**Yet Another Weapon Guide - Light Bowgun**

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# Intro

Light Bowgun provides the power of Rapid Fire while also having the mobility of any self-respecting Gunner. Utilize your mobility to fill the monster with holes, as well as the flexibility of the wide variety of shots featured in GU, as well as the powerful Internal Ammo that differs between Bowguns!

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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 LBG. 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 LBG controls, commentary on LBG styles and combinations, ammo details, recommendations on progression LBG, and a final note on matchups against all monsters in the game.

# At A Glance

## **How Do I Play LBG?**

* Press X to reload the currently selected shot. Press A to fire your loaded shot. Tap R to scope in, press and hold R to Quick Aim.
* To choose the type of shot that you’ll load and fire, press and hold L, then select your shot type via X and B. Switching shot types under normal circumstances will unload the previous shot type.
* When hitting with shots, you’ll see a different visual effect, as well as sound effects based on the distance that the shot travels until it hits the monster. If you connect with a shot and the screen shakes, then you’re hitting at Critical Distance, dealing extra damage. Hit too far or too close and the damage dealt will be reduced.
* When selecting a shot, if it has a blue background, that is an Internal Shot. Internal Shots cannot be crafted under any circumstances. The type of Internal Shot, the amount loaded at once, as well as the inventory maximum all differ depending on the Bowgun you bring.
* If a shot has a Green background, then the shot type can be Rapid Fired. Rapid Firing shots fires multiple shots in succession while only consuming one shot from your inventory.

## **Hot Tips**

1. An LBG’s stats, listed on 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 LBG’s details** in order to know what common ammo your LBG can load, and how much of it, as well as Internal Ammo and Rapid Fire 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. **Rapid Fire has its own form of Recoil, called Wait Time.** Wait Time is not affected by Recoil at all, nor can it be affected by any armor skills.

## **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 Rapid Fire capabilities.
* Speaking of Rapid Fire, you should **choose LBGs which have your selected shot type be Rapid Fire-able,** since that will improve your damage output without consuming a multitude of shots.
* **If you must choose an LBG with Deviation, try to choose one with Mono-Directional Deviation.** Mono-Directional Deviation, while not as good as “None”, can be easily accounted for by aiming slightly to the opposite of your LBG’s Deviation.
* **Keep in mind the basics of Recoil.** To fire Recoillessly, your LBG 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.
* **Rapid Fire doesn’t take into account your Recoil,** so you can ignore Recoil if you plan to use a Rapid Fire-able shot type.
* **Adept Style LBG is the most popular style.** After Adept Dodging, you may perform an Adept Reload, which boosts your power. You can also perform a Power Run, which lets you dash in a direction without losing Stamina.
* Striker LBG is just as good, since you only lose the -steps in exchange for a 3rd HA slot, which is usually Full House.
* Guild LBG has nothing particularly noteworthy, unless you count the two step combo.
* Aerial LBG lets you Power Reload after hopping off a monster, which boosts your damage output. Furthermore, you can fire forwards or downwards.
* Valor LBG prevents you from stepping at first, but once in Valor Mode, stepping will let you shoot free bullets which deal KO and Exhaust damage.
* Alchemy LBG can create and fire special Alchemy Bullets from the Alchemy Barrel, which are automatically Rapid Fired.
* The LBG arts are okay. Bullet Geyser is more useful for its evasion potential, which the Absolutes cover anyway, and are less expensive. Full House lets you load multiple shot types simultaneously, which is more useful than it sounds. Rapid Fire Rain lets you “Seige” Rapid S for a time. And Charge Shot converts your normally-useless Normal Lv. 1 into chargable shots which deal more damage with increasing charge levels.

## **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.
* Performing Rapid Fire won’t let you adjust your shots mid-volley. Make sure you aim carefully before Rapid Firing.
* Rapid Fire cannot be cancelled aside from damage or otherwise being interrupted. Make sure you’re safe before you fire.
* Depending on your control scheme, you can Quick Aim more or less easily. Try fiddling around with your options to see which control scheme fits you.
* You can attach Attachments to your Bowgun in order to improve its performance from the Armory. Equip Variable Zoom to let you zoom in and out while you’re scoped in. Equip Long Barrel to improve your damage, or Silencer to reduce monster aggro and simultaneously reduce your LBG’s Recoil rating by one stage. You can’t equip Long Barrel and Silencer simultaneously.
* LBG has a hidden damage modifier of 1.3x for all raw damage it deals. This is significant for things like Elemental shots, where that modifier *isn’t* applied.

# Controls & Style Rundown

## **Guild Style**

Two Hunter Art slots (1 SP Art). Learn the basics of LBG with this versatile style, which can backstep, Rapid Fire, as well as perform other actions.

* 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**
* B - **Backstep**
* After Fire Shot or Backstep, Left/Right + B - **Sidestep**
* Can perform any two -steps in a row.
* In midair, X - **Jumping Reload Swing**
* In midair, A - **Jumping Shot**
* Performing a Jumping Shot with a Rapid Fire-able shot type loaded will let you Rapid Fire from mid-air, until you either fire all the shots of the volley or hit the ground.

**Guild Style** is the basic LBG style, able to perform up to two steps in a row. ...There’s not much else to say aside from that is there?

**Recommended Hunter Arts:**

* Absolute Evasion
* Absolute Readiness

## **Striker Style**

3 Hunter Art slots (1 SP Art). Prevents you from performing steps but grants you a 3rd HA slot.

* **Cannot Backstep or Sidestep.**

**Striker Style** replaces one of your mobility tools for an additional HA slot, which isn’t as bad as it sounds. Instead of stepping, you’ll roll instead.

**Recommended Hunter Arts:**

* Absolute Evasion
* Absolute Readiness
* Full House II / Full House III

## **Aerial Style**

1 Hunter Art slot (1 SP Art). Hopping off of the monster will automatically power up your shots, and let you shoot forwards or downwards.

* **Can only perform one Step.**
* B - **Aerial Hop**
* After Aerial Hopping, you’ll Power Load automatically, as long as you were unsheathed and if you could Reload.
* Post-Aerial Hop, X + A - **Aerial Downward Shot**
* Performing a Jumping Shot will cause the shot to hit at Critical Distance automatically.
* Performing Aerial Downward Shot with a Rapid Fire-able shot type loaded will also move you forward with each shot.

**Aerial Style** powers up your damage as long as you keep hopping off of the monster. However, you can’t aim your shots that well in midair which means… you can’t hit soft spots easily.

**Recommended Hunter Arts:**

* Absolute Readiness

## **Adept Style**

1 Hunter Art slot (1 SP Art). Adept Dodge to power up your shots or perform a Power Run to quickly cover distances.

* **Cannot Backstep or Sidestep.**
* B - **Adept Dodge**
* Post-Adept Dodge - **Adept Reload**
* After Adept Reload or Post-Adept Dodge, X - **Power Run**
* After Adept Reload or Post-Adept Dodge, A - **Fire Shot**

**Adept Style** is the best LBG style simply due to the power boost it gets from Adept Reloading. If performed frequently, you can also reposition quickly and maintain enhanced damage.

**Recommended Hunter Arts:**

* Absolute Readiness

## **Valor Style**

1 Hunter Art slot (1 SP Art). Use the Valor Load to power up your shots, and enter Valor Mode to enable a special type of shot fired when you sidestep.

*In any mode:*

* **Cannot Backstep from idle.**
* Y - **Valor Stance**
* During 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. Additionally provides Recoil Down +1 as long as the Valor Load is in effect.)*

*Outside of Valor Mode:*

* **Cannot perform a Step after Fire Shot.**
* **Automatic Recoil Down -1.** *(This increases Recoil)*

*While Valor Mode is active:*

* When performing a Step, you also fire a special Valor S, which deals KO and Exhaust damage.
* Can perform up to 3 steps in a row at once.
* On performing the third step in a step combo - **Valor Buster** *(fires 3 Valor S in quick succession)*

**Valor Style** is gimmicky. The Valor S fired don’t have much effect and can’t be fired precisely. If you’re using Valor LBG, then you should focus on the fixed reload time that Valor Load offers. If you’re playing Valor LBG, you either 1) think Adept LBG is too hard :( or 2) you have the reaction time of a snail on acid.

**Recommended Hunter Arts:**

* Absolute Readiness

## **Alchemy Style**

3 Hunter Art slots (3 SP Arts). Use the Alchemy Barrel with the classic firepower of LBG!

* In midair when zero shots are loaded, A - **Jumping Reload Swing**
* To charge the Alchemy Barrel faster, **land shots in Critical Distance.**
* In the Alchemy Barrel, Alchemy S replace Alchemy Whetstones. When loaded, Alchemy S is Rapid Fired automatically, and charge HAs faster.

**Alchemy Style** is… the exact same as Guild LBG. Who saw that one coming? I didn’t. Use Alchemy S to charge your HAs faster! Use Alchemy Earplugs to negate the effects of monster roars! And more...

**Recommended Hunter Arts:**

* Absolute Evasion (SP)
* Absolute Readiness (SP)
* Full House III (SP) / Full House II (SP)

The Style Hierarchy goes from Adept > Striker > Guild/Alchemy > Valor/Aerial. Adept’s ability to Power Load and reposition quickly via Power Run is not to be underestimated, and provides a level of safety for Gunners, compensating for their lower Defense. Striker is useful due to the HA slots providing utility, and so can be used effectively in multiplayer. Guild and Alchemy are basically the same, but doesn’t have the HA slots or the dodging capabilities of the former two. Aerial and Valor are gimmicky at best.

# Hunter Arts

## Bullet Geyser

Hops back, then shoots an explosive charge into the ground. Using the recoil, you’ll create a lot of distance. After a second or two, the charge explodes.

|  |  |  |
| --- | --- | --- |
| **HA Rank** | **To Charge** | **Total Damage** |
| I | 300 (560 SP) | 20 Fixed / 10 Fire |
| II | 500 (800 SP) | 13 \* 3 Fixed / 10 \* 3 Fire |
| III | 650 (980 SP) | 10 \* 6 Fixed / 10 \* 6 Fire |

*Invincibility starts from the first backhop, lasting until you hit the ground from the second backstep. Additional ranks create explosions that radiate back.*

This HA’s usefulness is mainly overshadowed by the existence of the Absolute HAs. The damage dealt is absolutely pathetic, even at best.

## Full House

Performs an extreme reload, which loads multiple shot types at the same time.

|  |  |  |
| --- | --- | --- |
| **HA Rank** | **To Charge** | **Effects** |
| I | 250 (500 SP) | Loads all non-RF shots. |
| II | 310 (572 SP) | Loads all non-RF shots faster than in I. |
| III | 650 (980 SP) | Loads all shots as fast as in II. |

It’s worth noting that a specific mechanic was changed in GU. Until the last shot you fire leaves the area by any means, you cannot switch shots. Knowing that, Full House is pretty decent, despite the mechanics change. It’ll allow you to fire multiple shots of the same overall type in succession, like say… Pierce S.

## Rapid Fire Rain

Loads a special shot into your LBG, called Rapid S. Then, crouches and prepares to fire, during which you can aim. After a bit, you’ll begin to fire rapidly in a direction. You can cancel firing with B.

|  |  |  |
| --- | --- | --- |
| **HA Rank** | **To Charge** | **Amount Loaded** |
| I | 300 (560 SP) | 15 |
| II | 500 (800 SP) | 18 |
| III | 650 (980 SP) | 21 |

*You fire in volleys of 3. MV per shot is 6.*

Oh, let’s see how many things are wrong with this HA. 1) You Seige 2) as LBG and 3) it takes a little bit before you start shooting, and furthermore 4) you’re literally a peashooter with 6 MV per shot. Oh and let’s not forget that 5) you’re using a valuable HA slot for this. And also don’t forget that this shit 6) HAS CRITICAL DISTANCE.

## Charge Shot

Go all Megaman, and load a special shot into your LBG. Once loaded, you can charge up your Normal S Lv. 1 to make it deal more damage. However, increasing levels of charge will also make you recoil more.

|  |  |  |
| --- | --- | --- |
| **HA Rank** | **To Charge** | **Shots Loaded** |
| I | 300 (560 SP) | 5 |
| II | 500 (800 SP) | 10 |
| III | 750 (1100 SP) | 10 |

*Recoil is as follows:*

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | | Minimum | | | V. Low | Low | Some | Average | High | V. High | Maximum | |
| Charge Shot I (Charge 1) | | None | None | None | None | None | None | None | Low | Low | High | High |
| Charge Shot I (Charge 2) | | None | None | None | None | None | Low | Low | High | High | High | High |
| Charge Shot I (Charge 3) | | None | None | None | Low | Low | High | High | High | High | High | High |
| Charge Shot II (Charge 1) | | None | None | None | None | None | None | None | None | Low | Low | High |
| Charge Shot II (Charge 2) | | None | None | None | None | None | None | Low | Low | High | High | High |
| Charge Shot II (Charge 3) | | None | None | None | None | Low | Low | High | High | High | High | High |
| Charge Shot III (Charge 1) | | None | None | None | None | None | None | None | None | None | Low | Low |
| Charge Shot III (Charge 2) | | None | None | None | None | None | None | None | Low | Low | High | High |
| Charge Shot III (Charge 3) | | None | None | None | None | None | None | Low | Low | High | High | High |

*Damage increases from 20 MV at Charge 1, 40 MV at Charge 2, and 30 \* 2 at Charge 3. This HA benefits from Focus and Normal Up.*

This HA… isn’t bad all things considered. As long as you can deal with the recoil you can pump out some real good damage. It’s a shame you can’t load more while you’re under this HA’s effects, unlike Gunpowder Infusion from HBG.

# Shot Almanac - LBG Vers.

This section will cover all of the shot types as well as their Rapid Fire 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 deal 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 | 1.0x |
| Critical | Yellow-White + Screen Shake | 1.5x |
| Long | Yellow | 0.8x |
| Ex. Long | Red | 0.5x |

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.

## 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 for looking up Recoil and Reload Speed tiers.](https://docs.google.com/spreadsheets/d/1e5MoEAOg3dZngly-ENnVLkodp5Obb_6bCH0fIGXvc4c/edit?usp=sharing)

## Rapid Fire

LBG has the unique functionality of Rapid Fire, which fires multiple shots while only consuming one ammunition. Each shot by themself is slightly weaker compared to the original bullet, but this makes LBG very ammo-efficient.

Tied to Rapid Fire is Wait Time, which functions exactly like Recoil except you cannot reduce it through any means. This is both good and bad, since it means you don’t need to reduce Recoil for things like Rapid Fire Pierce 1 S if you have High Recoil, but you can’t reduce the Wait Time for things like Dragon S.

Wait Time is as follows:

**Low < Avg. < High < V.High**

Which is equivalent to “None”, “Low”, “High”, and an exclusive-to-Rapid-Fire “V. High”, which also forces you back a bit in addition to waiting a long time between shots.

## 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 hit | High | Bel. Avg |

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

|  |  |  |  |
| --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **RF Modifier** | **Wait Time** |
| Normal Lv. 1 | 6 \* 5 shots | 0.8x | Low |
| Normal Lv. 2 (x3) | 12 \* 3 shots | 0.8x | Low |
| Normal Lv. 2 (x4) | 12 \* 4 shots | 0.7x | Low |

**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 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **RF Modifier** | **Wait Time** |
| Pierce Lv. 1 | (9 MV \* 3 hits) \* 3 shots | 0.7x | Low |
| Pierce Lv. 2 | (7 MV \* 4 hits) \* 3 shots | 0.7x | Avg. |

**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.

The way that Pellet decides to hit the monster, and where, seems to be roughly like this: As the Pellet travels outward, it checks all hitzones that it will hit, and checks for the highest one. In Optimal Distance, this check is performed more often, though it will prioritize especially high hitzones if available.

|  |  |  |  |
| --- | --- | --- | --- |
| **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 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **RF Modifier** | **Wait Time** |
| Pellet Lv. 1 | (5 MV \* 3 hits) \* 3 shots | 0.8x | Avg. |
| Pellet Lv. 2 | (5 MV \* 4 hits) | 0.8x | Avg. |

**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 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **Fire** | **KO** | **Exhaust** | **RF Modifier** | **Wait Time** |
| Shot | 3 | 0 | 0 | 0 | 0.7x | -- |
| Crag Lv. 1 (x2) | 25 Fixed \* 2 shots | 30 \* 2 shots | 25 \* 2 shots | 10 \* 2 shots | -- | Avg. |
| Crag Lv. 1 (x3) | 25 Fixed \* 3 shots | 30 \* 3 shots | 25 \* 3 shots | 10 \* 3 shots | -- | Avg. |
| Crag Lv. 2 | 30 Fixed \* 2 shots | 45 \* 2 shots | 30 \* 2 shots | 10 \* 2 shots | -- | High |

**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 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **RF Modifier** | **Wait Time** |
| Shot | 6 | 0.7x | -- |
| Clust Lv. 1 | (25 Fixed \* 3 hits) \* 2 shots | -- | V. High |

**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. |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **Element** | **RF Modifier** | **Wait Time** |
| Element S Lv. 1 (x3) | 7 \* 3 shots | 42 Elemental MV \* 3 shots | 0.7x | Low |
| Element S Lv. 1 (x4) | 7 \* 4 shots | 42 Elemental MV \* 4 shots | 0.6x | Avg. |

*Note that the RF Modifier also applies to Elemental shots on the elemental portion.*

**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 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **Dragon** | **RF Modifier** | **Wait Time** |
| Dragon Lv. 1 | (1 \* 5 hits) \* 2 shots | 38 Dragon MV \* 2 shots | 0.6x | V. High |

**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 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **Status** | **RF Modifier** | **Wait Time** |
| Status Lv. 1 | 10 \* 2 shots | 25 \* 2 shots | 1.0x | High |
| Status Lv. 2 | 15 \* 2 shots | 50 \* 2 shots | 1.0x | High |

**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 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **Exhaust** | **KO** | **RF Modifier** | **Wait Time** |
| Exhaust Lv. 1 | 15 \* 3 shots | 35 \* 3 shots | 15 \* 3 shots | 1.0x | Avg. |

**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 |

*Does not have a Rapid Fire.*

**Paint**

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

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

*Does not have a Rapid Fire.*

**Tranq**

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

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

*Does not have a Rapid Fire.*

**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 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **RF Modifier** | **Wait Time** |
| Alchemy | 10 \* 2 shots | 0.7x | Low |

*All LBGs can Rapid Fire Alchemy S.*

**Valor**

A special shot which is automatically fired when you’re in Valor State and you sidestep. Is recoilless and has no reload speed (since you can’t load it).

|  |  |  |  |
| --- | --- | --- | --- |
| **Shot Type** | **MV** | **KO** | **Exhaust** |
| Valor | 10 | 10 | 10 |
| Valor Duster | 6 \* 3 shots | 7 \* 3 hits | 7 \* 3 shots |

## 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 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **RF Modifier** | **Wait Time** |
| Force Lv. 2 | 18 \* 3 shots | 0.7x | V. High |

**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 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **RF Modifier** | **Wait Time** |
| Long Lv. 1 | 15 \* 3 shots | 0.7x | Avg. |

**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 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **RF Modifier** | **Wait Time** |
| Dazzling (x2) | 35 \* 2 shots | 0.7x | Low |
| Dazzling (x3) | 35 \* 3 shots | 0.7x | Low |

**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 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **RF Modifier** | **Wait Time** |
| Heavy Lv. 2 | 12 \* 2 shots | 0.7x | High |

**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 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **RF Modifier** | **Wait Time** |
| Sting | 14 \* 2 shots | 0.7x | High |

**Stone**

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

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

|  |  |  |  |
| --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **RF Modifier** | **Wait Time** |
| Stone | 10 \* 3 shots | 0.8x | Low |

**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 |

*Does not have a Rapid Fire.*

**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 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **Fixed** | **Fire** | **KO** | **Exhaust** | **RF Modifier** | **Wait Time** |
| Triblast | 10 \* 2 shots | (25 \* 3) \* 2 shots | (30 \* 3) \* 2 shots | (25 \* 3) \* 2 shots | (10 \* 3) \* 2 shots | 0.7x | High |

**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 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **Element** | **RF Modifier** | **Wait Time** |
| Element Lv. 2 | 7 \* 3 shots | 55 Elem. MV \* 3 shots | 0.7x | Avg. |

**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 \* 5 hits | Minimum | Fastest |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **Dragon** | **RF Modifier** | **Wait Time** |
| Dragon Lv. 2 | (1 \* 5 hits) \* 2 shots | (45 Dragon MV \* 5 hits) \* 2 shots | 0.6x | V. High |

**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 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **Element** | **RF Modifier** | **Wait Time** |
| P. Element Lv. 1 | (2 \* 3 hits) \* 3 shots | (19 Elem. MV \* 3 hits) \* 3 shots | 0.7x | Low |
| P. Element Lv. 2 | (3 \* 5 hits) \* 3 shots | (21 Elem. MV \* 5 hits) \* 3 shots | 0.7x | Avg. |

**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 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **RF Modifier** | **Wait Time** |
| Shot | 1 \* 2 shots | 0.9x | -- |
| Slicing Lv. 1 | (8 \* 3 hits) \* 2 shots | 0.9x | Avg. |
| Slicing Lv. 2 | (8 \* 5 hits) \* 2 shots | 0.9x | High |

**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 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **RF Modifier** | **Wait Time** |
| Shot | 1 \* 2 shots | 0.7x | -- |
| Shrapnel | (8 \* 6) \* 2 shots | 0.7x | High |

**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 |

*Does not have a Rapid Fire.*

**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 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Rapid Fire** | **MV** | **Blast** | **RF Modifier** | **Wait Time** |
| Blast Lv. 1 | 10 \* 2 shots | 25 \* 2 shots | 1.0x | High |

**Poison Smoke**

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

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

*Does not have a Rapid Fire.*

**Flash**

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

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

*Does not have a Rapid Fire.*

**Dung**

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

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

*Does not have a Rapid Fire.*

**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, +20% 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.*

*Does not have a Rapid Fire.*

**Remedy**

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

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

*Does not have a Rapid Fire.*

**Group Recover**

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

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

*Does not have a Rapid Fire.*

# What LBG To Use?

When progressing, you’ll usually choose an LBG which has a high capacity of one of the 3 big ammo types: Normal, Pierce, and Pellet, though realistically you’re only gonna be choosing Normal or Pierce. After that, you should try to find an LBG which Rapid Fires your ammo of choice, which limits the choices down to Normal S Lv. 2 Rapid Fire or Pierce S Lv. 1 Rapid Fire. Everything else is more or less ignorable.

## **Progression Recommendations**

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

* **Petrified Shooter**

The difference between Gunner weapons and Blademaster weapons is that Petrified stuff doesn’t really matter once you get the better Bowguns, and this is especially true here. The basic Petrified Shooter doesn’t get a single Rapid Fire option through the entire game, so this is basically only used for the most basic of self-defense for starting out. You’ll drop this like a bad habit soon enough.

* **Quill Burst**

Quill Burst is a classically good option, and even remains relevant for progressing through the entire game. This is mainly due to its Rapid Fire Pierce Lv. 1 option, which in this game is incredibly good, and being easy to upgrade only helps out.

* **Hidden Eye**

The Nargacuga LBG is also another variant of the Rapid Fire Pierce Lv. 1 option, but is typically more used than Quill Burst since this has natural Affinity and scales slightly better post-Maccao.

* **Eldra Musket**

An interesting option for Low Rank, the explosive power Eldra offers is quite significant in Low Rank, since Fixed damage ignores hitzones and the attack rating of your weapon. If you want to play with an unorthodox option, this is it.

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

* **Shotgun (Azure)**

One of the earliest LBGs with access to Rapid Fire Normal Lv. 2, the Velocidrome LBG is quite solid for the point where you can get it. With 160 raw and 20% natural Affinity, this isn’t too bad compared to Quill Burst and Hidden Eye for the point where you can get this at.

* **Quill Burst**

Quill Burst gains 170 raw when you upgrade it to High Rank stats which is definitely above-average compared to Blademaster weapons. You can use this before you get the Nargacuga LBG, or even if you don’t want to bother with or don’t have access to Hyper Nargacuga for the upgrade.

* **Hidden Eye**

Narga’s LBG has high Affinity and only slightly-less-than-average raw, but is still very capable of dealing lots of damage with the Pierce Lv. 1 RF.

* **Blizzard Cannon**

Another alternative to the Pierce RF options, Barioth has higher-than-average raw, some Affinity, and has the Freeze options if you want to use them.

* **Icesteel Wasp**

Kushala’s LBG RFs Normal Lv. 2, and has quite a bit of capacity on that as well. It also has natural Low Recoil, allowing you to potential take advantage of Pierce as a backup ammo too, in case you somehow manage to run out of Normal S Lv. 2.

* **Polarstar Shooter**

A unique option, if used with Full House II you can keep chaining together Pierce S of different levels. If that sounds fun to you, get this. It’s also useful for breaking open the Dread Rath’s backs if you need to do that, due to the Dragon S this LBG has.

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

* **Elder Shooter**

The Elder Shooter is actually pretty solid for starting out in G-Rank since you can RF Normal Lv. 2s with it and it’s got decent capacity for that. Furthermore, it’s craftable extremely early since you only need to gather G-Rank materials for it.

* **Plume Burst**

Plume Burst is *still* a great option throughout G-Rank, since it still RFs Pierce Lv. 1s, and it’s upgradeable fairly early. The natural Some Recoil allows you to use the other Pierce options, if you want to.

* **Night Owl**

The Nargacuga LBG is still great but even more solid due to the two slots it has. It also upgrades into one of the best LBGs in the game, so definitely make this if you haven’t by this point.

## **Endgame** LBG **Recommendations**

**Pure Raw**

* **Hurricane’s Gaze**

One of two RF Pierce options, the Silverwind LBG has great Pierce Lv. 1 capacity for the Rapid Fires, as well as a great amount of natural Affinity, 40%. This makes it absurdly easy for crit stacking. To top it all off, it’s also got Demon Aff S, for when you’re with teammates.

* **Avidya Eye**

The other one of the main RF Pierce options, the regular Nargacuga LBG only loses 10 raw for two slots, and a downgrade to Demon S rather than Demon Aff S. If the two slots are valuable to you, which they usually are, then using this isn’t much of a downgrade.

* **Blast of the North Star**

The Nakarkos LBG is mainly used for Pierce cycling with Full House, though it does have the other, more niche use of using Dragon S to break the Dread Raths’ backs more easily than with other Pierce options.

* **Pinion Burst**

Another Pierce option, though this goes under the radar due to no natural Affinity in exchange for 10 more raw, which is underwhelming. Natural Some Recoil does let you run Long Barrel and not Silencer if you want to run the other Pierce options as backup.

* **Daora’s Yellowjacket**

The first of the RF Normal options is Daora’s LBG. Has quite a bit of load capacity on the Normals, good raw, and some natural Affinity, as well as natural Low Recoil, though the biggest issue on this is the LR Mild Deviation. If you’re not too concerned with hitting a tiny weakspot, then it’s fine, but otherwise, it can be a pain.

* **Foxbow Authority**

Doesn’t have the natural Affinity that the Daora LBG has, and has Avg. Recoil instead of Low, but this is a good option if you either need an extra slot or if you prefer your Deviation to be None.

* **Fatalis Abyss**

The V. Slow Reload Speed on this LBG is mostly negated by Full House, and the R Severe Deviation can be accounted for. This LBG has a massive 350 raw, so if you can adjust your playstyle you’ll be able to hit monsters hard.

**Pure Element**

* **Silver Asgard**

The Fire LBG of choice. All of the elemental LBGs chosen have RF P. Element Lv. 2 capabilities, and this is the one for Fire. This has a high 350 raw, and -10% Affinity doesn’t mean much less damage, especially if you’re using element. This also has RF Pierce Lv. 1 as a fallback option, so this is a great LBG for taking on Chameleos.

* **Plesioth Drencher**

The Plesioth LBG RFs P. Water 2, but it also has Sleep capabilities for some utility. Natural Some Recoil means that you’ll also be able to use Pierce S recoillessly, as a backup.

* **Pearl Parasol**

The Pearl Parasol is a branch-off from the Black Parasol and is the main option for Thunder LBG. It has limited capabilities other than the P. Thunder S Lv. 2, but it has a lot of capacity for it, so it works well in multiplayer situations.

* **Orcus Barqus**

The Rare 9 Zinogre LBG, this has less capacity of P. Thunder S Lv. 2, but it can also do things other than that. Useful in solo situations.

* **Jowlcrusher**

The sole LBG which can RF both the P. Element Lv. 1 and Lv. 2, Jowlcrusher… is the most niche of the elemental options, simply because Ice isn’t a useful pure elemental weakness. Most Ice-weak monsters are weak to raw too, like Rajang and Zinogre. In its niche however, this works extremely well.

**Niche Choices**

* **God’s Archipelago**

Necessary for you if you want to Charm Farm Brachy and you don’t have another status LBG user. The key component in HAME strategies, God’s has the ability to effectively fire Status shots of all flavors, but you’ll need a different build in order to make the best use out of the LBG. If you can however, this is an extremely potent LBG, though by itself it lacks damage potential.

* **Lost Xanadu**

A questionable choice for G-Rank, Lost Xanadu features a focus on pure Explosive shots, but in G-Rank they’re less notable due to G-Rank outscaling the damage that they can deal. More often than not you’ll ammo out, and have to resort to the Normal S…

* **Oppressor’s Rift**

The Rare 3 Zinogre LBG is used as a pure Slicing focus. Since it’s boosted by TrueShot Up in this game, Slicing S can be effective if used on the right monsters, like say Zinogre itself.

* **Arm Cannon XX**

The Metroid DLC crossover LBG is notable mainly for its Dazzling S capabilities. As mentioned in the Almanac, Dazzling has high MV, no Critical Distance, and a quick Reload Speed as well as little Recoil. It’s okay for an Internal Shot focused build, but like other Internal shot focused builds, it’ll fizzle out if the fight is more than one normal monster.

# 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**

* **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.

* **Combo Pro**

Very situationally useful, but if you don’t run Mass Combiner on longer hunts (why wouldn’t you) this maximizes your combine count, which makes it easier to maintain damage over the hunt.

* **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.

* **Ammo Saver**

Essential on Internal-focus builds. Since you can’t combine more of Internals, this is essential to maintaining your Internal shots for as long as possible.

* **TrueShot Up**

Boosts the damage of Internal Shots by 20%. If you really want to squeeze everything out of your Internal shots, then you should use this.

* **Bonus Shot**

Increases the number of shots in a single Rapid Fire volley by one. Great for amplifying your damage on Rapid Fire volleys, but keep in mind that you’ll also stand in place longer as you’re shooting those shots. Plus, this isn’t the easiest skill to get.

* **Load Up**

Useful on certain low-capacity builds, most prominently P.Elemental Lv. 2 RF, since they have naturally low-capacity. This skill will lessen the amount of reloads needed to perform over the hunt.

* **Elemental Crit**

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

* **Status Atk**

Useful on God’s and basically only God’s in endgame. This skill’s usefulness also depends on a bunch of math that I won’t get into, but basically if getting this skill would let you get status one shot earlier or get one more status, then it’s useful.

* **Recoil Down**

Recoil management is core to God’s, since it’ll need Minimum to fire the Status shots recoillessly.

* **Trap Master**

Useful for HAME runs since you can lay down traps faster, extending the status chain even further and allowing the HBG to pour DPS down onto the monster.

* **Artillery Novice**

Useful if using Crag S on Explosive Bowgun builds, this will increase their damage.

# 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.

## 

*Also assume that, unless mentioned, Pierce is superior to Normal on monsters. We don’t talk about Pellet.*

## **Neoptorons and Temnocerans**

**Seltas: 10/10**

Shoot him out of the sky and shove bullets up its butt.

**Seltas Queen: 10/10**

Pierce is especially useful here to penetrate Seltas Queen’s foreclaws that cover the face and hit the face behind it. Normal is useful to precisely hit the face and only the face, but you’ll have to wait until Seltas Queen is charging a water blast. You should be able to dodge most things that Seltas Queen throws at you otherwise.

**Nerscylla: 9/10**

Hitting Nerscylla’s head enough will trip it, and that’s relatively easy for Gunners. Nerscylla is a bit jumpy though, so try your best to punish Nerscylla’s attacks.

## **Piscine Wyverns**

**Cephadrome: 10/10**

Cephadrome is an incredibly squishy fish, and not many of Cephadrome’s attacks will connect, or even reach you. The only one with capability to do so is the projectile attacks, which are trivial to see coming and dodge.

**Plesioth: 7/10**

Plesioth is particularly a pain with its high-range attacks that’ll keep you running about in order to position properly, but the weakspot of the belly remains relatively still when it’s turning, and not to mention that Plesioth is really weak to Thunder. You know what to do… right?

**Lavasioth: 5/10**

Lavasioth isn’t just a pain for Blademasters, it’s a pain for Gunners too. That sliding attack it does is way too accurate and homing, not to mention that Lavasioth in its entirety hits twice, so even if you Adept the first part, you’ll get hit by the second part. Did I mention the bad hitzones along most of the body?

## **Bird Wyverns**

**The Dromes: 10/10**

The Dromes may be a bit quick, but they’re just annoyances. Heck, you can even use Pellet S on these guys and you’ll mow down their minions too.

**Great Maccao: 10/10**

Great Maccao is extremely susceptible to being “shot in the face”. If you can do that, you’re home-free.

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

Kut-Ku’s shotzones are relatively generous so the only issue is Kut-Ku’s mobility and general spastastic personality. Put some holes in it and it’ll calm down.

**Gypceros: 9/10**

Gypceros’s poison spit is quite large in terms of its hitbox, but aside from its Kut-Ku attacks and flashes that shouldn’t hit you (the active hitbox is about where N2 Critical Distance ends), Gypceros’s hitzones somewhat put an emphasis on Normal S.

**Yian Garuga: 6/10**

Needs Normal S for best results, because unless that Garuga is large, there isn’t any way that you can get more than two Pierce 1 hits on the head. Garuga can and will punish the overly-greedy Gunner, whether through charges or beak pecks or anything. You’ll have to keep your head on a swivel for this fight.

**Deadeye Yian Garuga: 7/10**

Deadeye is much more tolerable than a standard Garuga, but its constant leaping beak pecks and large AoEs with Earthshaker can hurt real bad. Though more balanced in favor of the hunter, you’ll have to keep careful, and be aware of what Deadeye can and cannot do.

**Malfestio: 10/10**

Use Normals. Malfestio’s head isn’t nearly big-brain enough for Pierce to be super-effective. Basically none of Malfestio’s attacks can hurt you, unless you’re too greedy, or if it uses a wingslam on you, which has a slightly higher chance of occurring if you’re too close to it.

**Nightcloak Malfestio: 10/10**

Owl that can go invisible. Just as easy.

## **Fanged Beasts**

**Bulldrome: 10/10**

Shoot the butt. Or through the head.

**Kecha Wacha: 10/10**

Normals are great here due to Kecha’s large head being one of the only shot weakspots on the guy. The tail counts too, but either the Pierce will hit the body once before it connects with the tail or you’re shooting the tail instead. The fight itself is relatively self-explanatory.

**Lagombi: 9/10**

Use Normals. The P3rd Fanged Beasts have a nasty habit of having shitzones across their body for Shot-type damage, so Normal-ing their head is the best practice. Lagombi’s head is pretty small though, and Lagombi does like to move around a bunch.

**Snowbaron Lagombi: 6/10**

Same issues, but Snowbaron has a lot more AoEs you need to watch out for. The dropkicks are also a major pain, but if you see them coming you can inject a few bullets into its head.

**Arzuros: 9/10**

Same story, weaker monster. Arzuros’s head is tiny, and the claw swipes in G-Rank can be especially annoying if you can’t either run away or run towards it in time.

**Redhelm Arzuros: 5/10**

Redhelm has even *shittier* zones than Arzuros has. Plus, it’s got the capability to quickly gapclose you, and it only does gapclose. No projectiles at all. Your best bet solo is to Pierce him. In multiplayer? Use Status chaining.

**Congalala: 10/10**

Congalala’s head is the only sensitive spot on its body, but fortunately the charges are much more telegraphed than in previous games, and the rest of its attacks… shouldn’t matter to a Gunner. Use Normals.

**Blangonga: 7/10**

Blangonga’s clotheslines are incredibly dangerous if you can’t iframe them properly. And if you thought “weeeeeelll I can use Adept riiiiiight” then, no, you can’t. The followup will get you then. Have fun.

**Volvidon: 9/10**

Small head, annoying when it moves, has long-range tongue attacks… Volvidon isn’t exactly engaging as a Gunner but it’s not exactly threatening either.

**Rajang: 9/10**

Rajang’s ultra-predictable, and as a Gunner you shouldn’t get hit by the street sweeper. Learn how to dodge the Kelbi Hops, read its moves, and sheathe and run to avoid the Blanka Ball.

**Furious Rajang: 9/10**

Furious is basically the same except it has a gap closing pin attack that it can use. Not much else of note.

**Gammoth: 10/10**

The only thing that Gammoth has going for it is the shitzones. Everything else is trivial to dodge.

**Elderfrost Gammoth: 10/10**

Elderfrost is Gammoth but with more AoEs and the ability to pull you in. Easy peasy.

## **Amphibians**

**Tetsucabra: 10/10**

Tetsucabra is one trivial boy. Just inject bullets into face.

**Drilltusk Tetsucabra: 10/10**

Similarly trivial. Just don’t get suplexed or tapped by the rocks.

**Zamtrios: 9/10**

Zamtrios’s inflated belly is obviously a sweetspot for Pierce, and cracking its ice armor open is easy. Just don’t eat an ice beam, since those have extremely wide ranges.

## **Carapaceons**

**Daimyo Hermitaur: 10/10**

Annoying, but not threatening. It really likes to quickly walk up and claw swipe you, but that’s about all it does.

**Stonefist Hermitaur: 10/10**

Stonefist has the extremely rare weakness of ‘being shot in the fucking face.’ Shooting it in the face makes it trip harder than a disabled person on shrooms which were laced with cocaine.

**Shogun Ceanataur: 9/10**

Shogun is just an annoying as Daimyo, but is more aggressive. Guess sword claws mean something. Anyway, just watch out for the jumping attack in G-Rank and shoot it in the face.

**Rustrazor Ceanataur: 8/10**

Rustrazor’s beam attacks are quite hard for Gunners to dodge without sheathing and diving, but the claw attacks are somewhat easy. Here’s a pro tip if you want to get Rustrazor Scalps - use P. Thunder S Lv. 2 to break both shells on RR G3 (the one with Hyper Malfestio), then subquest out by breaking Malfestio’s head. Use Orcus Barqus for this.

## **Leviathans**

**Royal Ludroth: 10/10**

Royal Ludroth’s head is a pretty obvious Normal target, but back in 3U I used Pellet S on him and it worked surprisingly well, so your choice really. Royal Ludroth does have a variety of attacks that work well on Gunners though so you should watch out for those attacks.

**Agnaktor: 7/10**

Same goes for Agnaktor. Pellet S worked extremely well on it there, but I can’t tell you if it works here as well. Normal is recommended, but Gunners will suffer from the threat of multiple thermal beams, and in G-Rank, sweeping thermal beams. Baiting Agnaktor into doing the straight thermal beam is your best bet. Oh, and you’ll need to wait for it to heat up its armor parts before you can deal much damage to it.

**Nibelsnarf: 9/10**

Nibelsnarf has generally unfavorable hitzones but it one of the rare monsters where you use P.Freeze on. Until you have access to Zamtrios’s LBG, you’ll probably use Pierce instead, and Pierce down the body. Normal isn’t recommended, but it’s workable, especially since Nibelsnarf exposes weakspots which are too small for Pierce to take major advantage of.

**Lagiacrus: 6/10**

Lagiacrus’s head is relatively predictable in terms of where it moves around, but Lagiacrus’s attacks are very deadly to the average Gunner. Not to mention the constant AoEs, lightning bites, and hipchecks. Take advantage of the mini discharges and the large discharges it does to ram shots into the head.

**Mizutsune: 9/10**

Shooting Mizutsune’s backfin and tail is great for Pierce, while Normal is for the head, tail, and backfin. With your mobility you shouldn’t have issues with Mizutsunes in general. Do watch out for the water beams though.

**Soulseer Mizutsune: 8/10**

As a Gunner you don’t have to play with the bubble gimmick at all, you can just make it stay unenraged and just shoot the back fin. When it is enraged, remember to shoot its left front leg when it’s licked, as the right front leg, for some reason, is a slightly harder weakspot than its left.

## **Snake Wyverns**

**Najarala: 6/10**

Najarala’s homing noisy scales in G-Rank are super annoying, since they easily lead to combos. Since they target your initial position and have a large noise radius, you’ll easily get stunned. Furthermore, Najarala will leverage its large tail to attack over large ranges. Najarala is the other monster that P.Freeze happens to work well on though.

## **Brute Wyverns**

**Barroth: 10/10**

Barroth’s little arms and tail are the weakspots of choice. Use Normals. Even though Barroth’s entire kit is melee, maneuvering around it isn’t the task you’d think it is. Just dodge the telegraphed charges and shoot into the arms and tail as its turning about.

**Deviljho: 9/10**

Deviljho’s profile makes it easy for you to shoot Pierce down the belly and head, but Deviljho’s head is smaller than you’d think it is. When it does enrage though, just keep shooting the chest. The only thing you have to worry about is the vertical Dragon Breath, and you just sheathe and dive that.

**Savage Deviljho: 8/10**

Savage is much faster than a standard Deviljho so you’ll have to react or predict much more frequently than a normal Deviljho. The shotzones do change on Savage though, but all you have to remember is that Savage’s chest is always a weakspot for shot-type damage. You can also use P.Thunder S here, since Savage is overall weak to that. Bring Nullberries though, since Savage’s bites will apply Dragonblight, negating your elemental shots.

**Uragaan: 9/10**

Uragaan is an exercise in tedium, as Uragaan’s rolls cannot be easily read and the attacks it gains in G-Rank are deadly as well as homing, giving Uragaan some much-needed gap-closing ability. Shoot Pierce through the belly.

**Crystalbeard Uragaan: 5/10**

Crystalbeard is even more boring, since it has worse hitzones than Uragaan. Dodging the roll isn’t enough either since it also throws out rocks while it’s rolling. Plus Crystalbeard is weak to ‘status’ which you can’t really take advantage of as a Gunner. Your best bet is to Pierce through the body as much as you can.

**Duramboros: 10/10**

Duramboros just asks you to Pierce it and it just stands there… and dies.

**Brachydios: 9/10**

Brachydios’s head and tail are prime Pierce targets, but Brachydios’s mobility will make it so that it’s not easy. Dodging most of its attacks is as easy as either iframing them or rolling under Brachy itself.

**Raging Brachydios: 8/10**

Raging Brachy’s defuse mechanic literally does not matter for Gunners unless they’re about to get punched by an explody fist. Just… don’t defuse it when the Blademasters are near it. Or do… I don’t care (unless it’s me).

**Glavenus: 10/10**

Glavenus’s shot hitzone on the head actually goes *down* when it’s heated, so it’ll be harder for Gunners in particular to explode his head, so you either waste bullets to try to explode it or just go for the back / tail blade when it’s heated. Your choice.

**Hellblade Glavenus: 8/10**

Hellblade’s persnickety explosives can pose quite the issue because they’re so… uh large. The tail nuke can also catch you off-guard, as well as Hellblade’s powerful projectiles. At least you can Pierce down its back?

## **Flying Wyverns**

**Nargacuga: 9/10**

Narga’s swipes are iframable, but the issue is actually reading from which paw they come out from. The issue is exacerbated in G-Rank when it suddenly switches paws mid-combo. Other than that… use Normals since Nargacuga’s head is really smol.

**Silverwind Nargacuga: 8/10**

Projectiles vs projectiles… and Silverwind wins this one. In both the mobility and spam department, Silverwind wins, so just try your best to avoid the giant blades of doom. And use Pierce here, since Silverwind will rarely give you the time of day.

**Barioth: 9/10**

Kitty is super cute but if you’re not careful it’ll run over your face. Fortunately the charges are fairly dodgable, but if you want to shoot its face consistently, then use Flaming S to break the wings so that you can shoot the head. This guy is another one of the Pellet-weak guys in 3U, though I wouldn’t recommend it here because Barioth’s quite mobile in this incarnation.

**Rathian: 10/10**

Rathian head is super squish and it can’t do much aside from fire balls, which are easily punished, and charges, which are easy to see coming or to assume that they’re coming.

**Dreadqueen Rathian: 7/10**

Dreadqueen *has no weakspots* for Gunners, except if you break the back. Which is a shitzone too unless you can harness the power of teammates or, if you’re solo, Dragon S. No LBG can carry both RF P1s and Dragon S, so we’ll have to resort to various Pierce S capabilities. And there’s only one LBG that has that -- Blast of the North Star. It even has RF Dragon S Lv. 2. Other than that the fight is unremarkable, except for the Wyvernsfire, since that is preceded by a fire breath in higher G-Ranks.

**Gold Rathian: 4/10**

Gold Rathian’s frequent and highly-damaging fire breaths as well as the repositioning tail flip is highly deadly to any Gunner, and to make it worse, you’ll have to constantly reposition in an effort to hit the legs. You’ll have to be on your A-game for this one.

**Rathalos: 10/10**

Rathalos can fly, but you can shoot bullets, so that’s a thing.

**Dreadking Rathalos: 7/10**

Like Dreadqueen, Dreadking has no weakspot available for Gunners immediately, except for a broken back. Also like Dreadqueen, there’s not much that can threaten you here. Just the repositioning combo firebreaths.

**Silver Rathalos: 6/10**

Silver Rathalos shares the same leg weakspot as Gold Rathian but is also not as annoying as Gold Rathian. All of Silver Rathalos’s attacks are easily dodgeable, except for the occasional instant nuke that it decides to do from idle, which is fun.

**Basarios: 10/10**

Basarios’s stomach is easily breakable, whether through Pierce or Water, and once that’s done all that’s left is to hit it a lot.

**Gravios: 6/10**

Gravios’s thermal beams, especially the ones where it walks and fires at the same time, are really annoying for Gunners to handle, and since you’re usually at the right distance for Gravios to catch you with a few thermal beams… yeah. Just do your best to either stay really close to it or stay far away from it.

**Khezu: 10/10**

Khezu’s projectile attacks are slow and easy to see coming. The rest of Khezu’s attack set is dependent on it jumping at you to even have a chance of hitting you.

**Tigrex: 6/10**

Tigrex’s homing charges in G-Rank are annoying, but LBG users can easily sheathe as soon as they see one coming, dodge the first, and dive evade the second. There’s still the issue of killing Tigrex in a timely manner though, since you’re basically restricted to the backlegs unless you’re either stupid or fortunate enough for Tigrex to chill out for a long time so that the head is exposed.

Or you can use Flash Bombs… or Adept.

**Grimclaw Tigrex: 5/10**

Grimclaw Tigrex is just a worse Tigrex, but hey at least it won’t run you over… as much. And you’re a Gunner, which means no worries about dodging the pivot smashes. You do still suffer from Grimclaw’s less-than-stellar hitzones though.

**Seregios: 9/10**

Seregios is fairly squishy, and the projectile attacks are easy to see coming and dodge. Watch out for the gapclosers it can do though.

**Astalos: 6/10**

Astalos has a lot of shitzones, even when it’s charged up. Fortunately for you Astalos doesn’t have much gapclosers, but the one it does have is really frustrating to dodge. Stay on your top game for this one.

**Boltreaver Astalos: 2/10**

Boltreaver’s hitzones are somehow even *worse* than a standard Astalos’s, plus it has a lot more moves to threaten people that fight at a distance with. Boltblade anyone? If this fight doesn’t take you a long time, you’ll probably be carting before then.

**Diablos: 10/10**

Diablos’s anti-Blademaster moveset is favorable for Gunners to fight against. Who knew? Also the tail is a really great weakspot.

**Bloodbath Diablos: 9/10**

Not nearly as much of Bloodbath’s moveset can or will hit you as a semi-competent Gunner, and it also shares the tail weakspot. The problem is dodging the roar to charge combo, which can be solved by HG Earplugs, which means cursed\_garuga\_mask.armor.

**Akantor: 8/10**

Standing in front of an Akantor is the equivalent of standing in front of a Tigrex, which is never a good idea. You’ll have to wait around and shoot either the back legs or tail, whichever floats your boat more.

**Ukanlos: 8/10**

U kan’t lose this one… unless you stand in front of Ukanlos. C’mon guy, it’s just ice Akantor, except less charges.

## **???**

**Gore Magala: 9/10**

Gore Magala is pretty easy so long as you dodge the projectile attacks and charge attacks. Keeping the Frenzy State down is easy, so long as you concentrate your fire on the head.

**Chaotic Gore Magala: 9/10**

Chaotic can be annoying with the cheeky jump to tail whip combo and giant AoEs that it can pull out when transitioning from form to form. Otherwise you can treat this as a normal Gore fight.

## **Fanged Wyverns**

**Zinogre: 10/10**

Zinogre’s another monster which is weak to Pellet since it has the Pellet magnet on its head. Not much of Zinogre’s cool combo attacks should threaten you otherwise. Also use Normals and not Pellet, that was a joke earlier.

**Thunderlord Zinogre: 4/10**

Thunderlord is hella beast, so much so that it was nerfed to make Gunners actually exploit a weak spot on the head while reducing the other hitzones for Blademasters. I hope you can read what it’s cooking because Thunderlord definitely doesn’t know either.

## **Elder Dragons**

**Kirin: 10/10**

Use Normals, Kirin’s head is pretty smol. And just be patient like the other weapons.

**Shagaru Magala: 8/10**

Shagaru has this annoying habit of hopping forward and performing a giant body slam while you’re suffering from knockback. This is obviously hella damage, so if you’re even remotely in front of Shagaru you should watch out for this. You *can* iframe the slam, but… it’s not recommended. Otherwise, Shagaru really likes to spam projectiles, and guess who also likes to spam projectiles. You do, in case that wasn’t obvious.

**Valstrax: 8/10**

Valstrax’s weakspot is the tiny little connectors that connect its wings to its body. Yes, those small things. You can hit the head and that’s also a weakspot, but Bow is usually better at exploiting those tiny arm things. Do watch out for Valstrax’s giant AoEs, especially the spin in G-Rank, which is iframable but tight. Remember that the active hitbox for that attack doesn’t activate until it comes back around, so delay your dodge.

**Kushala Daora: 8/10**

A common habit with both Kushala and Teostra is that their auras deflect any and all non-Piercing shots, so using Pierce S is the only shot of choice here. For Kushala in particular, I recommend using P.Thunder S, since Kushala’s shotzones aren’t the best thing in the world. It’s sensitive to Thunder though.

**Chameleos: 9/10**

Chameleos’s sensitivity to Fire means you’ll be using an elemental LBG here unless you’re insane and/or don’t have access to that type of shot yet. Chameleos is annoying for Gunners to handle since it has large frontal AoEs which can hit you extremely well unless you’re good at reading Chameleos.

**Teostra: 8/10**

Teostra’s flame aura will negate the effects of non-Piercing shots. Try to Pierce through the flame aura though and you’ll probably eat a charge or worse a ranged nova. Stay patient and wait for opportunities to hit the tail or head.

**Lao-Shan Lung: 9/10**

Since you’re not a Blademaster you can use tiny guns on Lao, but using tiny guns on Lao isn’t really recommended since Lao has a health gate which will eat your bullets, but won’t lower Lao’s health. Do your best to predict when Lao has reached its health gate, and keep on shooting either the stomach or the back.

**Alatreon: 6/10**

Thank god GU Alatreon isn’t 3U Alatreon where it had no hitzones about 30 right? Anyway, GU Alatreon can throw quite a bit of varied projectiles at you, as well as deadly wide-hitting gapclosing attacks, and to top it all off, the head is the only weakspot on Alatreon. Sure the tail is a nice 40 too, but that small head is the demise of every Gunner out there. Have fun.

**Amatsu: 9/10**

Amatsu has a giant head. Normal or Pellet, or Pierce, they all work here. Just watch out for Amatsu’s deadly homing projectiles.

**Nakarkos: 8/10**

Nakarkos would be a punching bag… if the hitzones weren’t so bad. Try to hit the tentacle heads as best as you can, like how Blademasters would do it. Instead of climbing on Nak, just use Pierce to shoot the weakspot while it’s down. If you’re a madman, you can shoot Pierce at it while it’s up too, but only when Nakarkos has revealed its face.

**Ahtal-Ka: 8/10 (True family: Neopteron)**

Ahtal’s face and tail are what you want to hit here, but watch out for the debris and the webbing. Getting hit by the webbing will make Ahtal instantly attempt to perform a combo on you, so have that Cleanser ready. In the mech phase, you want to stay off of the mech and instead just attack the cocoons until they’re all broken. When the mech is downed, that’s when you want to shoot the giant cocoon, as it’s a bad hitzone otherwise. To shoot it, use Pierce and shoot from the side of the ‘neck’.

**Fatalis: 8/10**

Fatalis’s face is hard to hit for the average Gunner, but it’s quite predictable. Just don’t expect Fatalis to let you stand there and let you hit the face. If you can’t hit the face, try Piercing the chest instead.

**Crimson Fatalis: 7/10**

Crimson’s meteor patterns vary for Gunners and Blademasters, since the Gunner pattern is centered around your position, while the Blademaster pattern shouldn’t hit you. Watch out for the flamethrower. The frame-one hitbox on it will be very frustrating for you.

**Old Fatalis: 6/10**

Old Fatalis’s hard skin when it’s enraged shouldn’t really matter to you since you can shoot anywhere. As on normal Fatalis, shoot the head, or if you can’t, shoot the chest. Watch out for the lightning, which has a similar pattern to Crimson’s meteors, and the lateral lightning, which will be centered on your position.

# Final Thoughts

LBG’s performance in this game is mostly carried by the absolute powerhouse that Pierce 1 shots, and the ability to Rapid Fire those instantly makes any LBG extremely valued in damage oriented play. Those looking for other styles of LBG play in this game do have God’s Archipelago to look towards, for Status Lockdown, or futz around with Normal LBGs, which are niche but useful. Adept in particular is extremely powerful, especially if you’re the only one to take aggro. Valor LBG is disappointing when you look at Valor HBG though. LBG HAs are nothing fantastic, aside from Full House’s utility. LBG is in a great spot this game, like the other Gunner weapons.

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