Hit.

|  |  |  |
| --- | --- | --- |
| **MV** | **Recoilless** | **Fast Reload** |
| 14 | Some | Abv. Avg |

*Cannot be Sieged.*

**Stone**

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

|  |  |  |
| --- | --- | --- |
| **MV** | **Recoilless** | **Fast Reload** |
| 10 | High | Bel. Avg |

*Siege Capacity: 12*

**Cannon**

Fires a cannonball with extreme recoil and a very slow loading speed. Explodes on impact.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Shot Level** | **MV** | **Fixed** | **KO** | **Exhaust** | **Recoilless** | **Fast Reload** |
| 1 | 5 | 30 | 10 | 5 | Minimum | Fastest |
| 2 | 7 | 40 | 15 | 10 | Minimum | Fastest |

*Siege Capacity: 5*

**Triblast**

When fired, sticks to the point of impact. Then explodes three times in quick succession.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **MV** | **Fixed** | **Fire** | **KO** | **Exhaust** | **Recoilless** | **Fast Reload** |
| 3 | 25 \* 3 | 30 \* 3 | 25 \* 3 | 10 \* 3 | V. Low | Fastest |

*Cannot be Sieged.*

**Element Lv. 2**

Shoots a unique shot which doesn’t have Critical Distance and deals a large amount of elemental damage depending on the Bowgun’s Attack value. Will disappear after enough distance. Benefits from the typical [Elem] Atk +1/2, Elem Atk Up, Elemental Crit. Deals more damage than Lv. 1.

|  |  |  |  |
| --- | --- | --- | --- |
| **MV** | **Element** | **Recoilless** | **Fast Reload** |
| 7 | 55 Elemental MV | Average | Abv. Avg |

*Siege Capacity: 12*

**Dragon Lv. 2**

Shoots a piercing shot which does Dragon Elemental damage. Has an incredibly low carry count and load count, as well as having a slow reload speed and high recoil.

|  |  |  |  |
| --- | --- | --- | --- |
| **MV** | **Dragon** | **Recoilless** | **Fast Reload** |
| 1 \* 5 hits | 45 Dragon MV | Minimum | Fastest |

*Siege Capacity: 12*

**P. Element**

Shoots a piercing elemental shot which deals elemental damage based on your Bowgun’s Attack power. Has Critical Distance. Benefits from the typical [Elem] Atk +1/2, Elem Atk Up, Elemental Crit.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Shot Level** | **MV** | **Element** | **Recoilless** | **Fast Reload** |
| 1 | 2 \* 3 hits | 19 Elemental MV \* 3 hits | Some | Abv. Avg |
| 2 | 3 \* 5 hits | 21 Elemental MV \* 5 hits | Some | Fast |

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

**Slicing**

Shoots a shot that sticks onto the monster. After a second, it explodes in a storm of blades, which deal Cut-type damage based on the monster’s shot hitzone.

|  |  |  |  |
| --- | --- | --- | --- |
| **Shot Level** | **MV** | **Recoilless** | **Fast Reload** |
| Shot | 1 | -- | -- |
| 1 | 8 \* 3 hits | Average | Abv. Avg |
| 2 | 8 \* 5 hits | Average | Abv. Avg |

*Siege Capacity: 5*

**Shrapnel**

Shoots a shot that sticks onto the monster, then explodes into a bunch of projectiles, like Pellet.

|  |  |  |  |
| --- | --- | --- | --- |
| **Shot** | **Shrapnel** | **Recoilless** | **Fast Reload** |
| 1 | 8 \* 3 hits | Low | Fast |

*Siege Capacity: 5*

**Wyvern**

Charges, then fires a short-range explosion forward that also deals Fire damage. Severe recoil and low load count.

|  |  |  |  |
| --- | --- | --- | --- |
| **MV** | **Fire** | **Recoilless** | **Fast Reload** |
| 25 \* 2 hits | 35 \* 2 hits | Minimum -1 | Abv. Avg |

*Cannot be Sieged.*

**Blast**

Fires a shot that applies a bit of Blast to the monster.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Shot Level** | **MV** | **Blast** | **Recoilless** | **Fast Reload** |
| 1 | 10 | 25 | Low | Abv. Avg |
| 2 | 15 | 50 | Low | Abv. Avg |

*Siege Capacity: 6*

**Poison Smoke**

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

|  |  |  |  |
| --- | --- | --- | --- |
| **MV** | **Poison** | **Recoilless** | **Fast Reload** |
| 0 | 35 | Average | Bel. Avg |

*Cannot be Sieged.*

**Flash**

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

|  |  |
| --- | --- |
| **Recoilless** | **Fast Reload** |
| Average | Bel. Avg |

*Cannot be Sieged.*

**Dung**

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

|  |  |
| --- | --- |
| **Recoilless** | **Fast Reload** |
| Average | Bel. Avg |

*Siege Capacity: 2*

**Demon (Aff.) / (Super) Armor / Demon Armor**

A series of stat-changing shots, which apply their effects in a cone. Does not apply to the one shooting the shot.

|  |  |  |  |
| --- | --- | --- | --- |
| **Shot Type** | **Effects** | **Recoilless** | **Fast Reload** |
| Demon | +10 Attack, +10% Sharpness, +20% Critical Distance damage. | Some | Fast |
| Demon Affinity | +15 Attack, +10% Sharpness, +10% Critical Distance, +10% Affinity. | Low | V. Fast |
| Armor | +20% Defense. | Some | Fast |
| Super Armor | +30% Defense. Super Armor. | Low | V. Fast |
| Demon Armor | +10 Attack, +10% Sharpness, +20% Critical Distance damage, +20% Defense. | Low | V. Fast |

*All effects last for 90 seconds.*

*Cannot be Sieged.*

**Remedy**

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

|  |  |
| --- | --- |
| **Recoilless** | **Fast Reload** |
| Low | Fast |

*Cannot be Sieged.*

**Group Recover**

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

|  |  |
| --- | --- |
| **Recoilless** | **Fast Reload** |
| Low | Fast |

*Cannot be Sieged.*

# What HBG To Use?

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

## **Progression Recommendations**

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

* **Petrified Cannon**

The most basic of HBGs, you’ll probably drop this like a hot sack of rocks as soon as you get access to the Meteor Bazooka. Useful for self-defense.

* **Meteor Bazooka**

The only real reason that you’ll use this is to be slightly better at a slightly earlier point than the Petrified Cannon since this is a decent enough HBG to be used at this point in the game.

* **Hidden Gambit**

Hidden Gambit has natural Some recoil which means you can take advantage of the 4-capacity P2 it has, and you can Siege the P1s if you really want to do that.

* **Bite Blaster**

Has a very good natural capacity of Normal 2s and can even Siege those. Also has natural Some Recoil, but it’s more meant for the Pellet S that this HBG can fire.

* **Cirrus Blaster**

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

* **Sayyad Cannon**

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

* **Daora’s Delphinidae**

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

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

* **Sayyad Cannon / Seditious Cannon**

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

* **Hidden Gambit**

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

* **Bite Blaster**

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

* **Cirrus Blaster**

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

* **Queen’s Longfire**

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

* **Guerrera Cannon**

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

* **Le Désastre**

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

* **Akantor Cannon**

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

* **Daora Grande**

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

**G-Rank (Hub G1-G4\*)**

* **Elder Cannon**

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

* **Baleful Night**

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

* **Biting Blast**

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

* **Queen’s Farflier**

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

* **Mountainous Roar**

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

* **Thorn Cannon**

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

## **Endgame** HBG **Recommendations**

* **Daora’s Ceti**

The most damaging of the Holy Trinity of Valor HBG, Daora’s Ceti has Slicing S to quickly build the Valor Gauge and access to Pierce S Lv. 1 recoillessly. Plus, it’s got hella raw and some natural Affinity.

* **Orcus Quarcus**

Orcus Quarcus is the more technical of the Holy Trinity, giving up 10 raw for an extra slot and access to both levels of Para S, being able to Siege Para S Lv. 2. With that, you can get a relatively easy para off with Valor Loads to build the Valor Gauge effortlessly, at the cost of a little bit of damage.

* **Diablastazooka**

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

* **Le Déluge**

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

* **Akantor Descent**

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

* **Mountainous Torrent**

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

**Elemental HBG Recommendations**

* **Yukumo Auragun**

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

* **Wyvern Crasher**

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

* **Valía Cannon**

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

# What Skills Should I Use?

Since you’re a Gunner, you can’t use Blademaster progression sets like they can, and often they’ll have different skill point distributions from you. Furthermore, you’ll have to go into mixed sets as soon as you hit late High Rank and early G-Rank, since full sets by then are underwhelming compared to the mixed set potential you can have.

## Progression Armor Sets

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

* **BuJaBu**

Even Gunners take advantage of BuJaBu, but they can only get Attack Up (M) at maximum instead of Attack Up (L) without additional slots available.

* **Ceanataur**

Ceanataur’s Ammo Saver effect is alright for saving ammo. It’s not Razor Sharp, but this can save you a few shots, especially this early in the game where you don’t have much combine materials.

* **Rathalos**

A pure Rathalos set will get you Attack Up (M) and Weakness Exploit which is great since you’re hitting shot weakspots anyway, and Attack Up (M) is great for the Nargacuga LBG since it has naturally lower raw than its colleagues.

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

* **Ceanataur S**

HR Ceanataur just has more points in Expert than the Low Rank version, making this nice if you really want that High Rank defense.

* **Malfestio S**

Has Weakness Exploit by itself, so you can have more appropriate Defense while not giving up too much damage.

* **Rathalos S**

Rathalos S provides more points in Attack than LR Rathalos and still provides Weakness Exploit. Not a bad choice if you want to go into G-Rank, but you still have many more options.

* **Rathalos / Glavenus Mix S**

This set requires Rathalos from head to waist, and Glavenus Leggings S. Gem in for skills appropriate, until you get Attack Up (S), Weakness Exploit, and Shot Booster. The main thing about this set is that it gets you Shot Booster relatively easily, and with damage booster skills to boot.

* **Rathalos / Lagi Mix S**

You’ll need at least a two slot charm, or another source of external slots for this set, but it provides at least both Weakness Exploit and Pierce/Pierce Up. If you have a 3-slot charm, then you can get Attack Up (S) in addition. This is comprised of Rath S/Rath S/Lagi S/Rath S/Lagi S, with the appropriate gem-ins.

* **Silver Sol**

Full Silver Sol provides Weakness Exploit and Critical Boost, good for boosting your damage even further on weakspots. Good if you don’t really want to bother with mixed sets at the start of G-Rank.

* **Hayasol Variant**

A Hayasol Variant refers to one of the variants based on the famous Blademaster mixset, Hayasol. Comprised mainly of the Hayabusa Feather, various Silver Sol parts, as well as potentially Lodestar or even Vaik parts, you typically replace one of the skills - usually Razor Sharp - with the shot type up of your choice. If using Pierce, replace Critical Eye with Shot Booster.

* **Esurient R**

Esurient R has a lot of slots but only access to Normal/Rapid Up. This is great if you’re, say, doing a RF Normal-focused LBG build.

**G-Rank (Hub G1-G4\*)**

*I really discourage using full sets in G-Rank, since most sets don’t provide the correct skillset of what you need. Use Mixsets instead. The following listed are particularly good or notable sets which can become better with good charms.*

* **Rathalos X**

Rathalos X has Attack Up (L) and Weakness Exploit by itself, but it has Hearing +6 for some reason. Even though you’re a Gunner and have little to no use for this.

* **Rathalos / Lagi Mix X**

Same as in High Rank, but with the parts replaced by their G-Rank versions. You have enough slots on the set to get Pierce/Pierce and Weakness Exploit from gem-ins on the armor naturally, so use that charm bonus to get more Attack points, if nothing else.

* **Esurient XR**

Esurient XR features multiple Normal/Rapid Up points across its armor pieces, making you have 22 points in Normal/Rapid Up. Obviously, you want to mix this into Normal focused sets.

## Skill Recommendations

* **Evade Extender**

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

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

Your essential damage boosting skill in G-Rank. Increases your damage by 10%, or 30% if using Pellet S, as long as you use the correct ammo type. Since you’ll mostly be using the one ammo type, this is an easy boost to your overall damage.

* **Shot Booster**

Shot Booster provides a +50% extension to your Critical Distance. You should only use this for Pierce focused builds, as that’ll make it a lot easier to make it hit in Critical Distance. Also of note: you don’t necessarily need this if you’re a god of positioning. Perfect distancing and movement will allow you to always hit in Critical Distance, more or less. But since most people aren’t gods, Shot Booster is pretty useful.

* **Weakness Exploit**

Provides 50% Affinity as long as you hit weakspots. You’re a Gunner, so unless the monster is literally made of shitzones or it has a weakspot which you can’t hit consistently, this skill is always valued.

* **Repeat Offender**

Provides up to 30% Affinity as long as you keep hitting the monster. Useful if you don’t have access to Weakness Exploit or can’t use it well for whatever reason.

* **Critical Boost**

Critical Boost boosts your Attack even further if you do a Critical Hit. Very useful if you have a bunch of Affinity, either from skills or naturally.

* **Critical Eye**

Critical Eye is typically used to round out a set, but is hard to get in large amounts in G-Rank, unless you use Hayabusa Feather.

* **Challenger**

On the other hand, Challenger points can be gotten fairly easily in G-Rank, and G-Rank monsters enrage easily. A great skill, especially if you get +2.

## 

* **Bitter Affinity**

Only used as a niche build on Diablos HBG. It *is* effective in that niche though, since you usually won’t have enough Expert points to compensate for the negative Affinity because you’re also taking…

* **Recoil Down**

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

* **Peak Performance**

Peak Performance is a simple +20 raw when you’re at maximum health. Blademasters can’t use it, but if you’re a Gunner, you won’t take chip damage or significant damage as easily as Blademasters will, letting you take advantage of this.

* **[Elem] Atk, Elemental Atk Up**

Use this on elemental builds. Since Elemental S’s damage scales with your raw, Elemental Atk Up bolsters your damage even further, required to make the most use of the Internal-only P.Element Lv. 2 RFs.

* **Elemental Crit**

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

* **Ammo Saver**

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

# 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.

## 

Iff me us Baler me winn efery hont wright?

## **Neoptorons and Temnocerans**

**Seltas: 10/10**

Shoot it out of the sky. You can do that, right?

**Seltas Queen: 9/10**

Seltas Queen does have opportunities where you can safely Siege up and take her on with Pierce shots, but the other times she’s bearing down on you, so it’s really your choice on whether or Siege or not.

**Nerscylla: 9/10**

Constantly shooting the face leads to easy trips where you can Siege up and potentially keep on chaining together trips. Nerscylla’s head is quite smallish though, and Pierce S probably wouldn’t hit enough on the head to keep on activating trips.

## **Piscine Wyverns**

**Cephadrome: 10/10**

Cephadrome is super squish to shot. It’s almost literally like shooting fish in a barrel.

**Plesioth: 6/10**

Plesioth’s giant size means giant AoEs, and Plesioth isn’t too keen on letting you Siege unimpeded either. Stay mobile, and consider exploiting Plesioth’s weakness to Thunder.

**Lavasioth: 4/10**

Lavasioth really doesn’t like people Sieging on it, with its frequent, large AoE melee attacks. The shitzones it has also reduces the effectiveness of bullets here, so suffice to say you’ll have one hell of a time here.

## **Bird Wyverns**

**The Dromes: 10/10**

Don’t Siege here, since they’ll probably pounce your butt and attack you. Pellet works well to clear out the minions and on the big guys themselves.

**Great Maccao: 10/10**

Maccao is much like the other Dromes in that Sieging is a bad idea. But, fighting it is still the same song and dance. Shoot the face.

**Yian Kut-Ku: 9/10**

Sieging on Kut-Ku will probably make you eat a charge or a fireball, so don’t do that. Kut-Ku otherwise is pretty squishy, so just go all out.

**Gypceros: 9/10**

Similarly, Sieging on Gypceros is a risky move due to Gypceros’s use of poison, but if you get out of the way of the flash or just break the crest, the flashing animation is a lot of time for it to waste and a lot of time for you to inject bullets into its skull.

**Yian Garuga: 7/10**

Garuga *definitely* won’t let you Siege at all. Its spastic ass would probably die before it lets you Siege for any significant amount of time. Use Normal S and just keep on taking pot shots at Garuga’s head.

**Deadeye Yian Garuga: 8/10**

Deadeye is like a more balanced Garuga for the modern age, but it still won’t let you siege on account of the giant Earthshaker attack. In G-Rank, Deadeye only becomes more dangerous with the gapclosing beak pecks and the quick backsteps that lead into other attacks. Be careful with this one.

**Malfestio: 9/10**

Malfestio won’t let you Siege either, but hitting it with Normals otherwise is easy. The only attacks you really have to worry about are the aerial charges or the wing slam, which only happens rarely after a charge anyway.

**Nightcloak Malfestio: 9/10**

Nightcloak is basically owl but with invisibility gimmick. Not scary.

## 

## **Fanged Beasts**

**Bulldrome: 10/10**

Jam bullets up the butt.

**Kecha Wacha: 10/10**

Kecha’s mobility will definitely bite you in the face if you decide to Siege. Otherwise, Kecha’s attacks are easy to see coming.

**Lagombi: 10/10**

Lagombi’s large dash attacks will definitely discourage Sieging, and the small head makes it hard to use Pierce here. Use Normals, and stay on the move.

**Snowbaron Lagombi: 7/10**

Snowbaron’s moveset will really kick your ass if you dare to Siege on it, and dropkicks probably mean death. The giant snowballs don’t really help if you can’t read where they’re going either.

**Arzuros: 10/10**

Arzuros is slow but its moveset is full of gapclosers. Stay mobile, or at least as much as an HBG user can. Shoot the tiny head with Normal shots.

**Redhelm Arzuros: 5/10**

I don’t have to say it do I? Redhelm’s got these hands that it wants you to catch. Plus it has shitzones. And its only weakness is ‘status’ which HBG can’t really take advantage of. Just Pierce it as best you can.

**Congalala: 9/10**

Congalala’s charge and multiple other attacks can make Sieging hard to do, but Congalala has plenty of other opportunities to Siege up.

**Blangonga: 3/10**

Sieging up makes you eat a Blangonga fist to the face… or a Blangonga face to the face. Yeah this guy has high mobility, so… good luck!

**Volvidon: 8/10**

Smol head, takes less damage while rolling, wide AoEs, yeah Volvidon is annoying for Gunners. Still, Volvidon doesn’t do much damage, so just keep on your toes for this one.

**Rajang: 10/10**

Rajang’s extremely readable and the majority of its body is extremely fragile to damage. Just don’t Siege or you might eat a Kamehameha.

**Furious Rajang: 9/10**

Very similar to Rajang except it has access to Rajang’s enraged attack patterns all of the time. It also has a gapcloser pin, so don’t Siege if you value your life.

**Gammoth: 10/10**

A giant target for your Pierce shots. Just don’t Siege or you might get crushed.

**Elderfrost Gammoth: 8/10**

Elderfrost will close the gap by sucking you in rather than by its non-existent speed. It’s also got a giant AoE in the form of its snowblower, so being remotely in front of Elderfrost is a bad idea.

## 

## **Amphibians**

**Tetsucabra: 10/10**

Trivial frog. Just shoot it in the face with Pierce.

**Drilltusk Tetsucabra: 10/10**

Drilltusk is similarly trivial, just don’t get suplex’d or jumped on.

**Zamtrios: 10/10**

Zamtrios’s ice beams and charges are quite wide-ranging and deadly, but waiting it out will eventually let you take advantage of the weak belly.

## **Carapaceons**

**Daimyo Hermitaur: 9/10**

Daimyo loves just walking up to you and claw swiping, but it doesn’t actually do anything that’s threatening.

**Stonefist Hermitaur: 9/10**

Stonefist’s stunning pocket sand as well as its super leaping attack can be dangerous for the HBG user who Sieges, but fortunately Stonefist has the rare weakness of ‘being shot in the fucking face’.

**Shogun Ceanataur: 8/10**

Shogun Ceanataur is similar to Daimyo except somehow more annoying due to its aggression. The jumping attack is hard to dodge normally so either roll out of the way with EE or follow and go past it before it jumps.

**Rustrazor Ceanataur: 6/10**

Rustrazor’s water beams are hard to dodge unless you can get up close to it, which you can’t always do. The vertical water beam is similarly hard to dodge, but since you’re an HBG user, you can’t sheathe quickly. The Blademaster form’s jumping attacks are also threatening.

## 

## **Leviathans**

**Royal Ludroth: 9/10**

Royal Ludroth is quite squishy but it does gain a large AoE in G-Rank. Its mobility may also be annoying as well as its quicker large-AoE moves.

**Agnaktor: 7/10**

Agnaktor’s face is perfectly suited for Pellet, but Agnaktor has other ideas. Its thermal beams have quite the range, especially if it swings it from side to side, and many of its melee attacks are accompanied by extra AoEs if there’s heated lava present.

**Nibelsnarf: 9/10**

Nibelsnarf might not have accessible weakspots but it’s susceptible to Pierce, and it also frequently lets you Siege up and demolish it.

**Lagiacrus: 6/10**

Lagiacrus’s large ranged AoEs are a pain to deal with, and its melee AoEs aren’t a joke either. Try to take advantage of the small discharges to hit the face.

**Mizutsune: 9/10**

Mizutsune’s mobility definitely outstrips your’s, and Sieging is a bad idea here. Most of its attacks are melee though, minus the few water beams it can use, so staying on the move is a good idea.

**Soulseer Mizutsune: 9/10**

You don’t have to play Soulseer’s game, and just shoot the backfin continuously. If you do get bubbled though, you have to shoot the left leg if its licked up, and not the right… for some reason.

## 

## **Snake Wyverns**

**Najarala: 8/10**

With EE you should mostly be able to dodge out of the way of noisy scales but if you don’t, expect to take hella damage. Fortunately Najarala is super squish so you should be able to crack its head open.

## **Brute Wyverns**

**Barroth: 9/10**

Barroth’s arms and tail are the weakspots you’re shooting for, so use Normals. Its charges will screw up your Sieges, so Siege with purpose.

**Deviljho: 9/10**

Most of Deviljho’s attacks hit over a wide area, meaning Sieging isn’t a great idea. You want to stay mobile to roll out of the way of those attacks and keep on attacking the chest or head. Remember that the head’s hitzone is smaller than you’d think it is, so Piercing it isn’t super effective. But Piercing the chest is.

**Savage Deviljho: 8/10**

Savage is even faster than a standard Jho, so Sieging up is an even worse idea. Try your best to stay mobile. And remember that Savage’s chest is always weak to damage, while it’s entirety is weak to Thunder.

**Uragaan: 6/10**

Uragaan’s rolls and far-reaching gas and slam attacks are very dangerous for a normal HBG user to run against, especially the rolling slam. You’ll have to see attacks coming far in advance, which isn’t always possible against Uragaan, whose rolls are much less predictable in this game.

**Crystalbeard Uragaan: 3/10**

Crystalbeard is significantly worse to fight against, since in the EX fight in particular it shoots out rocks that one-shot as it rolls, so even if you do predict where Crystalbeard will roll, you might eat a rock. And then, Crystalbeard has plenty of tricks in its arsenal that it can pull out. Good luck!

**Duramboros: 9/10**

Duramboros’s back is most vulnerable to your damage, but requires that you focus it in order to break its back first. The tail is also a good shot zone but isn’t great for Pierce, unless you shoot from the hammer down, which is a bad idea to say the least.

**Brachydios: 9/10**

Brachydios is a practice in accuracy. Both of Brachydios’s weak spots, the head and the tail, are right next to especially bad shotzones, the horn and the tail tip. Try to shoot the good shotzones rather than the bad shotzones. Do be cautious of Brachydios’s gapclosers.

**Raging Brachydios: 8/10**

Raging Brachydios is a much larger, much more damaging Brachydios, but you don’t have to care about the defusing mechanic exploding on you. Stay cautious and avoid its wide-hitting attacks.

**Glavenus: 9/10**

Glavenus is really iframable even if he does get right up next to you constantly. Making distance will be an issue, along with the lower hitzone on the heated throat.

**Hellblade Glavenus: 4/10**

Hellblade’s wide reaching explosions and general resistance to all things bullet on the face doesn’t mean fun times for you. Prayers be with you every time he tries to nuke you.

## **Flying Wyverns**

**Nargacuga: 8/10**

Nargacuga’s mobility will definitely outpace you, but you can iframe most of its swipes, so long as you see it coming. Trying to get in the right range, too? Ehhhh...

**Silverwind Nargacuga: 5/10**

In this battle of projectiles, Silverwind wins. There’s no contest. The best you can do is use EE to dodge out of the path of the projectiles it tosses at you while trying to track it as it jumps across the area in two bounds.

**Barioth: 6/10**

Snow kitty really likes to run you over and with its mobility, it’ll be hard to hit the head consistently. Either try to break the arms using Flaming S or go all out with Normal S and try to hit the head even with Barioth’s mobility.

**Rathian: 10/10**

Rathian’s relative squishiness may mean that she’s easy to kill, and that’s about it. Really, all you have to worry about is her charges and charge-related attacks.

**Dreadqueen Rathian: 6/10**

Dreadqueen has no WE-able zones until you break the back, but that’s a task all its own. Your best bet is to use Dragon S or to mount her, but let’s be honest, you aren’t gonna mount with HBG unless you’re using the cursed\_style. Both of them. I meant.

**Gold Rathian: 5/10**

Gold Rathian’s multiple AoE attacks are very dangerous to your health and safety, not to mention the insta-flips and the lack of good hitzones to hit, other than the legs. Use and love EE.

**Rathalos: 10/10**

Rathalos can be shot out of the sky relatively easily.

**Dreadking Rathalos: 8/10**

Dreadking, like Dreadqueen, has no shotzone weaknesses until you break the back, where again, Dragon S or mounting it is necessary. Dreadking’s chained fire breaths shouldn’t be an issue if you have EE, or if you roll under it between or before fire breaths.

**Silver Rathalos: 8/10**

Silver Rathalos’s nukes shouldn’t be much of an issue with EE, but trying to hit his legs while it’s flying about is. This fight is all about positioning, so stay on top of your game.

**Basarios: 10/10**

Basarios’s charges are gas attacks are nothing special. The only thing you really have to worry about are the rolling charges, and even then you can see those coming.

**Gravios: 8/10**

Gravios’s homing thermal beams are a real thing to watch out for, as are its thermal beams in general. Shooting and breaking the belly will do the rest of the fight.

**Khezu: 10/10**

Most of Khezu’s attacks are easy to dodge, which means easy punishes for you.

**Tigrex: 3/10**

Tigrex is an absolute terror to fight with the charges and homing charges of doom. You can see the homing charges coming if it turns normally before it charges, but even if you do see those coming, the issue is dealing damage to Tigrex too. The only viable ‘weakspot’ is the hind legs, which can lead to trips, but Tigrex doesn’t seem to trip a lot regardless.

**Grimclaw Tigrex: 5/10**

Grimclaw is somehow not worse. Grimclaw’s melee attacks shouldn’t hit you, and the giant boulder toss usually leads into a charge 90% of the time. The only real issue is Grimclaw’s sudden leaps and the charge followup into giant boulder.

**Seregios: 8/10**

Seregios’s mobility and tendency to go up close to you means bad times, but with EE you should have the mobility to get away from it and shoot it. If Seregios starts to spam projectiles, well, you should know what to do.

**Astalos: 6/10**

Astalos has poor shotzones, even when it’s charged. Pierce mitigates this somewhat, but Astalos’s tendency to gapclose with one of its most devastating attacks will really hurt Pierce’s Critical Distance.

**Boltreaver Astalos: 3/10**

Boltreaver has *worse* hitzones, not to mention all of the fancy new tools in its kit when it’s charged. The Boltblade and Magnetic Vortex are especially devastating to any HBG user’s positioning.

**Diablos: 10/10**

Diablos’s tail is super squish, and most of its attacks are made to hit Blademasters, not Gunners.

**Bloodbath Diablos: 6/10**

Bloodbath’s tail is similarly squishy (note, not the tail tip), but Bloodbath has several more tools in its kit to hurt people who are shooting it. Not to mention the roar to charge combo which carts even Blademasters… Oh and keep an eye on the post-exit Steam Bomb, since that attack’s targeting is interesting to say the least.

**Akantor: 6/10**

Akantor’s basically a lava Tigrex, which means no fun for you. Of particular note is the lateral Dragonbreath, which has a great AoE and does lots of damage. Attack the back legs if you value sanity. If you don’t, go play Don’t Starve instead.

**Ukanlos: 7/10**

Ukanlos’s moveset is basically the same, except with a lot more ice boulders. Fighting it is the same as Akantor. I hope you know how to dodge the swim attack.

## 

## **???**

**Gore Magala: 9/10**

Gore Magala’s charge attacks and projectile attacks, especially in G-Rank, hurt. It’s fairly weak to shot damage though, so you can rip it apart.

**Chaotic Gore Magala: 8/10**

Chaotic Gore shares mostly the same moveset as both Gore and Shagaru, varying it based on which form it’s currently in. The transition attacks are particularly annoying since they have a larger AoE than normal, and Chaotic also shares the infamous leap forward -> super slam combo that Shagaru does. Chaotic is as soft as Gore is though, so a few bullets will put it in its place.

## 

## **Fanged Wyverns**

**Zinogre: 10/10**

Zinogre’s head is weak to Pellet, though I still recommend Normal for this fight. Zinogre’s attacks are easy to dodge regardless and putting a few bullets in its head will put it down quickly.

**Thunderlord Zinogre: 6/10**

Thunderlord is more threatening than Zinogre mostly due to its ability to perform moving attacks, leading into easier and more damaging combos. Plus, it’s got worse hitzones. Use Pierce this time.

## 

## **Elder Dragons**

**Kirin: 10/10**

Kirin is trivial. Just wait for the lightning bolts to stop and just apply bullets directly to the forehead.

**Shagaru Magala: 8/10**

Shagaru’s mostly infamous for the hop forward -> super slam combo, which has claimed many a Gunner’s lives. I’ve iframed it a few times even with the hop forward, but it’s difficult to time. The rest of Shagaru’s attacks, especially the projectiles, are easy to punish, and Shagaru’s shotzones are generous.

**Valstrax: 8/10**

Valstrax’s weakspot are those tiny arms which connect the wings to the main body. Yes, those. You should probably use Normals if you want to hit those, but in case you can’t for whatever reason, you can hit the head instead. Valstrax’s wide AoE attacks are iframable, but incredibly precise. If you can manage to iframe them consistently, then you should be able to punish Valstrax, even though it really likes to move about.

**Kushala Daora: 8/10**

Kushala’s wind aura will negate *all* non-Piercing shots, and its shotzones aren’t the best in the world. If you have access to P.Thunder then this fight is made somewhat easier, but Piercing it outright is also fine. Just don’t get combo’d by the wind pressure into a charge.

**Chameleos: 6/10**

Chameleos’s raw hitzones are notoriously bad. You can use Flaming S to combat the low raw hitzones, but you’re HBG. Plus, Chameleos has quick large frontal AoEs, which can make maneuvering around its attacks weird, if not undoable.

**Teostra: 6/10**

Teostra’s flame aura will also dissipate all non-Piercing shots, but the shotzones here are significantly better. In G-Rank though, the boops get real hurty, not to mention the ranged novas it can do, which are usually centered around you.

**Lao-Shan Lung: 8/10**

As HBG you can opt not to use the fixed weapons, but you should be sure to not waste your shots on the health gate. If you do, you’re more than likely to run out of your shots.

**Alatreon: 5/10**

Alatreon’s weakspot is the tiny head, which loves to move around. Not only that, but Alatreon has plenty of gapclosers and a claw it wants to shove up your butt without your consent. Look, just stay mobile and try to shoot the tail if you don’t have a line on the head.

**Amatsu: 8/10**

Amatsu has a giant head. It’s basically a giant floating target. Just be careful of the charges and projectile attacks.

**Nakarkos: 9/10**

Nakarkos’s shotzones are pretty mediocre aside from the weakspot on the back. As HBG, you can Pierce the tentacles anyway and you won’t part with too much damage. Nak also provides plenty of opportunities to Siege up, if you want to.

**Ahtal-Ka: 9/10 (True family: Neopteron)**

Ahtal’s debris-tossing attacks have quite the AoEs, and you’re guaranteed to eat debris if you get webbed. The mech phase however provides plenty of opportunities to Siege up and destroy those cocoons.

**Fatalis: 8/10**

Fatalis’s head is tiny and really likes to move around. The fireballs and flamethrower really discourage needless Sieging too. If you can’t hit the head, the chest is just as good.

**Crimson Fatalis: 7/10**

Crimson Fatalis’s meteors can hit in a pattern that’s targeted around any hunter that’s away from Crimson, and it also shares the same issues as normal Fatalis. Try to learn the patterns and hit the face or chest.

**Old Fatalis: 6/10**

Old Fatalis’s lightning bolts hit in the same patterns as Crimson’s, but it also has reduced shot damage on many parts when it’s enraged. Except for the head, where it increases. Do your best to be accurate and dodge the many bolts from the blue it tosses at you.

# Final Thoughts

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

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