Yet Another Weapon Guide - Insect Glaive

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# Intro

Insect Glaive allows you to vault into the air whenever and wherever you wish! Utilize your Kinsect to collect Extracts in order to enhance your abilities! Attack with the power and speed of the infinite combo, and dance around the monster with your mobility!

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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 Insect Glaive. 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 Insect Glaive controls, details on Kinsect types, commentary on IG styles and combinations, recommendations on progression IG, and a final note on matchups against most monsters in the game.

# At A Glance

## How Do I Play Insect Glaive?

* In Guild Style, R+X and R+A control your Kinsect. R+X sends it out towards the direction you face, and R+A recalls your Kinsect. Knowing how to effectively control your Kinsect and grab Extracts through the hunt will vastly improve your IG play.
* When the Kinsect collides with any monster, it’ll collect a particular Extract depending on which monster part your Kinsect hit with.
* Red Extract is generally collected from parts used by the monster to attack, like the head or claws. Red Extract not only improves your Attack, but it also lets you use faster and more powerful attacks. If you don’t have Red Extract, you should try to get Red Extract.
* White Extract is collected from parts used to move the monster, like the wings or legs. It speeds up your unsheathed movement, and is a base to boost the powers of Red and Orange Extract.
* Orange Extract is collected from parts used for defense, such as the torso of the monster. It improves your defense slightly.
* Having all three Extracts in your Extract Bar grants you a special buff, called Triple Up. It improves your attack and defense further and grants you Earplugs, but collecting extracts won’t increase the duration of Triple Up.
* Green Extract is collected from “extra” body parts of the monster. When you collect it, it won’t go in your Extract Bar, but instead recover your health a little bit.
* The bread-and-butter combo of IG is an infinite combo -- from idle, X, X, A, X, X, A. This only really works if you have Red Extract.
* R+B will make you vault upwards. Getting Red Extract will improve your mid-air attack, and getting White Extract makes you jump higher.

## Hot Tips

1. **You should always have Red up no matter what.** If Red Extract runs out you should always try to get Red Extract.
2. **Red + White is preferred,** and you can refresh their durations just by collecting more Red and White Extracts.
3. To extend the duration of your Red Extract as much as possible, **don’t go for Triple Up actively.** Once you get Triple Up, you can’t refresh the duration (unless you use Extract Hunter), so Triple Up should only be treated as a bonus.
4. **The infinite combo is very powerful,** so if you get a chance to just stand there and extend your combo, go for it.
5. The simplest way to control your Kinsect is by sending it out with R+X, then recalling it with R+A.

## Meta Stuff

* **Effective IG play means that you know what extracts you’ll get when you hit a particular body part, and how well you can manage your Extracts individually.** You’ll know when the extracts are about to run out if they start blinking in your Extract Bar.
* **The best Kinsects are usually Speed-focused.** When upgrading your Kinsects you can’t really go wrong if you just put Speed into them, since Speed can vastly improve how quickly you can grab Extracts.
* **Balanced Kinsects are okay if you have other people with you,** but you shouldn’t just use it willy-nilly, as the Extract Spread buffs are only minor at best.
* **Vaulting should be used sparingly.** IG may be the king of mounting, but you shouldn’t be spamming mounts. In some cases, especially in endgame, mounting makes you lose DPS. However, mounting can break some parts that are hard to break otherwise, and it will let you hit monsters who like to fly a lot.
* **In general, the most-used style is Guild IG.** Natural access to the infinite combo, two HA slots, and no fussy Kinsect controls is hard to beat.
* Striker IG removes the infinite combo and the IG HAs aren’t anything particularly special or groundbreaking, aside from Extract Hunter.
* Aerial IG is, admittedly, real fun to play with, and somewhat solid to boot.
* Adept IG only lets you send out your Kinsect once before it runs out of Stamina and the Adept Dodge follow up attack is particularly janky when it concerns the Kinsect.
* Valor IG is pretty much like Guild IG but with the safe Valor Dodge and additional Kinsect attacks.
* Alchemy IG removes even more attacks than Striker and gives you the Alchemy Barrel.
* **The only IG HA of note is Extract Hunter,** which, if you connect with it, lets you collect all 3 Extracts at the same time and can even refresh the duration of Triple Up. If you play aggressively you can even chain together successive Extract Hunters to maintain Triple Up the entire hunt.
* Swarm is underwhelming but it is just extra damage floating around you.
* Bug Blow is particularly fun if you combine it with Swarm, as you can double the damage and deal a ton of mounting damage too, but it takes a while to execute.
* Bug Majeure is really weird since it buffs the Kinsect to perform additional attacks, but you usually aren’t using the Kinsect to attack.

## Cool Stuff

* After certain attacks, you can use Back + A to back away from the monster and attack at the same time. If you master the use of this you can be quite aggressive.
* If you hold X before you send out your Kinsect, you can charge your Kinsect up to perform a spinning attack, which won’t bounce off of the monster.
* You can opt to start the infinite combo with Forward + A or Idle X, Forward + A to gapclose slightly.
* Every time your Kinsect returns, it restores a bit of Stamina, which is shown by a blue bar under the Extract Gauge. So you can spam R+X and R+A to restore Stamina slightly faster.
* If you’re having a hard time targeting a specific part of a monster with your Kinsect, you can simply aim at the part and press R to fire a Pheromone Shot, which your Kinsect will automatically fly towards. This works well on paper, but in practice, your Kinsect might hit another body part first, or the monster might move. I suggest just getting used to how your Kinsect moves without having a pheromone spot to go towards.
* You can choose to vault forwards or backwards, if you’re in a combo. Simply press Back + R + B to vault backwards. You can only do this if you’re in the middle of a combo.
* If you sheath while your Kinsect is out, your Kinsect will attempt to return to you automatically, getting you any extracts it carried.
* Small monsters give out specific extracts. If you’re on the way to the monster, you can quickly collect the extract from them to make fighting the large monster a bit faster.
* You can jump over some attacks if you time it right. I wouldn’t do it all the time, since you have a lot of recovery time, but you can do it as an emergency.

# Controls & Style Rundown

## Guild Style

Two Hunter Art slots (1 SP Art), infinite combo enabled.

* R - **Pheromone Shot**
* R + X - **Send Kinsect**
* R + X (hold) - **Charge Kinsect**
* While Kinsect is away, R+A - **Recall Kinsect**
* R + B - **Vault**
* After any attack, Back R + B - **Backwards Vault**
* Midair R or A - **Midair Pheromone Shot**
* Dir. X while sheathed - **Draw Slam**
* After any attack, R - **Marker Bash**
* X, Back A - **Super Backflip**

Without Red Extract:

* Idle X - **Sweep ‘n Swipe**
* Forward X - **Forward Thrust**
* After any X attack, X - **Wide Sweep**
* After Wide Sweep, X - **Double Lateral**
* A - **Round Slash**
* Midair X - **Jumping Slash**

With Red Extract:

* Idle X - **Upswings**
* Forward X - **Long Swipes**
* After Upswings, X - **Double Down**
* After Double Down, X - **Triple Roundhouse**
* A - **Double Roundhouse**
* After Double Roundhouse, A - **Double Lunge**
* Midair X - **Double Jumping Strikes**

**Guild Style** is the classical powerhouse of all of the IG styles featuring everything you need on IG without frills or gimmicks. You can execute the infinite combo as much as you want, so long as you have Red Extract. It also provides a fair amount of mobility by giving you purely vertical vaults and the ability to side roll quickly out of most attacks, letting you be aggressive.

**Recommended Hunter Arts:**

* Absolute Readiness
* Extract Hunter III

*All combos listed will assume Red Extract.*

**Infinite Combo**

Idle X, X, A, X, X, A, repeat.

*The basic bread-and-butter combo that any IG user should know. If the spinning confuses you, then just know that if you either perform two lunging attacks, or three round slashes, then you’ve gone too far in your combo.*

**Gapclosing Start**

Forward A, X, A, X, X, A, repeat.

*A slight variant of the above, but with a gapcloser to start off.*

**In ‘n Out**

Forward X, Side B.

*A basic poking combo.*

**In ‘n Out Extension**

Forward X, X, Back X.

*A variant of the above that makes you back off instead of side rolling.*

**Downed Monster Finisher**

X, X, A, A, Side B.

*A good way to end off the infinite combo on a downed monster, just before they get up.*

## Striker Style

3 Hunter Art slots (1 SP Art), forces Kinsect controls to be based off of the A button. Loses the traditional Infinite Combo.

* **Cannot perform the A button attacks via A.**
* A - **Send Kinsect**
* Hold A - **Charge Kinsect**
* R + A - **Recall Kinsect**
* Forward X - **Draw Slam**

Without Red Extract -

* Draw Slam, (pause), Forward X - **Second Slam**
* Second Slam, Forward X - **Forward Thrust**

With Red Extract -

* Draw Slam, (pause), Forward X - **Double Lunge**
* Second Slam, Forward X - **Long Swipes**

**Striker Style** is underwhelming as heck, since it loses the traditional infinite combo in exchange for a mediocre HA slot. Sure you can perform a ghetto version of the infinite combo, but it moves you forward a bunch and takes longer to execute compared to the traditional one.

**Recommended Hunter Arts:**

* Absolute Evasion
* Absolute Readiness
* Extract Hunter

**Ghetto Infinite Combo:**X, X, X, repeat.

*A really, really slow ‘infinite combo’.*

**Ghetto Infinite Lunges:**

Forward X, Forward X, Forward X, repeat.

*An infinite combo that lets you lunge forward while doing so, if you ever wanted to do that.*

## Aerial Style

1 Hunter Art slot (1 SP Art). Use the Aerial Hop to jump off of monsters and swarm them with continual aerial-based assault. Improves the power and flexibility of vaults.

* **Cannot perform a standard Vault.**
* **Cannot perform the Draw Slam while unsheathed.**

Without Red Extract:

* R + B - **Lunging Vault**
* After Vault, X - **Double Jumping Strikes**

With Red Extract:

* After Vault, X - **Aerial Spin Assault**
* Post-Aerial Hop, X - **Aerial Spin Assault**

**Aerial Style** isn’t redundant on IG, surprisingly. The Lunging Vault lets you cover a bunch of distance in a short amount of time for both closing distance and getting away from things. Aerial Spin Assault lets you rack up a lot of damage and a lot of mounting damage. Aerial even keeps the infinite combo going on, so you don’t have to vault to do things.

**Recommended Hunter Arts:**

* Absolute Readiness

**Back Vault Assault**

X, Back + R + B, X.

*The easiest way to get to a backwards vault and start spinning up.*

## Adept Style

1 Hunter Art slot (1 SP Art). Use the Adept Dodge to roll through monster attacks and counter with a Kinsect-based attack.

* **Kinsect can only be sent out once, and Send Kinsect consumes all Stamina of the Kinsect, no matter how much Stamina it has.**
* Kinsect instantly recovers all Stamina upon returning.
* B - **Adept Dodge**
* Post-Adept Dodge, X - **Adept Slam** *(Kinsect attacks the same area you attacked.)*
* Post-Adept Dodge, A - **Adept Roundhouse** *(Kinsect attacks the same area you attacked.)*

Without Red Extract:

* **Cannot perform Double Lateral.**
* After Wide Sweep, X - **Super Backflip**

With Red Extract:

* **Cannot perform Triple Roundhouse.**
* After Double Down, X - **Super Backflip**

**Adept Style** is weird since it enforces these limitations on your Kinsect, rather than yourself. It also happens to make your Kinsect’s Stamina stat completely useless, so that’s nice. Not. In the end, Adept is more like IG with limitations that you could just avoid by playing Guild Style. You do have the safety of the Adept Dodge, but if you want safety, you could play Valor instead.

**Recommended Hunter Arts:**

* Extract Hunter III

## Valor Style

1 Hunter Art slot (1 SP Art). Charge Valor State to improve your attacks with the help of the Kinsect.

*In any state:*

* Y - **Valor Sheath**
* **Cannot perform Double Lateral.**
* **Cannot perform Triple Roundhouse.**

**Outside of Valor State:**

* **Cannot perform Vault.**
* Valor Sheath, A - **Valor Backflip**

*No Red Extract:*

* Valor Sheath, X - **Valor Dual Lateral**

*Red Extract:*

* Valor Sheath, X - **Valor Triple Roundhouse**

**While Valor State is active:**

* B - **Valor Step**
* Kinsect will perform two diagonal strikes before going straight with **Super Backflip** or **Valor Backflip** or **Jumping Strikes**

*No Red Extract:*

* Kinsect will be sent out straight with **Draw Slash**
* Kinsect will be recalled with **Round Slash**

*Red Extract:*

* Kinsect will be sent out straight with **Double Lunge**
* Kinsect will be recalled with **Double Roundhouse**

**Valor Style** IG is effectively like Guild IG but without certain useless attacks in exchange for a modicum of safety via the Valor Sheath. The kinsect accompanying your attacks is a simple boost, and even without Valor State up, you can perform the infinite combo. Valor Style otherwise doesn’t affect the Kinsect at all. Also of note is that the Kinsect’s damage can charge HAs even faster than you would normally, since it accompanies your attacks.

**Recommended Hunter Arts:**

* Absolute Readiness

**Charging Valor Aggression:**

Y, X, A, repeat.

*A simple combo to charge up Valor.*

**Charging Valor Evasion:**

Y, A.

*A faster but less charge-y combo for Valor.*

**Combined Extract Aggression:**

(While in Valor Mode) R + X, X, X, A, A, X, X, A, (repeat).

*A slower infinite combo that can be used to both grab extracts and attack at the same time in Valor State.*

## Alchemy Style

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

* **Cannot perform Charge Kinsect.**
* B (forward) + Y - **Alchemy Barrel**

No Red Extract:

* **Cannot perform Wide Sweep.**
* X, X - **Double Lateral**
* Charge the Alchemy Gauge quickly by using **Double Lateral**

Red Extract:

* **Cannot perform Double Down.**
* X, X - **Triple Roundhouse**
* Charge the Alchemy Gauge quickly by using **Triple Roundhouse**

**Alchemy Style** loses out on the infinite combo but otherwise doesn’t screw with the Kinsect controls or anything. It’s still quite underwhelming since it makes you use the slower attacks to build Alch Gauge, though.

**Recommended Hunter Arts:**

* Absolute Readiness (SP)
* Extract Hunter III
* Absolute Evasion (SP)

**Alchemy Fast Charging:**

X, X.

*A fast but somewhat laggy way to quickly charge the Alchemy Gauge.*

**Alchemy Lunge ‘n Charge:**

X, A.

*A fast combo that ends in a double lunge.*

The style hierarchy goes Guild/Valor > Aerial > Adept/Striker/Alchemy. Guild and Valor both have the infinite combos, with Valor having the safety of the sheathe and Guild having the extra HA slot for Readiness. Aerial is fun and effective, but forces you to gapclose with the Aerial Hop or by slowly walking up to the monster. The rest of the styles either lose the infinite combo or, in the case of Adept, is really janky.

# Hunter Arts

## Extract Hunter

After a brief wind-up, your hunter launches your Kinsect directly forward. If your Kinsect collides with a monster, it will collect Red, White, and Orange Extracts at the same time, then return.

|  |  |  |
| --- | --- | --- |
| **Rank** | **To Charge** | **Duration** |
| I | 700 (1040 SP) | 30 seconds |
| II | 900 (1280 SP) | 60 |
| III | 1000 (1400 SP) | 90 |

*Your hunter must wait for the Kinsect to return before launching it. This HA has 70 MV, based off of the Power stat of your Kinsect. Launches at the same speed, regardless of Speed Stat. Will consume all Stamina, regardless of maximum or current Stamina.*

This art is really great, since it even refreshes the duration of Triple Up. It also refreshes the duration *of itself*, so you can chain together Extract Hunters to maintain Triple Up the entire hunt. This is only really doable if you have Extract Hunter III and with great aggression. You do have to watch out for a few things: First off, this art has a long windup time, long enough that you’ll likely get punished if you do it in front of a monster. You also have to aim well since launching the Kinsect follows the rules of sending the Kinsect as normal. Namely, you have to make sure that you’re level with the monster you’re trying to hit, or risk going over the monster, or worse, colliding with the terrain. If you can handle and manage this well, this art is easily the best and only one of the IG arts you should use.

## Swarm

Performs a brief casting animation, after which a swarm of insects will slowly revolve around you, dealing damage to anything that it collides with. Gains boosts based on the extracts active.

|  |  |  |  |
| --- | --- | --- | --- |
| **Rank** | **To Charge** | **Hit Rate** | **Duration** |
| I | 1000 (1400 SP) | Slow | 90 seconds |
| II | 1080 (1496 SP) | Medium | 90 |
| III | 1250 (1700 SP) | Fast | 60 |

|  |  |
| --- | --- |
| **Extract** | **Effect** |
| Red | Increases damage per hit from 5 fixed damage to 6 fixed damage. |
| White | Roughly doubles the speed at which the swarm hits. |
| Orange | Increases stagger damage by 20%. |

*Per hit, damage dealt is 5 Fixed damage, unless you have Red Extract, as listed above. Deals more hits the closer you are to the monster.*

~~Swarm is literally a floating ball of DPS, so long as you’re near the monster. These guys also help with your mounting, contributing to your topple gauge even while you’re not doing anything.~~

~~Unfortunately, Readiness is just too good to give up, so Swarm is usually not used. You might be able to get away with using it on Styles with 3 HAs, like Alchemy, but you could also use dual Absolutes.~~

Swarm’s DPS has recently been discovered to be incredibly poor, at 5 fixed damage per hit. This makes it practically worthless unless you’re spamming Bug Blow in conjunction with Swarm.

## Bug Blow

Swings upwards two times before vaulting high into the air, then slams down, dealing a hefty amount of mounting damage. If Swarm is active, consumes its duration to deal extra damage.

|  |  |  |
| --- | --- | --- |
| **Rank** | **To Charge** | **MV** |
| I | 580 (896 SP) | 10 + 10 + 80 = 100 MV / 3 hits |
| II | 670 (1004 SP) | 10 + 10 + 105 = 125 MV / 3 hits |
| III | 750 (1100 SP) | 10 + 10 + 120 = 140 MV / 3 hits |

|  |  |
| --- | --- |
| **Swarm Rank** | **Extra MV** |
| I (Blue) | 90 |
| II (Yellow) | 120 |
| III (Red) | 150 |

*Height travelled increases with rank. Swarm buffs from Extracts aren’t taken into account when using Bug Bash.*

This is the only attack HA for IG, and it’s surprisingly okay. It goes off quickly and has a great MV, and can also hit flying monsters. The issue is that it doesn’t have a great range other than vertical and that you can still get smacked out of the sky when you use it. It’s an okay combo finisher, but it doesn’t really have justifications beyond that to use it normally. If you do insist on using this, you may want to consider using Swarm as well to potentially double the damage.

## Bug Majeure

Your hunter summons insects to amplify your Kinsect’s abilities, letting it do spin attacks every 2nd Send rather than every 3rd Send, and if the Kinsect connects with a monster while it’s spinning, then your Kinsect will also perform a combo move, hitting additional times.

|  |  |  |
| --- | --- | --- |
| **Rank** | **To Charge** | **Duration** |
| I | 1080 (1496 SP) | 120 seconds |
| II | 1170 (1604 SP) | 150 |
| III | 1250 (1700 SP) | 180 |

*Kinsect Power is increased by 10% for the duration of the art.*

Yet another self-buff HA for IG, and this is fairly underwhelming. The only good thing about this HA is the duration, but everything else about it stinks. Your Kinsect may be able to attack more furiously than normal, but this doesn’t really apply to most styles, since most people tend to use the Kinsects for Extracts and not so much attacking. The one style where this is useful is Valor, since you automatically send and recall the Kinsect with attacks, so if you want to run this HA there that would be fine.

# Kinsects: Your Buggy Buddies

The Insect Glaive itself is only one part of a greater whole, the other half being your Kinsect. It’s just as important as the standard Insect Glaive to upgrade and maintain since you’ll be collecting Extracts with it the entire hunt. This section will talk about the Kinsects as a whole as well as the specific Kinsects and what skills they have.

As a whole, Kinsects are separated into two major categories: Cut and Blunt. Cut-type Kinsects deal damage based on the Cutting hitzone of the monster, and can also sever tails. Blunt Kinsects deal KO damage and Exhaust damage, letting them KO monsters if you connect Kinsects with the head of the monster. When you use Kinsect Swap to exchange Kinsects on your IGs, note that you can only exchange Cut-Type Kinsects with other Cut-Type Kinsects, and Blunt-Type Kinsects with other Blunt-type Kinsects.

Now, we’ll go over the Kinsect Stats, and what they mean.

**Power**

The damage your Kinsects will deal when they connect with the monster. Functions much like the raw of your weapon. More Power means that the Kinsect will deal more damage.

**Speed**

The rate at which your Kinsect will fly, even when they’re out of Stamina. Higher Speed will mean faster flight.

**Weight**

An increased amount of Weight on a Kinsect means that it will deal more stagger damage.

**Stamina**

The amount of time for which your Kinsect can fly, as represented by the blue bar under your Extract Bar. Higher Stamina means a greater amount of time that the Kinsect can remain out for. Stamina scales with Level, regardless of the Jellies used.

## About Upgrading Kinsects

To level up your Kinsect, you must feed it Jelly, which you can find in the field and trade for. Higher quality Jelly, made from combining Larval Extract or Paralarval Extract with Jelly, increases the amount of stats gained per jelly, speeding up this process. Upgrading your Kinsect require two things: The appropriate Level, of which your Kinsect must equal or exceed, and you must meet the stat requirement of the target Kinsect, which is shown in the stats of the target Kinsect.

Ambrosias determine the Element that your Kinsect takes on. More points in a specific element directly correlate with the amount of elemental damage dealt. Like Jellies, you can upgrade them to grant more Element per feeding. When the Kinsect has multiple elements, then only the highest will apply. If there’s a tie, then the Kinsect will not have an element. No Elemental affinity is required to upgrade Kinsects or to level them. Having an elemental affinity will also change the coloration of your Kinsect.

## Kinsect Species Compendium

*Since Kinsects have different names for Cut and Blunt type Kinsects, both names will be listed, Cut-type first. Note that some skills on Kinsects are locked until you level up your Kinsect to level 9.*

## Tier 0 Kinsect

**Culldrone / Mauldrome**

* *No Skills*
* Basic Kinsect given to all freshly-made IGs

Upgrades to:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Level** | **Power** | **Speed** | **Weight** |
| Alucanid / Foebeetle | 3 | 68 | 65 | 60 |
| Rigiprayne / Ladytarge | 3 | 56 | 65 | 80 |
| Windchopper / Gullshad | 3 | 56 | 80 | 60 |
| Elscarad / Arginesse | 6 | 86 | 110 | 110 |

## 

## Tier 1 Kinsects

**Alucanid / Foebeetle** (Power)

Kinsect Skills:

* Power Up (S)
* Weight Down
* Movement Down

Extract Skills:

* R Attack Up (S) - *When Red Extract is active, +10 Attack.*

Upgrades to:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Level** | **Power** | **Speed** | **Weight** |
| Monarch Alucanid / Carnage Beetle | 6 | 113 | 65 | 60 |
| Empresswing / Bonnetfille | 6 | 68 | 90 | 100 |
| Exalted Alucanid / Gleambeetle | 9 | 127 | 130 | 90 |

**Rigiprayne / Ladytarge** (Weight)

Kinsect Skills:

* Weight Up (S)
* Speed Down

Extract Skills:

* G Recovery Up (S) - *Improves the healing of Green Extract.*
* O Defense Up (S) - *Improves your Defense when you have Orange Extract.*

Upgrades to:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Level** | **Power** | **Speed** | **Weight** |
| Cancadaman / Ladypavise | 6 | 56 | 65 | 150 |
| Fiddlebrix / Arkmaiden | 6 | 74 | 100 | 80 |
| Bilbobrix / Ladytower | 9 | 99 | 90 | 170 |

**Windchopper / Gullshad** (Speed)

Kinsect Skills:

* Speed Up (S)
* Power Down
* Movement Up

Extract Skills:

* W Affinity Up (S) - *Grants +15% Affinity while you have White Extract.*

Upgrades to:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Level** | **Power** | **Speed** | **Weight** |
| Grancathar / Bullshroud | 6 | 56 | 150 | 60 |
| Pseudocath / Whispervesp | 6 | 80 | 80 | 90 |
| Foliacath / Fleetflammer | 9 | 74 | 170 | 130 |

## Tier 2 Kinsects

**Monarch Alucanid / Carnage Beetle** (Pure Power)

Kinsect Skills:

* Power Up (L)
* Weight Down
* Movement Down
* FastCharge - *Speeds up the Kinsect’s charge rate.*

Extract Skills:

* R Attack Up (L) - *Grants +20 Attack while Red Extract is active.*
* R Sustain (S) - *Extends the amount of time that Red Extract is active.*
* R Restore Sharpness - *When you collect Red Extract, restores your Sharpness by a bit. (Level 9 Req.)*

Upgrades to:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Level** | **Power** | **Speed** | **Weight** |
| Exalted Alucanid / Gleambeetle | 9 | 127 | 130 | 90 |

**Empresswing / Bonnetfille** (Power / Balanced)

Kinsect Skills:

* Power Up (L)
* Weight Down
* Movement Down

Extract Skills:

* R Attack Up (S) - *Grants +10 Attack while Red Extract is active.*
* R Sustain (L) - *Extends the amount of time that Red Extract is active.*
* R Jump Attack+ - *Increases the damage and mount damage of your jump attacks by 10% while you have Red Extract. (Level 9 Req.)*

Upgrades to:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Level** | **Power** | **Speed** | **Weight** |
| Exalted Alucanid / Gleambeetle | 9 | 127 | 130 | 90 |

**Cancadaman / Ladypavise** (Pure Weight)

Kinsect Skills:

* Weight Up (L)
* Speed Down
* Extra Stun Scales - *Adds an additional Impact Phial-like attack to where the Kinsect connects with the monster. Deals KO and Fixed damage on explosion.*

Extract Skills:

* G Recovery Up (S) - *Improves the healing of Green Extract.*
* O Defense Up (L) - *Increases your Defense while you have Orange Extract.*
* O HG Earplug Effect - *Protects you from the roars of all large monster, but doesn’t prevent the damage associated with the roars, while you have Orange Extract.*
* O Hero’s Talisman - *Negates the damage and effects of any attack that deals less than 5 damage while you have Orange Extract. (Level 9 Req.)*

Upgrades to:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Level** | **Power** | **Speed** | **Weight** |
| Bilbobrix / Ladytower | 9 | 99 | 90 | 170 |

**Fiddlebrix / Arkmaiden** (Weight / Balanced)

Kinsect Skills:

* Weight Up (L)
* Speed Down
* Extra Stamina Scales - *Adds an additional Impact Phial-like attack to where the Kinsect connects with the monster. Deals Exhaust and Fixed damage on explosion.*
* FastCharge - *Speeds up the Kinsect’s charge rate.*

Extract Skills:

* G Recovery Up (L) - *Improves the healing of Green Extract.*
* O Defense Up (S) - *Increases your Defense while you have Orange Extract.*
* O Sustain - *Extends the amount of time that Orange Extract is active.*
* G Status Recovery - *When you collect Green Extract, negative Statuses are cleared. (Level 9 Req.)*

Upgrades to:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Level** | **Power** | **Speed** | **Weight** |
| Foliacath / Fleetflammer | 9 | 74 | 170 | 130 |

**Grancathar / Bullshroud** (Pure Speed)

Kinsect Skills:

* Speed Up (L)
* Power Down
* Movement Up

Extract Skills:

* W Affinity Up (L) - *Increases your Affinity by 30% while you have White Extract.*
* Double Up+ - *Extends the length of extracts upon collection if they participate in a Double Up.*
* W Deflect Res - *Prevents you from bouncing, but does not prevent associated sharpness loss while you have White Extract. (Level 9 Req.)*

Upgrades to:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Level** | **Power** | **Speed** | **Weight** |
| Bilbobrix / Ladytower | 9 | 99 | 90 | 170 |

**Pseudocath / Whispervesp** (Speed / Balanced)

Kinsect Skills:

* Speed Up (L)
* Power Down
* Movement Up
* Elemental Boost - *Increases the amount of Elemental damage your Kinsect deals.*

Extract Skills:

* W Affinity Up (S) - *Grants 15% Affinity while you have White Extract.*
* W Sustain (S) - *Extends the amount of time that White Extract is active.*
* W Elem / Status Up - *Increases the amount of Elemental or Status damage dealt by 10% while you have White Extract. (Level 9 Req.)*

Upgrades to:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Level** | **Power** | **Speed** | **Weight** |
| Foliacath / Fleetflammer | 9 | 74 | 170 | 130 |

**Elscarad / Arginesse** (Pure Balanced)

Kinsect Skills:

* All Stats Up (S)

Extract Skills:

* Triple Up+ - *Extends the amount of time that Triple Up is active. Does not affect Extract Hunter.*
* Extract Spread - *Grants a minor version of the buffs you have to other hunters in the same area when you collect an Extract.*
* Wide-Range Up - *Increases Extract effects granted by ‘Extract Spread’.*

## 

## Tier 3 Kinsects

**Exalted Alucanid / Gleambeetle** (Power + Speed)

Kinsect Skills:

* Power Up (S)
* Weight Down
* Movement Down
* High-Speed Recall - *Dramatically increases the speed at which the Kinsect returns.*

Extract Skills:

* R Attack Up (L) - *Grants +20 Attack while you have Red Extract.*
* W Stamina Recovery - *Grants Stamina Recovery Up while you have White Extract.*
* RW Double Up++ - *Grants Evasion +1 while you have Red + White Extract.*

**Bilbobrix / Ladytower** (Power + Weight)

Kinsect Skills:

* Weight Up (L)
* Speed Down
* Stamina Up
* Arts Up - *Grants a slight increase to your HA charge rate.*

Extract Skills:

* O Defense Up (L) - *Increases your Defense while you have Orange Extract.*
* R Mount Effect Up - *Improves your mounting performance while you have Red Extract.*
* RO Double Up++ - *Allows Red + Orange Extract to count as Double Extract. Increases Defense and grants Super Armor while you have Red + Orange Extract.*

**Foliacath / Fleetflammer** (Weight + Speed)

Kinsect Skills:

* Speed Up (S)
* Power Down
* Movement Up
* Pierce Skills Up - *Increases the damage your Kinsect does on Spin Attacks by 10%.*

Extract Skills:

* W Affinity Up (L) - *Increases your Affinity by 30% while you have White Extract.*
* O Tremor Res - *Immune to Tremors while you have Orange Extract.*
* WO Double Up++ - *Increases your Defense and grants Recovery Speed +1 while you have White + Orange Extract.*

## DLC Kinsects

*These Kinsects are available only on DLC IGs and cannot be upgraded to different types of Kinsects. You cannot swap these Kinsects to other IGs either, nor can they be levelled.*

**Rukh of Light** (Aladdin’s Wand)

*Power: 86, Speed: 110, Weight: 150*

Kinsect Skills:

* All Stats Up (S)

Extract Skills:

* R Attack Up (S) - *Grants +10 Attack while you have Red Extract.*
* G Recovery Up (S) - *Improves recovery of Green Extracts.*
* O Defense Up (S) - *Increases Defense while you have Orange Extract.*
* W Affinity Up (S) - *Grants +15% Affinity while you have White Extract.*

**Barret Hawk** (Conviction Glaive J)

*Power: 80, Speed: 150, Weight: 120*

Kinsect Skills:

* Weight Up (S)
* Speed Up (L)
* Movement Up

Extract Skills:

* O Defense Up (S) - *Increases Defense while you have Orange Extract.*
* W Affinity Up (S) - *Grants +15% Affinity while you have White Extract.*
* G Recovery Up (L) - *Improves recovery of Green Extracts.*

**Tora** (Spear of the Beast)

*Power: 113, Speed: 120, Weight: 100, Water: 20*

Kinsect Skills:

* Power Up (L)
* Weight Up (S)
* Movement Down

Extract Skills:

* R Attack Up (L) - *Grants +20 Attack while you have Red Extract.*
* R Sustain (L) - *Extends the amount of time that Red Extract is active.*

# What IG / Kinsect To Use?

Insect Glaives usually want to match their target monster’s elemental weakness, since it hits at a higher rate than most other weapons. This also makes Status quite decent to use on them as well. Of course you also want to keep an eye on the Sharpness gauges -- more of certain Sharpness will generally be more effective than a sliver of a higher Sharpness because of the high hit rate.

## Progression Recommendations

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

* **Petrified Rod**

Petrified Rod hits the middle of the road in terms of raw and Sharpness, even getting a large amount of Green when you get it up to level 4. Furthermore, it upgrades into Obsidian which is also solid in High Rank.

* **Fader Rod**

Great Maccao’s IG is possibly the earliest you can get Green Sharpness, which is very important for that early in the game. You’ll only craft it and not upgrade it, but some Green Sharpness is better than no Green Sharpness.

* **Hidden Scythe**

Nargacuga’s IG boasts a lot of Green Sharpness for the rank at which you can get it at, and it also has a bunch of Affinity.

* **Fox Halberd/Astalos Cudgel/Flaming Teuza**

Fated Four, like in most other weapon types, are all pretty solid throughout Low Rank, and Glavenus in particular is good for High Rank, since you can upgrade it early on into HR.

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

* **Obsidian Rod**

Lotsa green, relatively easy to upgrade, gains Blue Sharpness early on, this is a solid IG. You’ll drop it later on in HR for better IGs, but it’s great for the beginning part of HR.

* **Ashen Teuza**

Upgrades early on in HR from Monster Keenbones, and boasts an easy 160 raw early on. Also has Fire to back up your IG damage.

* **Hidden Scythe**

Important to maintain, if not use, simply because this is probably the best IG you can get before you fight the final boss. Also packs a ton of Affinity which you can stack easily with Speed-focused Kinsects and Rathalos armor.

* **Flaming Halberd**

Agnaktor’s IG packs traits similar to Nargacuga’s IG but with Fire. Has no slots, to compensate for having Fire. This is a good tradeoff though. This also eventually turns into the best Fire IG too.

* **Fox Halberd**

Mizu’s IG is still solid through mid-late HR after you get the upgrade for it. It’ll be the best Water IG for a while, so you should keep upgrading this.

* **Astalos Cudgel**

Sharper and more electrifying than the other Thunder IG options you have at this point. It’s generally solid.

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

* **Elder Rod**

Packs a very great 270 raw and natural White Sharpness, which will definitely surpass any other IG which you can make or have at the start of G-Rank. You won’t upgrade this much, since other options are upgraded to G-Rank standards after this, but this is a great way to keep up damage in G1 and G2.

* **Evening Calm**

If you upgraded your Narga IG with Hyper Narga parts, you’ll be able to upgrade it with the Nargacuga parts you get in G2, letting you get a 250 raw, 40% Affinity, natural White, and two slots IG in G2, which is amazing. Furthermore, you can upgrade this fully before the end of G-Rank to use this against the final boss.

* **Curved Naginagi**

Shares many of the same traits that make Evening Calm great, but trades Affinity and a slot for Water damage. Still great for the majority of mid-G-Rank after you upgrade this.

* **Full Bolt Chamber**

Khezu’s IG can be fully upgraded before you fight the final boss, and is probably the best Thunder IG even before then. Of course, you’ll have to fight Hyper Khezu and not everyone wants to do that.

* **Glavenus Helldait**

The best Fire IG for a little while, since you can get Agnaktor’s IG upgraded once you HR Break. You can opt to skip this IG though, but it does have a solid 300 raw and a decent chunk of White Sharpness.

## Endgame IG Recommendations

* **Absolute Ruiner Glaive**

Having a great raw of 330, a great Blast 55, 15% Affinity and triple slots, this is a great all-rounder IG. This IG does require both S+2 and RS though, so build Jho Ceana as soon as you can.

* **Fatalis Overlord**

The Fatalis Overlord is one of the best Thunder IGs you can get your hands on, since it shares the same stats as the Absolute Ruiner Glaive, but exchanges the Blast, Affinity and slots for a better Sharpness rating and a great Thunder 45. Like Absolute Ruiner Glaive, you will need S+2 and RS though.

* **Elderfrost Gambado**

The Elderfrost IG shares the same qualities as the other Elderfrost weapons -- massive raw, decent Ice, a wee bit of natural Affinity and Defense, and a bad Sharpness rating that can be fixed with S+2 and RS. Seeing a pattern? This is pretty great to use on any Ice-weak monster though.

* **Eventide Kazanagi**

Mizu’s IG shares the top spot as the best Water IG with Soulseer’s IG -- more on that later. Good raw, good water, has a lot of Purple with S+2 (and workable with S+1 too), this is just a solid IG.

* **Fleeting Existence**

Soulseer’s IG loses 5 Water, a little bit of Sharpness, and a slot for 10% more Affinity and Deviant Boost. If you can deal with the slight Sharpness loss, you can get faster charge on Extract Hunter, which is a pretty good deal all things considered.

* **Inferno Halberd**

This IG has got Nargacuga-like stats and a great amount of Purple and Fire. You could probably just run S+1 and RS and you’d be fine the entire fight.

* **Fatalis Glaive**

Good raw, high Dragon makes this Dragon IG stand out from the rest of the pack, which either lack the raw or lack the Dragon necessary to make the difference. Needs S+2 and RS.

* **Veil Caster**

Good raw, highest Poison of the IGs, two slots make this a pretty good anti-Kushala IG. You will need S+2 and RS, like the other IGs I’ve recommended here though.

* **Paralyzing Vine**

This is the para IG you want to use solo, since it packs higher raw and Sharpness compared to the Stratosphere Glaive. It only gives up 3 Para compared to Stratosphere as well.

* **Stratosphere Glaive**

High Sharpness, more para, and only gives up 10 raw, as well as having 3 slots makes this IG the Para IG of choice for multiplayer shenanigans. Quite effective, as you can start a status chain with just this and a Hammer.

* **Nercharybdis**

When your competition for Sleep IG only has 30 more raw than you, yeah you’re gonna win. Good sharpness and natural Affinity too.

## Kinsect Recommendations

The Kinsects generally recommended by most people are all based off of Speed, since Speed is the most important stat of Kinsects. High Speed means faster extract collecting, and easier to do so from a distance.

Early-game Kinsects are basically just Speed-focused, since you can’t screw over your Kinsect development as easily in this game, and the meta ones all upgrade from the Speed Kinsect anyhow. I won’t go over the exact method to upgrade your Kinsects, since there are plenty of guides out there to do it properly, and you can also figure out how to upgrade it down the right path yourself.

* **Grancathar/Bullshroud**

Pure Speed-focus gets you the best Affinity-related Kinsect in the game. Getting White means an instant 30% Affinity boost, which with Weakness Exploit and Critical Eye +2 means that you’re capped out on Affinity even with 0 natural Affinity! The Mind’s Eye effect is also nice for some monsters too.

* **Foliacath/Fleetflammer**

The only Tier 3 Kinsect that’s in the meta, this Speed + Weight Kinsect provides Tremor Res when you have Orange, which is great for certain fights like Rajang, Lao, and other Tremor-y monsters. It also has the classic 30% boost to Affinity when you get White, and you even get Recovery Speed +1 with White and Orange, too.

* **Pseudocath/Whispervesp**

The Tier 2 Speed/Balance Kinsect provides buffs to your elemental offense, which is great if you’re taking on stuff like Chameleos who’s more resistant to your raw damage than your elemental damage. It does halve the normal Affinity buff, but this is a relatively small thing when you’re going for more Elemental boosts.

* **Elscarad/Arginesse**

The Pure Balanced Kinsect not only provides buffs to your team when you collect Extracts, but most importantly it provides the much-valued Triple Up+, which increases the duration of your Triple Up. This includes *Extract Hunter*, so you can more easily chain those together. Use this Kinsect if you’re gonna cap out on Affinity if you use the other Affinity-boosting Kinsects.

# What Skills To Use?

IG is more or less like the other Blademasters weapons in terms of skill builds, which means that it doesn’t really deviate from the typically recommended stuff.

## Progression Armor Sets

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

* **BuJaBuJaBu**

It’s the classic recommendation for the beginning of the game. Bulldrome Cap, Jaggi Mail, Bulldrome Vambraces, Jaggi Faulds, and Bulldrome Greaves with a few Attack Jwls grants Attack Up (L) within the first few hours of the game, which is the best you can do that early.

* **Ceanataur**

Ceanataur’s set can be built if you feel like BuJaBu isn’t quite doing it for you, or if you don’t like the looks of BuJaBu. Grants Razor Sharp and Critical Eye, which is less weaker than AuL, but is a close alternative.

* **Rathalos**

Attack Up and Weakness Exploit combined make for a force to be reckoned with and can easily take you through High Rank, or at least the inital parts of it.

* **Rathalos Mixset**

A set that uses Rathalos Cap/Rathalos Mail/Ceanataur Braces/Rathalos Faulds/Bnahabra Boots to get Weakness Exploit, Razor Sharp, and Attack Up (S). This set is better though slightly annoying to get due to the use of Bnahabra Boots. If you can assemble it though, the minor loss in attack is compensated for by the addition of Razor Sharp, and extends the usefulness of the set. You will also lose some Defense in comparison to full Rathalos though, so it’s your call which one you use.

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

* **BuJaBu S**

It’s a High Rank version of BuJaBuJaBu, what did you expect? Still grants you AuL but with a higher amount of Defense if you wanted to improve on regular ol’ Rathalos a bit, in the cost of damage.

* **Ceanataur S**

Pretty much the same thing as normal Ceanataur but in High Rank. The HR version grants you more points in Expert which translates to more Critical Eye, which means more Affinity.

* **Rathalos S**

Much in the same vein as Rathalos armor is, this is just more damage with Weakness Exploit and Attack Up. Not much to say besides that.

* **Rathalos Mixset S**

Basically just the same as the LR version but with High Rank parts. Use this if you’re comfortable with sacrificing defense for additional Razor Sharp functionality.

* **Silver Sol**

Silver Rathalos armor that gives you Critical Boost instead of Attack Up. Unlike the Rathalos Mixset, I don’t believe that you can mix this with the same parts and get the same skills.

* **Hayasol**

The legendary Hayasol mixed set from Gen. If you’re dedicated enough to clear most of LR Village’s quests then you’ll unlock the Hayabusa Feather after a particularly tough Village Quest. Getting this headpiece means that you can also get this set, which basically was the singular armor set used in Gen lategame. This set can even carry you through HR Break. If you happen to have the Hayabusa Feather, then go ahead and make this set.

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

* **Hayasol**

This set’s skillset is good enough to get you through to HR Break, or that’s what I’ve heard. I wouldn’t recommend it because armors in G-Rank start to get more lucrative defense offerings and skill offerings, but if you’re good enough you could legitimately get through G-Rank with just Hayasol on your back.

* **Ceanataur X/GX/XR**

Ceanataur X is just more of the same when it comes to Ceanataur armors -- Critical Eye and Razor Sharp. GX is slightly further down the road since it makes you get Pristine Ores from Mewstress but it provides a different skillset -- namely Sharpness +1, Critical Eye +1, and Repeat Offender, which is slightly more useful than the Razor Sharp you get from Ceanataur X. Ceanataur XR isn’t available until G3, and only when you’ve cleared all of the keys there. But if you do manage to get it and farm up it, it provides both Sharpness +1, Critical Eye +3, and Razor Sharp, all of which are more or less useful. And you can recycle some of the parts to use later in Jho Ceana.

* **Rathalos X**

Rathalos once again is the next big stepping stone in terms of armors, and it even offers Hearing for the Hammer users; you just have to gem the skill in.

* **Jho Ceana**

The frequent Jho Ceana build recommended (Esurient XR/Ceanataur XR alternating) is a general Blademaster set, and works incredibly well for end-game IG play, since you can get all the skills which IG needs from it.

## Skill Recommendations

* **Sharpness +2**

Quintessential for the majority of IGs in the meta. Most meta IGs gain Purple Sharpness when they have Sharpness +2, and quite a bit of it too, with the exception of the Elderfrost IG, which needs it anyway to avoid the underwhelming block of Green that it has.

* **Razor Sharp**

You’ll need Razor Sharp to offset the Sharpness consumption that the IG has. Without this, you won’t exactly be dipping into Blue left and right, but this combined with Readiness pretty much makes it so that you will rarely drop even into White Sharpness through the hunt.

* **Weakness Exploit**

50% Affinity when hitting weakspots is 50% Affinity. Being IG, you should be able to hit weakspots that the other elemental weapons, DBs and SnS, shouldn’t as much. You can even mount monsters if you wish to make their weakspots easier to access.

* **Critical Boost**

When the weapon can net you 30% free Affinity and let you cap out on Affinity with just Weakness Exploit and Critical Eye +2 alone, you *need* Critical Boost. Doing so will literally boost your damage by *15%*.

* **Critical Eye**

You don’t need too much Affinity on IG, since you have natural 30% most of the time, but at the least you can strive to get +2 since that’ll cap you out. If you can only get +1, no biggie since 90% is “good enough” for most situations.

* **Challenger +2**

Attack and Affinity booster. Most monsters in G-Rank will enrage frequently making this quite useful, though you won’t find the room for it unless you have extremely bad charms. Furthermore, you’ll need Sharpness +2, making it even harder to get on normal IG sets.

# Monster Matchups

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

In this section I’ll be going over monster matchups in the order that the monsters are arranged in the Hunter’s Notes, except for one monster, which I’ll talk about at the end in order to avoid spoilers.

I’ll be using a /10 rating system for this, the higher the number the better the matchup is for you, with 10 being a great matchup for you and 0 being a pretty bad matchup. Oh and keep in mind that this is based off of Guild/No Arts as a baseline, because you can tapdance over most things with Adept or Valor. This section won’t cover in detail the monster either.

## Neoptorons and Temnocerans

**Seltas: 10/10**

IG being able to reach the sky makes fly swatting a lot easier than normal for Blademasters. Just vault up and swing down to knock im down, so you can swing him around.

**Seltas Queen: 8/10**

The ability to do infinite combos really benefits you here because you can initiate those combos on her head, and when she’s taking in spit to prep her cannon you can easily discharge it. With your vertical combos and mounting capabilities you can also knock her thrall Seltas down and take its place as you mount her. Be wary of the large as heck charging hitboxes and for the water cannon if you don’t manage to discharge it in time.

**Nerscylla: 8/10**

Landing hits on the head can make Nerscylla trip, and you can even chain those trips together if you’re aggressive enough. If you have the positioning and accuracy you can take down Nerscylla really fast, but remember to bring a raw or Blast IG, since Nerscylla switches weaknesses as you take down the Gypceros skin it’s wearing. Also, Nerscylla can catch you off-guard if you get too greedy with your infinite combos by pulling out the fast attacks.

## Piscine Wyverns

**Cephadrome: 10/10**

Trivial desert fish. Keep on your toes while it’s in the ground because it might try to para combo you to death, and no one wants to be on the other side of that. Bait out the projectile attacks too to make it easy for you to attack him, as it can’t exactly hipcheck or tail whip while he’s recovering from shooting sand at you. Still having trouble? Sonic Bombs will knock the guy out of the sand, so long as it isn’t enraged.

**Plesioth: 9/10**

Tall boy makes it hard for Blademasters to hit him under normal circumstances, but you’re not a normal Blademaster are you? Thunder IG, and mount the guy to let your teammates beat this fish to death. The best moments to attack him are when Plesioth is doing its various water beam-based attacks, and try not to eat a hipcheck or tailwhip while you’re fighting him.

**Lavasioth: 7/10**

Lavasioth’s in the same boat as Plesioth, but he’s more frisky and anti-Blademaster-y. Watch out for the super body slam that comes out *real* fast as well as the sliding tackle attacks it can do. Your best opportunities are knocking him out of the lava and when he’s shooting its projectiles of his, then quickly move towards its face and wreck him.

## Bird Wyverns

**The Dromes: 10/10**

You can only get Red and White Extract from most of the Dromes, so you’ll have to use an external source to get Orange. Match their mobility with IG and focus on their weakspots. They’ll go down quickly enough with small bits of the infinite combo.

**Great Maccao: 10/10**

Great Maccao should actually have the ability to give out all 3 Extracts compared to the Dromes, but good luck trying to get the Orange Extract. Being IG, you can sweep around the area and take out the regular Maccaos. Great Maccao will also trip easily to your own attacks if you attack him while he’s on its tail, so get out there and tear him to shreds.

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

Kut-Ku can be annoying for beginners because of the tail whips that can come out quickly. Beyond that though, Kut-Ku’s entire body is practically a weakspot, so wait him out and don’t be too greedy with your attacks.

**Gypceros: 9/10**

Gypceros is just an annoying birdy boy with the tendency to snatch items from you. Frame-one charges only make him more annoying. Breaking its crest will make its flash attacks ineffective though, and he’ll even try to flash even when its crest is broken, letting you get free hits in.

**Yian Garuga: 6/10**

Garuga Garuga Garuga… Extremely annoying for any Blademaster to fight, and the only real weakness you can reach is the head, which is rarely truly vulnerable because of all the frame-one charges it can perform. Either wait for it to exhaust or preemptively dodge the charges it does. Hint: the charges will come out if it ‘readjusts’ by turning around, which is basically all the time.

**Deadeye Yian Garuga: 9/10**

Deadeye, unlike standard Garuga, is actually balanced and reasonable for the current age of Monster Hunter. Attack the head while either dodging or taking advantage of when it fireballs. If you mount it, you can then go around to the tail and break it off for easy damage whilst weakening its poison. You can especially take advantage of when its exhausted for easy damage on the head.

**Malfestio: 9/10**

Malfestio is just an annoying owl, and not actually hard. The wingslams it can do you can dodge by going to its left. Wait for the confusion scales to disappear and attack its head or backside, though it’ll usually be the backside you attack.

**Nightcloak Malfestio: 9/10**

Nightcloak’s ability to disappear is somewhat mitigated by your ability to attack him while he’s in the air and cloaked. Attacking him while he’s cloaked will also force him to drop a Clearscale and trip him out of the sky, letting you attack its face. Just watch out for the wing attacks, as those can hurt hard, as well as its attacks that can take items from you.

## Fanged Beasts

**Bulldrome: 10/10**

Bulldrome will be Bulldrome regardless of the weapon type. Wait until it stops charging and whack its butt, and don’t be too greedy about it.

**Kecha Wacha: 10/10**

You might be tempted to vault into the air to knock Kecha down to the ground, but if you do so you’ll probably be attacked as it lands, making for unfun times. Wait until it lands and counterattack. He’s basically vulnerable everywhere.

**Lagombi: 10/10**

Lagombi here is just a waiting game. Wait until it stops trying to slide attack you and then attack its rear until it goes down.

**Snowbaron Lagombi: 8/10**

Snowbaron has frustratingly bad hitzones, but a weakness to Fire, so bring a Fire IG and hit its butt constantly. Be aware of him digging up snowballs, as if you’re in a bad enough position when it does that, you can be snowmanned, so you might be combo’d. Also keep an eye out for the attack it can do to combo into the dropkick, as that does a lot of damage. Positioning and reacting correctly will let you counter that attack though.

**Arzuros: 10/10**

Standard bear can be easily downed, so long as you’re behind him to avoid the swipes. it can be easily abused regardless, though it might be a pain to get Red Extract from its claws.

**Redhelm Arzuros: 7/10**

Big bear has really bad hitzones for Blademasters, but he’s also really weak to being Status, so break out the Para IG and chain him to death. It might take a while, but you’ll get him eventually. As for the fight itself, try to get behind him when it starts to do its swipe attacks, and stay on your toes for the uppercut. Other than this, don’t be too greedy with your infinite combos, as Redhelm has a bunch of AoE attacks centered on himself.

**Congalala: 10/10**

Congalala isn’t that much of a threat to the seasoned Blademaster, as Congalala telegraphs its charges and it even backs up before it does its sweeping breath attacks. Since he’s close to the ground though, trying to mount him is somewhat difficult, so I’d advise against doing so. Just keep on attacking him and you’ll win easily.

**Blangonga: 7/10**

Blangonga can be frustrating to fight, but it does give you a good window of opportunity to hit him in G-Rank. The new attack that it does can be avoided by using a Tremor Res Kinsect, and it leaves himself very vulnerable afterwards. You can also counterattack him when it does its ice breath attack too. its other attacks, not so much unless you’re a positioning guard. In particular, its clotheslines can really hurt, and they’re hard to avoid too. Stay safe and take advantage of its vulnerable moments.

**Volvidon: 9/10**

Volvidon, like the other P3rd Fanged Beasts, tends to have bad hitzones. You can, if you’re good enough, trip him out of its rolling attacks, letting you beat up on him. You might also be able to use your Kinsect to do the same thing. Staying near him is also somewhat dangerous, as it can roll around without a care in the world, and give you chip damage in the process.

**Rajang: 9/10**

Rajang is very squishy to Blademaster attacks, but you do have to worry about its streetsweeping fists of fury. Take advantage of the long periods of time where it uses its beam attacks to get behind him and attack its hind legs and potentially trip him. Once you do, you can keep on attacking its head, and he’ll go down quickly.

**Furious Rajang: 8/10**

Furious Rajang is one fast boi, but taking a Tremor Res Kinsect and grabbing White Extract can let you get enough speed to dodge the Triple Blanka Ball by walking. Furious is just like a standard Rajang once you get past the fact that it acts like he’s enraged all the time, so treat him just like a standard Rajang by attacking its rear legs.

**Gammoth: 9/10**

Gammoth may be large, but her size and speed just means that you can abuse the infinite combo on her vulnerable and fragile legs. You can also hit her trunk by using the idle X, dealing more damage. A word of caution if you plan to mount her though -- Mounting her can cause you to hit area transitions or can force the end of mounting, and if you’re particularly unlucky, you can just not be able to mount her after she reaches the threshold, so mount sparingly.

**Elderfrost Gammoth: 8/10**

Like Gammoth you can hit Elderfrost’s trunk just with the idle X attack. Her trunk can be covered with snow, but this doesn’t affect you much, just break it as with normal Gammoth. Her giant ice ball attack can be annoying, but staying to her left side mostly negates the need to use an Absolute to dodge it, and since she stays still a lot, you can infinite combo her legs until she trips. Also as with normal Gammoth, her large size means mounting her can force you off of her if she’s facing outside of the map, or if you hit an area transition as you’re mounting her, so be careful.

## Amphibians

**Tetsucabra: 10/10**

Froggo can suffer to IG real easily, and you don’t even have to mount him. Cycle around to its backside when its tail is all puffy and you can abuse him. Mounting him just makes him easier.

**Drilltusk Tetsucabra: 9/10**

Drilltusk isn’t too different from normal Tetsucabra aside from the giant boulders it can dig up as well as the suplex attack it can do with the boulders in G-Rank. Outmaneuver and attack its back legs to trip him and break its face to make him substantially less threatening.

**Zamtrios: 9/10**

You can stick to Zamtrios easily and trip him when it puts on its ice armor, so long as you have a Fire IG. Your wide-reaching attacks can also clear out the Zamites, and you can attack its puffy stomach easily without fear of being counterattacked. Just watch out for the beam attacks it can do, and its charge attacks.

## Carapaceons

**Daimyo Hermitaur: 10/10**

Easy peasy, just trip the crap out of him and then attack its head. If you want to break its shell mount him, and you can even vault over the water beams it can do.

**Stonefist Hermitaur: 9/10**

If Stonefist is becoming too frisky for your liking and you want to break the claw, mount him. After you topple him, its giant claw will become vulnerable to hit, and after you break it, it’ll always be soft. Even when you don’t mount him, you can attack the legs to break those and trip him that way. Being under him all the time is dangerous because attacks coming from the giant claw will hit harder and knock you back further than other attacks, and the gravel it tosses up can stun you easily.

**Shogun Ceanataur: 9/10**

Shogun in G-Rank is annoying due to the claw spam. The walk forward attack is only annoying if you’re hit by the main body whilst you’re doing it. You’re too close to Shogun for its jumping attack to even have a chance of hitting you either, and you’re mobile enough to walk out of the way of some attacks. Overall, just stick near its legs and you’ll be fine.

**Rustrazor Ceanataur: 8/10**

Rustrazor is only really annoying when it has its Glavenus skull on for IG users. You can get close to Rustrazor when he’s using the Gravios skull and basically ignore all of its water beam attacks. Most of the time you’ll be attacking the legs regardless to trip him.

## Leviathans

**Royal Ludroth: 10/10**

Royal Ludroth is the basic Leviathan that they throw at you to teach you about how to fight these guys, but he’s basically a bigger Great Jaggi. Don’t get too greedy with your attacks, and stay away from its front side normally, since the AoE attack it can do in G-Rank is huge. Attack the tail, or the head if you’re confident you can flinchlock him.

**Agnaktor: 6/10**

Agnaktor’s attacks can hit under its chest, especially in G-Rank when the lava parts can actually make an AoE attack that hits under him. Suffice to say, break those parts quickly, either with Water or Blast, to reduce the chance of getting lava’d. Even when you do that though, Agnaktor can do a bunch of attacks that hit under it. Try to attack the legs to trip Agnaktor, then you can hit the chest. And try to hit it out of the lava when it pops up to perform a thermal beam.

**Nibelsnarf: 10/10**

If you’re annoying by Nibelsnarf constantly hiding its weakspots, then mount him. He’ll expose its claws afterwards, which you can break to then expose its uvula, which is incredibly weak. Once you break *that*, then he’ll point its face to the sky, when you can fish him out and finish the chain off. You can do the same, but skip the ‘breaking the claws’ part if you bring bombs, and let him eat those when he’s doing its Surf ‘n Turf attack.

**Lagiacrus: 7/10**

Lagiacrus in G-Rank is dangerous due to the lightning bites it can do in G-Rank. After that it usually combos into a hipcheck, so performing the infinite combo is ill-advised. In general Lagiacrus is hard to approach as a Blademaster, so wait for it to shoot projectiles before you attack it.

**Mizutsune: 10/10**

Mizu is a standard fight for IG. Grab Red and White and go to town on the head or the tail. Bring a Thunder IG to exploit its weakness. While it’s sliding around you can probably use your Kinsect to trip it from a distance too.

**Soulseer Mizutsune: 8/10**

As IG, the Soulseer fight is pretty typical. Get Bubbled so Soulseer will lick its parts and make them easier to hit, unless you like either bouncing or only going for the head all the time. Severing the tail and breaking the claws are easy-peasy as IG, so long as you use the Thunder element. Dodging out of the way of certain combos that Soulseer can do is also easy because of your mobility.

## Snake Wyverns

**Najarala: 7/10**

Snek’s homing scales of doom are pretty lethal, but you can try to vault before them to semi-cancel the effect. You can also jump out of the coil using your vault, letting you dodge it without having to sheath and dive or trying to get out through the constantly-moving hole. IG can also get to the backleg easily and attack it, getting easy trips. You can also mount Najarala and mount it yourself. That said, its wide-ranging attacks and capability to instantly stun you with the scale explosions still make him dangerous.

## Brute Wyverns

**Barroth: 9/10**

Barroth’s weaknesses change depending on whether its parts are covered in mud or not, so bring a Blast IG and just blow the mud off of it. Otherwise, the fight is pretty much chasing Barroth as it charges across the map and sometimes doing the infinite combo on its arms or tail. The only threatening thing it can do sometimes is the tail whip, and you can iframe it if you see it coming.

**Deviljho: 9/10**

With a Blast IG, Deviljho’s nothing. Stay under him with a Tremor Res Kinsect and you don’t need to worry about its stomps, and very few of its attacks can hit under him. The hipcheck is basically the only thing you need to worry about.

**Savage Deviljho: 7/10**

Savage makes the Deviljho fight a whole lot faster, whether you succeed or fail. Bring a Thunder IG, as Savage is massively weak to the elements. Try to stay under him, and if you have a Tremor Res Kinsect, all the better, since you can ignore its stomps and continue attacking its chest, which remains a weakspot even after it enrages. When you’re under him though, watch out for the hipchecks, which can come out absurdly quickly.

**Uragaan: 8/10**

Fighting an Uragaan can go real easy if you opt to go for a Poison IG or a Water/Dragon IG. Poison IG users can abuse Uragaan’s weakness to poison and attack the stomach constantly, whereas Water/Dragon IGs can break open the head, revealing another weakspot. Be sure to avoid its constant rolling and gas attacks as you do so, however.

**Crystalbeard Uragaan: 8/10**

Crystalbeard’s hitzones aren’t that favorable to the average Blademaster, and that goes for you too IG user. I mean, you could probably break Crystalbeard’s head using an Impact Kinsect, but then you’d have to just use it all the time, and Crystalbeard’s head is quite resistant. Just go with a Poison or Water IG and stick to its stomach for most of the fight, taking care to watch out for the gas attacks.

**Duramboros: 9/10**

Duramboros’s weakspots are too far off of the ground to hit normally, and it doesn’t point its face towards you all the time. When it does, he’s about to use that face to charge you. Mounting him will expose its back weakness, making him faster to deal with. Watch out for the followup charges too, as well as the combos to the super body slams.

**Brachydios: 8/10**

Brachydios’s weakspots are hard to hit with IG, since your attacks will usually hit the arms rather than the head first. You might want to mount him to make combatting him easier, or you can opt to break the arms, to make the slime less effective.

**Raging Brachydios: 8/10**

Typically, Blademasters have a hard-ish time exploding the primed parts. Since you’re IG though, you can shoot the pheromone shot at the arms to explode them! You will need to deal with a homing Kinsect though, so you should probably use Extract Hunter. Oh, and for some reason, your Kinsect can’t explode the primed parts.

**Glavenus: 10/10**

Fighting Glavenus as an IG user is pretty typical of most Blademaster experiences -- dodge the telegraphed attacks, hit the head to explode it, sever the tail, etc. You can use your idle X attack to blow open the head if you need to, as well. **Hellblade Glavenus: 7/10**

Like Glavenus you can explode Hellblade’s head with the idle X attack. Unlike Glavenus, you can’t just roll to the side and punish the tail as it slams down, since it’s also accompanied by explosions. Still, triggering the explosion on Hellblade’s tail and head is vital to reducing the chance of dying horrifically to a Blast combo. Watch out for the tail nuke too, by either going past Hellblade or by getting far enough away from the tail to avoid the nuke.

## Flying Wyverns

**Nargacuga: 8/10**

Nargacuga likes to move away a lot, which makes you not do the infinite combo as much. Staying in front of Narga and attacking its head isn’t the best decision ever as well, because its attacks are all pretty much forward-focused. Stay to the side and iframe the tail while you attack its wings or its backlegs.

**Silverwind Nargacuga: 4/10**

Silverwind really loves to play the keep-away game and keep shooting projectiles at its leisure. And he’s also got the same profile as Narga, so trying to mount him is not as effective. Getting under Silverwind is also hard, partially due to the low profile, but also due to the attacks that can reach under him, like the Full Moon Slash. Would not recommend fighting him with Blademaster.

**Barioth: 8/10**

Kitty-cat’s mobility, like Nargacuga’s, is off the chart, so you’ll be chasing him across the area. Unlike Nargacuga though, you can break its arms with a touch of Fire damage. Breaking those arms will make him semi-stagger every time it does its repositioning hops. The fight plan for Barioth is the same as Nargacuga though, stay to its sides and attack him, because standing in front of him means eating charges.

**Rathian: 10/10**

Standard Rathian can be downed easily as long as you keep up attacks on the head. You might not be a GS or Hammer, but you can still headsnipe by doing the idle X attack. If you want, you can also try to trip her by attacking her legs. Either way, she should go down without much of a pain.

**Dreadqueen Rathian: 7/10**

Dreadqueen can knock you out of the sky if she decides to perform her WyvernsFire attack, which really puts on the pain. Mounting or attacking freely can also poison you real quick, so use your positioning skills to try to trip her. Breaking her back will also really help out the Gunners, as that will expose a weakspot.

**Gold Rathian: 6/10**

Goldian is extremely dangerous if you go in without a plan. Her hard scales and her AoE attacks which can reach under her make sticking to her legs real risky. In the sky, her tail whips are the stuff of mega-hurt, and her landing can interrupt your mounts. Stay on your A-Game, don’t take too many risks, and attack her wings as much as you can.

**Rathalos: 10/10**

Most people have problems with Rathalos since it flies so often, but you’re an IG user, you can vault. So do so, and knock that guy out of the sky for easy mounts and easy damage. On the ground he’s easy to outmaneuver, and if it ever returns to the sky, it can’t do much to counterattack a smart IG user. Just don’t spam mounts all the time or you might end up face-down on the ground, burning.

**Dreadking Rathalos: 8/10**

IG is the best Blademaster weapon to try to take down Dreadking with, and this is mostly due to IG’s ability to quickly perform a mount on a Dreadking, and afterwards, break the wings. Bring a Dragon IG to break the head and make that weakspot even more weak. Stick to just behind its head, like near its legs, and attack him while he’s trying to shoot projectiles at you, and if he’s in the air, whack him out of it.

**Silver Rathalos: 8/10**

Nuclear energy is no match for wind energy! Jump into the sky and take down this silver bastard. Make it regret shooting nukes at you. For best results, crack open the head with a Mind’s Eye Kinsect and a Water IG. Also, make sure you don’t take a random nuke to the face while you’re trying to knock this guy down.

**Basarios: 10/10**

Basarios may be rock-solid, but you’re IG, and you can use a Water or Blast IG to break open the stomach, making die real fast. You can also mount it if you really want to break open the back or something, letting you mine it. Remember to actually dodge Basarios’s slow and small attacks, and get past it for the run -> roll combo.

**Gravios: 9/10**

Stabbios that Gravios by mounting the crap out of it. Breaking the back makes its gas attack ineffective to your grounded friends, and mounting it after that will deal a ton of damage to the stomach, speeding the process of murdering it by the belly. Since you’re close to Gravios you rarely have to worry about its beam attacks, and only about the melee attacks, which are slow. You’re IG too, so bring a darn Water IG or a Blast IG to break it open faster.

**Khezu: 9/10**

Khezu can always be infuriating for the average Blademaster because of its electric aura. Don’t be greedy, and use your infinite combos on the head to seek out the flinches. You can also punish the heck out of the head after it does the projectile attack too, and if it climbs on the walls, you can vault up and hit it off for a free trip.

**Tigrex: 8/10**

As a Blademaster, if you’re right in front of Tigrex just before it’s about to charge, you can actually dodge under its left leg as it moves forward. Do it right and you’ll be able to bait out those charges and punish them way more effectively. Normally though, attack the hind legs to trip the Tigrex, then attack the head while dodging the charge spam.

**Grimclaw Tigrex: 7/10**

Big angry boy that doesn’t spam as many charges as standard Tigrex. That said, it definitely hurts way more than an average Tigrex, and that’s saying a lot. The strat is still the same though, avoid the spin attacks while attacking the hind legs to trip the guy. While it’s enraged you should also attack the claws, which soften up while it is enraged. Also, when it does the giant boulder toss, you should make distance, then get ready to dodge the followup charge.

**Seregios: 8/10**

Seregios likes to move a lot which dilutes the effectiveness of the infinite combo. In this game, Seregios also has a much higher tolerance to its back legs being attacked before it trips as well, making sticking to its behind less effective. it also likes to counterattack people attacking him from behind with its Crescent Sweeps, so… try to attack the head? Bring a Thunder IG too, its raw hitzones barely reach the threshold of activating Weakness Exploit.

**Astalos: 8/10**

Really this fight is pretty typical of a Blademaster -- attack the glowy parts to discharge them and make Astalos’s attacks weaker. With your high reach you should be able to hit Astalos’s wings even when they’re up in their neutral position, making the trips associated with discharging the wings easy.

**Boltreaver Astalos: 7/10**

Being a IG user definitely means you shouldn’t be jumping all over the place here, since Boltreaver can easily swat people out of the sky. Staying on the ground and using your infinite combo on the wings or head is the key to success here. Other than that, this is a pretty average fight, just keep your eyes on and your head straight.

**Diablos: 10/10**

Trivial boy, just don’t get too greedy with your infinite combo and sidestep the obvious as heck charges. Trip it by hitting the legs.

**Bloodbath Diablos: 6/10**

Bloodbath is extremely dangerous to stay under and the hitzones are less than ideal. The tail and head are your best hitzones which, while good, really need you to disable Bloodbath in some way before attacking those, since the tail will probably be too high off of the ground to hit. Bloodbath can also do multiple attacks that damage the area under and immediately around it, which means you’ll need to bring your A-game here.

**Akantor: 7/10**

Akantor likes to charge a lot. While he’s charging, its body and its tail take on two separate hitboxes, so if you’re right under him, you won’t get away scot-free. Like Tigrex, stay to its sides, but unlike Tigrex, you cannot easily roll under its left leg, since its charging animation is slower, and covers a larger area. Attack its hind legs and tail to cause trips.

**Ukanlos: 8/10**

Ukanlos is a big boy, and the fact that its frontal attacks are real dangerous means that you’re limited to its rear end in terms of good hitzones. The entire tail is a good Green Extract spot though, so if you take a little too much chip damage you can spam your Kinsect there and recovery fairly quickly. It’s just a waiting game until it goes down though.

## ???

**Gore Magala: 10/10**

If you stand under and to the side of Gore, it can’t really attack you without turning around, which means free infinite combo potential. When it goes Frenzy you can also just mount him and focus on its head to quickly break him out of it too. The back legs are also a good weakspot for tripping the heck out of him.

**Chaotic Gore Magala: 9/10**

Chaotic Gore functions as a combination of Gore and Shagaru Magala, and it has its own combo moves and unique mechanics too. This also means that he’s still got the classic weakness of “standing under and to the side of him”. Watch out for the jump to tail whip combo since that’ll knock you out of your infinite combo and stay wary of the frame one charges it can do though.

## Fanged Wyverns

**Zinogre: 10/10**

Zinogre’s a flashy boy but nothing too special if you just walk clockwise around its attacks. Trip him by hitting its hind legs then go all in on its squishy head. You should also be able to discharge Zinogre if you perform a successful topple too.

**Thunderlord Zinogre: 8/10**

Thunderlord has a convenient weakness on the backlegs that just screams “infinite combo me”. Thunderlord does hurt hard and can combo you into stronger moves though. Like other Blademaster weapons you should aim to dodge those combo starters, else you pop an HA or just take a ton of damage.

## Elder Dragons

**Kirin: 10/10**

Kirin’s a trivial Elder Dragon, but resistant to the elements. Bring Blast or a pure raw IG to screw the nails in on this electric pony, and see that your Insect Glaive doesn’t become a lightning rod.

**Shagaru Magala: 9/10**

Shagaru has the tendency to step forward and flinch you out of your infinite combo or vault, which is especially annoying. It also has the tendency to follow those forward steps with super slams, which is not fun. Aside from that, you can stick near the back legs to trip it, or abuse the mounting hitbox to land a few aerial hits in. Shagaru doesn’t have that many attacks which hit under it, like Gore Magala, and it even has more windows of opportunity in the form of its breath attacks, so go wild.

**Valstrax: 6/10**

Valstrax is more of a neutral match for IG. You can stay under him because you’re a Blademaster, and element is somewhat effective across all its hitzones. However, he’s got wide-reaching moves, and some attacks even focus on the area under him. Good positioning and recognition are going to be key to this fight.

**Kushala Daora: 9/10**

Kushala’s wind aura can be disabled by two things: Poison and Mounting. Bringing an Aerial Poison IG against Kushala is basically disabling its gimmick, save actually bringing Wind Res (Hi). if you’ve already got a Poison user or if you have enough people you can opt to use a Thunder IG instead.

**Chameleos: 9/10**

You should always take a Fire IG against Chameleos, since your raw will suffer against him. Being close to Chameleos makes it easy to see most things coming, minus the counterattack it can do sometimes and the breath attack it can do while enraged. As long as you react quickly enough to those, Chameleos will be a cakewalk.

**Teostra: 9/10**

Teostra likes to stay still a lot, which means you can start up infinite combos a lot. If you attack him enough while he’s enraged you might also get a defuse off, which is great. Most of the time though you’ll stick to attacking its back legs since those are vulnerable for most of its attacks. Your mobility also helps with dodging some of Teostra’s charges and ranged Novas.

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

Wake me up when you have Tremor Res and a good Dragon Glaive. You probably won’t be able to do that until after you get past Lao though, so before then just spam the fixed weapons and artillery.

**Alatreon: 6/10**

Alatreon’s head is way too high off of the ground for you to hit, even when vaulting. And even if you could, Alatreon’s not the type of monster to get mounted easily. its frontal attacks reach high up, and attacking Alatreon while he’s in mid-air is a sure-fire way to get Lightning Rush’d. Even when you do get a mount off, Alatreon *really* doesn’t like you being up there, as it can give you patterns which are extremely hard to get a mount off of without external help. And even when you fight him normally, Alatreon hits hard, extremely hard.

**Amatsu: 9/10**

Amatsu is relatively easy for you because you can actually hit things that are high up off of the ground. You can even mount Amatsu to let your buddies destroy the head even more. Furthermore with Aerial Style you can close in on Amatsu when it decides to traverse half of the arena and let you spam mounts more effectively.

**Nakarkos: 9/10**

Squiddy Boy is a giant hitbox for you to recharge your Triple Up off of, and its tentacles are easy to hit with your wide-ranging attacks. Your mobility is also high enough to dodge its tentacle slams and its other attacks too. Overall this guy is real easy for IG.

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

Ahtal’s relative weakness to all things Blademaster-y on her front and sides make her super squishy to IG. Your mobility should also let you dodge her more wide-reaching attacks as long as you react correctly. Mounting Ahtal will also let you teammates attack her head and forescythes, and deal damage to the back of her head, which is rarely broken. The mech isn’t much of an issue either, though you’re pretty much stuck doing #JustBlademasterThings rather than cool IG things.

**Fatalis: 10/10**

The easiest of the Fatalis trio, normal Fatalis is extremely weak to getting IG’d since it can’t really do much as long as you’re smart about attacking him. it lacks the more deadly attacks of the advanced versions, like lightning or meteors, and its attacks are clearly telegraphed. They still smart though.

**Crimson Fatalis: 9/10**

Crimson Fatalis can be mobbed by IG just by standing just outside of its hind legs and just hitting them constantly, like the other Blademaster weapons. Not much of its attacks threatens you here and the ones that do either take a long time to execute or have a clear mark on the ground where they’re about to hit. You can even mount him, which is hard to do normally on Ingle Isle, to expose its head to much pain. You should still be careful though, as you can’t just eat a flying tackle or a few meteors casually.

**Old Fatalis: 9/10**

Old Fatalis here may shield himself when it gets enraged, but as an IG user you have several tools to get around it. If you use the Pure Speed Kinsect then you have Mind’s Eye when you have White, which means you can hit away at Oldie here to your content. If you don’t have those, then you can vault to reach its chest and head, and even mount the guy. Just be sure your Insect Glaive doesn’t turn into a Lightning Rod.

# Final Thoughts

IG fairs about as well as it did in 4U, since the nerfs were mostly around the mounting mechanic itself rather than IG. IG did receive some MV nerfs though, which made it more average in terms of kill speed. Styles don’t do much for IG though, which is disappointing, and the IG HAs aren’t anything special either. Thank goodness Capcom decided to change up the Kinsect system though, or we would all need a PhD in Mathematics to suss out why his Kinsect isn’t the same as my Kinsect. The matchups for IG are mostly favorable thanks to IG’s mobility and the ability for the Kinsect to grant you specific buffs based on your Extracts. IG is a solid weapon in this game, even considering the nerfs to mount spamming.

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[Switch Axe](https://docs.google.com/document/d/1PLWG7GAC0jvFkUmsF_ouyU1SIyOGWe1yzD5bNhzZrnE/edit?usp=sharing)

[Charge Blade](https://docs.google.com/document/d/1T75XOU8z5TsLWAgOrMlcF9IBLrp7mLWGfXap-sZkJro/edit?usp=sharing)

[Light Bowgun](https://docs.google.com/document/d/1O_m-kAo8tf2l__tn5rNJPPc2HLIoN7qfMRL1PDZkdrY/edit?usp=sharing)

[Heavy Bowgun](https://docs.google.com/document/d/1KRWPRfa6KzmurKs0tbdTcOJNEBu36Y95ttPEW3xlztM/edit?usp=sharing)

[Bow](https://docs.google.com/document/d/1vuDNCYYhNvSPHMqPwoC2cyjF-qcuXztYsipi9jUZHa0/edit?usp=sharing)

[Prowler](https://docs.google.com/document/d/1z4QBrj6oFH_d9Y1uS5ZWkllp-o_-kjWfj57N7LTMuU0/edit?usp=sharing)

*Or a damage calculator?* [Try Yet Another Damage Calculator Unite!](https://awesomeosity.github.io/YADC_Web/index.html)

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