Yet Another Weapon Guide - Lance

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# Intro

Lance has one of the strongest shields in the game, letting you perform blocks extremely effectively. Lance’s moveset is simple, yet effective, capable of precise strikes on a monster. Pros can take Lance to the highest levels of play through the ability to chain in and out of Counter Thrust attacks, or you can even charge towards the monster to perform the powerful finisher. The one weakness that Lance has is a lack of Super Armor, which does leave it open to trips, but Lance can shrug off many hits despite this flaw.

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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 Lance before. 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 Lance controls, commentary on Lance styles and combinations, recommendations on progression Lances, and a final note on matchups against most monsters in the game.

# At A G-Lance

## How Do I Play Lance?

* Press X for a low thrust, A for a high thrust. You can interchange these attacks however you wish. High thrusts deal slightly more damage than low thrusts and obviously are pointed upwards.
* Pressing and holding R will allow you to guard. While guarding, attacks that come from the direction you guard in will be mostly negated. Depending on the attack’s strength, you might take a little bit of damage, lose more stamina when you guard, and be less likely to stand your ground on attacks.
* Certain attacks are unguardable. Most typically, you cannot guard lasers or tornados without certain skills.
* As Lance, you can move around while you’re guarding. Doing so will move you around at a very slow rate, but will let you recover Stamina while guarding.
* As a Lance user you have access to the backstep rather than forward rolling. You can also perform side steps if you press in the direction as you press B. You can perform up to 3 of these at once.

## Hot Tips

1. Ending your guard has a long non-cancelable animation. **If you want to quickly end your guard, either step out of it or perform the R + A attack, which can lead into the standard thrust combos.**
2. **You can unsheathe directly into a guard with R + X + A.** Useful if you want to approach quickly.
3. **Most Lance styles can interrupt their normal poke combo with R + A.** If you need to guard quickly mid-combo *and* counterattack at the same time, this is the way to do it.
4. **Immediately upon starting the counterthrust attack, you’ll have a Guard Point.** Connect this Guard Point when a monster attacks you and you’ll immediately counterattack with an increased guard power.

## Meta Stuff

* **The addition of the Strong Thrusts in Gen made Lance’s typical pattern of threes different.** No longer do you have to go for the third thrust in a combo, you can try for replacing the 3rd thrust with a Wide Sweep or for a Counter Thrust, the latter of which can extend your poke combo if you end it early. Of course, you can also opt to just go for the Strong Thrusts which have comparable DPS to the normal thrusts.
* **Lance can go for a balance of raw and element.** Due to the addition of the Strong Thrusts in Gen, Lance has a slightly higher hit count than it did before, which means you can opt for elemental if you want or need to do so. Of course, ignore if you’re playing Striker Lance.
* **The Lance styles are all somewhat outshined by Striker Lance, which has the powerful charge finisher endless combo.** Guild Lance has the Strong Thrusts as well as Wide Sweep for utility.
* Adept Lance lets you perform extremely powerful Adept Guards, which follow up with a high-power attack that can be adjusted to hit in any direction.
* Aerial Lance has Strong Thrusts when you thrust in mid-air, and lets you guard in mid-air as well.
* Valor Lance has the unique Shield Smash which can chain into other Lance moves more easily than Guild.
* Alchemy Lance which is like Striker but retains the Strong Thrusts and has no boost to the Charge Finisher.
* **In terms of HAs, Lance uses one or two Absolutes, then Enraged Guard due to the damage boost it can give you as well as the perfect guard it has too.**
* Corkscrew Jab is a simple high-damage HA that launches straight ahead, and is used when you forego Absolute Evasion.
* Shield Assault lets you guard incoming attacks while closing distance, like a super Charge!
* Healing Shield is very niche but lets you restore health every time you guard an attack.
* Ironically, Lance plays like other Blademaster weapons in this game due to the addition of Arts, which cover the other Lance playstyles present in previous games. Guarding or hopping through most attacks were rendered redundant.

## 

## Cool Stuff

* If you want to backstep with extra distance, hold back in the direction your hunter’s facing (adjustable in options). This will consume the rest of your backstep combo though.
* Did you know that Lance has a special property where if the Impact hitzone of a particular part exceeds the Cut hitzone value by a certain amount, then the game will use the Impact hitzone to calculate damage instead? This only affects a few hitzones in the game, but it does let you use certain weakspots that others cannot. Oh, and your attack still can sever tails if this happens by the way.
* You can extend your combo so long as you don’t perform a Strong Thrust, or if you’re in Striker style, a 3rd Thrust. R + A will infinitely extend your combo, so go nuts if you’re not Striker.
* The Block-Advance you can perform will let you guard hits while moving through them, so long as you have enough guard power and stamina to block the attack. Done right, you can act like a Charge Blade and lead right into a thrust combo after shrugging off an attack.
* While you’re Charge!-ing you cannot bounce and you trip the living hell out of hunters. Got a few Long Sword users tripping you to hell? Why not give them a taste of their own medicine?

# Controls & Style Rundown

## Guild Style

Two Hunter Art slots (1 SP Art), access to the multitude of Charge Finishers and a varied moveset featuring the Wide Sweep and Strong Thrusts.

* X - **Low Thrust**
* A - **High Thrust**
* X + A - **Wide Sweep**
* After doing a second hit with any thrust or sweep, X - **Strong Low Thrust**
* After doing a second hit with any thrust or sweep, A - **Strong High Thrust**
* R (hold) - Guard
* While Guarding, X - **Guarded Thrust**
* While Guarding, A - **Counter Thrust** *(Hold R to charge up the thrust, resets thrust combo.)*
* While Guarding, Forward + X - **Block-Advance**
* After Block-Advance, X - **Shield Bash**
* R + X + A or Sp. Attack Button - **Charge!**
* While Charge!-ing, X or A - **Charge Finisher**
* While Charge!-ing, Back + X - **Reverse Charge Finisher**
* While Charge!-ing, B - **Stop Charge**
* While Charge!-ing, Up + B - **Charge Jump**
* While midair, X - **Jumping Thrust**
* While midair and Charge!-ing, X - **Jumping Charge Finisher**

**Guild Style** is a classic style with access to all of the classic Lance moves and thrust combos. Or, well, they used to be classic until they added the Strong Thrusts. Due to the addition of the Strong Thrusts, it’s not necessary to combo into them anymore, since they’re slow and only apply three smaller hits. If you have an elemental Lance though Strong Thrusts might be good ideas.

**Recommended Hunter Arts:**

* Absolute Evasion
* Absolute Readiness

*Anywhere there’s X, you can replace that with X+A or A and it’ll be the same.*

**Standard Thrust Combo**

X, X, X

*The basic thrust combo that Capcom wants you to use. I mean, I won’t judge you if you use it either.*

**Infinite Thrust Combo**

X, X, R + A, repeat.

*The power of the infinite combo, but on Lance, and without the icky sticky infinite thrust.*

**Block-Advance Lead-In**

Forward + R + X, X, X, X

*Start your combo off right with blocking and gapclosing at the same time!*

**Guarding Easy-Out**

While Guarding, R + A (don’t hold A), X, X, X

*An easy way to cancel your way out of the guard without standing awkwardly around waiting to put down your shield.*

## Striker Style

Three Hunter Art slots (1 SP Art), access to a powered up Charge Finisher at the cost of losing various moves.

* **Cannot perform the two variations of Strong Thrust.**
* **Cannot perform the Wide Sweep.**
* **Cannot perform the Charge Jump or Reverse Charge Finisher.**
* After doing a second hit with any thrust, X - **Striker Low Third Thrust**
* After doing a second hit with any thrust, A - **Striker High Third Thrust**
* While Charge!-ing, X or A - **Striker Charge Finisher** *(Has the same animation as normal Charge Finisher, but deals more damage.)*

**Striker Style** removes the clunky Strong Thrusts in favor of the old 3rd Thrusts, which are faster but overall weaker than the Strong Thrusts. It also removes the other Charge Finishers to power up the standard Charge Finisher. The combination of these two attributes make Striker Lance a powerhouse, since you can infinitely chain the Charge Finisher combo. Even without the combo you can quickly perform a standard three-poke combo and hop out of it quickly. The three HA slots are just icing on top of the cake.

**Recommended Hunter Arts:**

* Absolute Readiness
* Absolute Evasion / Corkscrew Jab III
* Enraged Guard III

**Striker Standard Combo**

X, X, X

*Now here’s a classic combo. No fuss, no muss, just your classic three-hit combo string.*

**Striker Infinite**

(Repeat) X, X, R + A

*Yeah it’s just the Guild infinite. Sure the third hit might be good but it doesn’t let you combo into itself.*

**Striker Charge Chain:**R + X + A, X, repeat.

*Now here’s the degeneracy you wanted to see. Charge chaining is pretty great and is the optimal DPS, so if you wanted to role play as a train, here you go.*

## Aerial Style

One Hunter Art slot (1 SP Art), access to a forward Aerial Hop rather than a backstep, able to guard midair after you jump and can Strong Thrust from midair.

* **Cannot perform the Block-Advance from the ground.**
* **Cannot perform the backstep nor sidestep.**
* B - **Aerial Hop**
* Post-Aerial Hop, you automatically guard, until you attack.
* Any attack in mid-air - **Aerial Strong Thrust**
* In mid-air, X + A - **Aerial Charge!**
* After landing from an Aerial Hop but not attacking, Forward + X - **Block-Advance**

**Aerial Style** on Lance actually allows Lance to perform a quick forward hop rather than the back hop it normally has, and it also allows you to clobber down enemies with the Aerial Strong Thrusts, which deal three hits a pop. It otherwise doesn’t have anything of note other than the fact that you can’t perform any other step evades in Aerial Style, which can screw up the typical Lance playstyle. But you’re playing Aerial, you can’t expect typical anything.

**Recommended Hunter Arts:**

* Absolute Readiness

**Aerial Hop Stabs**

B, then Post-Aerial Hop, X, X, X

*The simplest ever combo for Aerial Hopping. You can opt to end the combo early if the monster moved.*

**Aerial Charge!**

B, then after successfully Aerial Hopping, X + A, Back + X, X, X, X

*A variant of the above combo that uses the Charge! and its back attacking capabilities.*

## Adept Style

One Hunter Art slot (1 SP Art), loses the ability to chain into and out of Counter Thrusts in exchange for the hard-to-use Adept Guard, which allows you to counterattack much better than the Counter Thrust.

* **Cannot perform the Counter Thrust.**
* R - **Adept Block**
* Post-Adept Block, X - **Adept Counter Sweeps**

**Adept Style** trades the capability to infinitely extend your thrust combo for an extremely powerful Adept Guard, which, if you land it within its stringent activation frames, lets you perfectly guard an attack without any loss of stamina, chip damage, or knockback. Afterwards, you can follow up with a powerful 77 MV attack or you can keep on Adept Guarding, which allows you to chain multiple Adept Guards in succession. This lets you block multi-hit moves, like Yian Garuga’s beak peck, or Shogun Ceanataur’s jumping strike.

**Recommended Hunter Arts:**

* Absolute Readiness

**Adept Guard Follow-Up**

R, then Post-Adept Block, X, X, X, X

## Valor Style

One Hunter Art slot (1 SP Art), Valor State allows you to launch forth guarding Shield Smashes which can chain into other Lance attacks.

*In any state:*

* **Cannot perform Wide Sweep.**
* Y - **Valor Stance**
* During Valor Stance, X - **Valor Sweeps**
* During Valor Stance, X + A - **Charge!**

*Outside of Valor State:*

* **Cannot perform Counter Thrust.**
* **Cannot perform Charge!**

*While Valor State is active:*

* X + A - **Shield Smash**
* After Shield Smash, R + A - **Counter Thrust**
* After Shield Smash, X + A - **Charge!**

**Valor Style** provides a measure of aggression which normal Block-Advances from other styles cannot do. Shield Smashes in Valor State can chain into several moves, and the Shield Smash itself has a Guard Point at the beginning of it, allowing you to ignore moves if they connect with you. Use Shield Smash then Counter Thrust for true guarding potential, or Shield Smash to Charge to quickly gapclose into an enemy, or simply follow up with thrusts.

**Recommended Hunter Arts:**

* Absolute Readiness

**Valor Gauge Charging**

Y, then X.

*The simplest way to charge your Valor Gauge. These swipes deal a lot of damage in their own right, so don’t underestimate them.*

**Valor Gauge Charge!-ing**

Y, then X + A.

*A good way to transition into a Charge! Useful for gapclosing on a monster who’s downed.*

**Valor Smashing Thrusts**

While in Valor State:X + A, X, X, X

*A combo for immediately counterattacking an incoming attack, or to quickly gapclose slightly.*

**Valor Smashing Charge!**X + A, X + A, X

*This combo goes from the Shield Smash into the Charge! Useful for using the Charge Finisher.*

**Valor Smashing Counter**

X + A, R + A, A, A

*This combo stacks multiple Guard Points in a row, allowing you to more easily block consecutive attacks. Be sure to vary up the timing depending on what attack is incoming.*

## Alchemy Style

Three Hunter Art slots (3 SP Arts), use Strong Thrusts to charge the Alchemy Barrel.

* **Cannot perform Wide Sweep.**
* **Cannot perform Counter Thrust.**
* **Cannot perform Reverse Charge Finisher.**
* While Guarding, Forward + A - **Block-Advance**
* After Guarded Thrust, X - **Low Thrust** *(Takes the 2nd part of the combo.)*
* To charge the Alchemy Barrel Quickly, use **Strong Low Thrusts** or **Strong High Thrusts**.

**Alchemy Style** is weird, but you can at least go from a guard to a thrust combo more efficiently and effectively than other styles. With that ability, you can guard an attack, then immediately go into a thrust combo, rather than use a slightly-slower back step or Counter Thrust. Keep in mind that any Alchemy Earplugs you make are slightly redundant since you have a shield and can presumably use it.

**Recommended Hunter Arts:**

* Absolute Evasion (SP)
* Absolute Readiness (SP)
* Enraged Guard (SP)

**Alchemy Chain-From-Guard Thrusts**

While Guarding, X, X, X.

*This combo lets you immediately attack after a block, unique for Alchemy Style.*

The Style Hierarchy goes Striker > Everything Else. Lance’s HAs are genuinely great, and the buff as heck Striker Charge Finisher can just work over many monsters. Everything else with the Strong Thrusts are either awkward to use or awkward to work around. Alchemy or Guild are perhaps the least-bad styles as they have the HA slots to compensate. Adept and Valor with their improved Guarding capabilities are decent, and Aerial at least has the spam going on for it.

# Hunter Arts

## Shield Assault

Charges forth with your shield in front of you, automatically guarding any incoming attack, negating knockback and with no consumption of Stamina. After reaching a certain distance, you’ll stop, or if you cancel with an attack beforehand, you’ll perform a unique finisher which can lead into the typical Lance thrust combos.

|  |  |
| --- | --- |
| **HA Rank** | **To Charge** |
| I | 250 (500 SP) |
| II | 330 (596 SP) |
| III | 420 (704 SP) |

*With higher ranks, distance travelled increases. Each charging hitbox has 10 MV, while the Finisher has 30 Impact MV and 50 Cutting MV.*

Shield Assault isn’t particularly useful as an actual damage HA, but it can see use as a defensive HA. Since you travel a lot of distance while guarding, this HA is useful for gapclosing or getting out of the way of an attack without automatically sheathing your weapon. It charges quickly too, lending to its usefulness.

## 

## Corkscrew Jab

Your hunter charges up a powerful thrust, then unleashes it in a particular direction. The power of the thrust deals multiple hits, but can knock away ally hunters. The thrust generated also has additional range compared to normal Lance thrusts.

|  |  |  |
| --- | --- | --- |
| **HA Rank** | **To Charge** | **MV** |
| I | 1080 (1496 SP) | 45 \* 3 = 135 MV / 3 hits |
| II | 1170 (1604 SP) | 32 \* 5 = 160 MV / 5 hits |
| III | 1250 (1700 SP) | 27 \* 7 = 189 MV / 7 hits |

*With each level, time taken to charge the thrust also increases.*

Corkscrew Jab is the best Lance damage HA, since it executes quickly and deals a buncha damage over multiple hits. You can potentially sever monster tails using this HA as well, and since it has range on it, you can stand a bit away from the part you want to hit while doing the HA too.

## Enraged Guard

Your hunter begins a powerful guard. If an attack connects with your guard, then your hunter will perfectly block it (so long as it’s guardable with your skill setup) without any loss in Stamina, Health, or knockback. Then, your hunter gains a damage buff based on how powerful the attack was that hit your hunter’s guard.

|  |  |  |
| --- | --- | --- |
| **HA Rank** | **To Charge** | **Duration** |
| I | 670 (1004 SP) | 60 seconds |
| II | 750 (1100 SP) | 120 |
| III | 830 (1196 SP) | 180 |

|  |  |
| --- | --- |
| **HA Effect Color** | **Attack Modifier** |
| Red | +10% |
| Orange | +20% |
| Yellow | +30% |

*Contrary to what the game says, attack doesn’t increase with rank, only duration. To execute the art, you must have at least 25 Stamina to begin guarding.*

This is usually the art taken when you’re playing Striker Lance simply because it’s useful both as a utility and as an offensive art. Since you don’t take any ill effects from guarding attacks at all when using this, this can be used reactively, or if you’re particularly aggressive, you can wait for a monster’s stronger attack to use this art, gaining maximum damage buff.

It is important to note that you will *not* guard successive attacks or other effects once you block the first attack, so make sure that the incoming attack doesn’t come packaged with an additional tremor effect or an explosion. If you’re interrupted in any way, like being hit from behind while guarding, or being hit after you guard successively, or if no attacks hit, then you will waste the HA Charge and you’ll have to charge it up again.

## Healing Shield

Spreads medicine onto your shield during a brief animation. Afterwards, guarding attacks (Adept Guard and Guard Point-boosted attacks work too!) will scatter the medicine on your shield, healing nearby teammates as well as yourself.

|  |  |  |
| --- | --- | --- |
| **HA Rank** | **To Charge** | **Duration** |
| I | 670 (1004 SP) | 30 seconds |
| II | 750 (1100 SP) | 60 |
| III | 830 (1196 SP) | 90 |

*Healing is reduced to 2/3rds for ally hunters.*

Healing Shield is very underwhelming even though you can heal up while guarding. You’d basically have to turtle, which, while Lance can guard, you should never do. It’s a fun gimmick but the effects aren’t impactful enough to justify use.

# What Lance To Use?

Lance can go for pure raw or element, it’s usually up to player preference and playstyle. If you like Striker Charge Chaining you’ll tend towards more raw. Any other playstyle can go either or, but if you prefer the Strong Thrusts for whatever reason, you can choose to get more element. Due to the frequency of Lance’s hits you’ll need to invest in weapons with a long Sharpness grade and not necessarily a higher Sharpness grade. Investing in Razor Sharp is usually a no-brainer for the majority of Blademaster weapons, including Lance. Sharpness +2 is also an important option for some Lances, though can be foregone depending on the weapon.

## Progression Recommendations

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

* **Petrified Lance**

Lance whose Sharpness and Raw make it a good LR Progression choice, especially since it upgrades into the universally-better Obsidian Lance. You won’t use this until you have Green Sharpness on this though but when you do you’ll be using this a lot until late Low Rank.

* **Iron Lance**

Gains Green Sharpness incredibly early when you can craft this with Iron Ore, which is obtained easily anywhere, and a Disc Stone, which is obtained when you get to Verdant Hills. You won’t be using this for that long, since the upgrade to Petrified Lance at level 4 will give it Green Sharpness too, but it will get you through those early vestiges of Low Rank without the Low Sharpness Modifier on your butt.

* **Hidden Stinger**

Good Sharpness, decent raw, and good Affinity to back it up. The Hidden Stinger will let you deal more damage than the Petrified Lance, since upgrading it requires High Rank materials at this point. Hidden Stinger even gains Blue Sharpness when you upgrade it with Seregios parts.

* **Acrus Lance**

Has slightly higher raw than Hidden Stinger and has Thunder-elemental damage in exchange for no Affinity and no Blue Sharpness. Can turn into the best Thunder Lance in the game at endgame so I suggest you maintain this weapon.

* **Red Tail**

Rathalos’s Lance. Very similar to the Acrus Lance but with Fire-element damage, and also turns into the best Fire Lance, though it can be upgraded fairly early in on High Rank with a little Yian Kut-Ku farming. It’ll gain Blue Sharpness this way.

* **Hana no Hana Nare**

Mizutsune’s Lance is similar to the last two recommendations, but for Water. Not much else to say, other than this can cover High Rank transitions as well.

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

* **Obsidian Lance**

Great Sharpness at level 1, gaining Blue Sharpness at level 2. It gains quite a bit of raw when you upgrade it, gaining 180 raw relatively early on in High Rank. If you’re progressing in HR Hub, you can even get up to 200 raw by doing a Hyper hunt. Great to get through most of High Rank with.

* **Hidden Stinger**

Upgrading the Nargacuga Lance fully requires both Hyper Nargacuga and access to High Rank Akantor or Ukanlos, but it has natural White Sharpness and the raw isn’t bad. Very solid for the majority of middle High Rank.

* **Hana no Hana Nare**

Upgrading Mizutsune’s Lance to the appropriate levels gains you quite a solid block of Blue Sharpness, backed up by solid raw and Water to boot. Not a bad Lance.

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

* **Elder Lance**

260 raw is greater than anything else you can craft at this point, plus this Lance only requires a few easy-to-get materials from G-Rank and a few tickets from High Rank. It even has natural White! You can’t go wrong when making the Elder Lance.

* **Night Rains Black**

Nargacuga appears early on in G-Rank and the Lance gets Purple Sharpness whenever you get to G3. Also has great raw and two slots for your set building pleasure. This is simply a great Lance to pair with, say, Rathalos X.

* **Stormy Doris**

Strangely upgrading Stormy Doris to its G-Rank incarnation requires G-Rank Rajang, which doesn’t exist until G4… but the level after that only requires Astalos and Hyper Khezu, which is available in G3. Oh well, this Lance gains natural White after you get it that far as well as a respectable 320 raw and 21 Thunder, making it good against the final boss.

## Endgame Lance Recommendations

* **Serkit-Hetit**

Has a great 330 raw as well as triple slots to play with. The thin Purple on the Ahtal-Ka Lance doesn’t mean much to those who would spam the Striker Charge Finisher all the time, since Readiness will charge up incredibly quickly and maintain Sharpness for you. For other playstyles, consider using RS and at least S+1 on this Lance.

* **Elderfrost Stampede**

This Elderfrost Lance, though it requires use of both Sharpness +2 and Razor Sharp, has an incredible 380 raw to play around with letting you Striker Charge Spam easily with Readiness in tow. Dips into Blue more often if you don’t do that playstyle, so I’d suggest choosing a different Lance for other playstyles.

* **Hellblade Granat Nova**

The Hellblade Lance remains as one of the better Lances despite the nerfs to progression that Hellblade weapons in general got in GU. Doesn’t require Sharpness +2 to use, and only possibly Razor Sharp if you don’t want to Charge Finisher spam. This Lance is great for multi-monster hunts and Deviljho.

* **Rustrazor Stinger**

Can ignore both of the typical Sharpness skills due to the massive amount of White that the Rustrazor Lance has, and has a great 330 raw to boot. If you want to thrust frequently and not necessarily use the Charge Finisher spam, this is a Lance to look out for.

* **Great Ogre Tusk**

A Lance with a grand total of 350 raw and one that only requires Razor Sharp and either Sharpness +1 or +2 to get Purple Sharpness. Can effectively be used as an alternate Elderfrost Stampede, though most of this Lance’s niche is already filled by that Lance.

* **Perfect Storm Doris**

The Lagiacrus Lance is in the same boat as the Great Ogre Tusk, though it sacrifices 10 raw for a sizable 22 Thunder instead. Use Razor Sharp and either Sharpness +1 or +2 on Thunder-weak monsters for the best effect.

**Elemental Lance Recommendations**

*With the power of Strong Thrusts you can apply element on Lance relatively well, so because of that the Lances recommended here tend to focus on larger amounts of a high-grade Sharpness and assumes that you won’t try to Striker Charge Spam.*

* **Red Prominence**

Rathalos’s Lance is a lot like Perfect Storm Doris, except that this Lance is Fire and you need Sharpness +2 to get a sizable amount of Purple. Use on something like Duramboros or Zamtrios or Snowbaron.

* **Okimi Kaisei**

Soulseer’s Lance not only packs a good amount of raw, with 310, but also a high amount of Water at 27, has 20% Affinity and has Deviant Boost, perfect for Striker Lance. You will have to use Sharpness +2 with this Lance to get a large chunk of Purple though.

* **Zornesschild**

Gore Magala’s Lance is like Okimi Kaisei, but gives up the Deviant Boost in exchange for a slight element boost at 34 Dragon and a slot. Also needs Sharpness +2 to get a good amount of Purple Sharpness.

**Status Lance Recommendations**

*Remember that Status is only applied a third of the time, but Strong Thrusts mainly get past the problem. I hope you like being relegated to support….*

* **OuroborosSerpntblade**

Yes, this Lance’s name really is that. No, I’m not sure why they tried to stick a name that long into that space, which is already pretty large. Anyway, this Lance has a high amount of Poison with 46 Poison and a decent 310 raw. You’ll need Sharpness +2 to get Purple Sharpness, but if used in combination with Strong Thrusts you should be able to apply Poison relatively quickly, making this nice for fighting Kushala. Just… get out of the way of the nados.

* **Spinning Crawler**

Basically the only Paralysis Lance that will allow you to deal actual damage in the fight and not be relegated to pure support. Has the lowest amount of Para damage amongst Lances and forces you to use Sharpness +2, but hey, you’re dealing damage and getting a few Paras in the fight at the same time, so win-win?

* **Volvi Swindler**

Welcome to pure support town. You may as well be using Healing Shield if you’re gonna use this Lance because your damage is gonna be underwhelming as heck if you keep this up. Anyway, this is the best pure-Paralysis Lance, so you’re gonna be paralyzing the monster a lot more with this weapon. I hope you have good teammates.

* **Archduke Pesadormir**

Has a decent amount of sleep with an average 310 raw, and actually gains Purple Sharpness with Sharpness +, unlike a certain other Deviant Lance. Surprisingly good as far as Sleep Lances go.

# What Skills Should I Use?

We’ll go over skills and armor sets for progression in this section. Since Lance’s usual dual styles of evasion versus guard are somewhat obsolete in this game, Lance mainly takes standard Blademaster skills. Affinity stacking and Sharpness boosting are the classic ways to put on Lance armor. You can also opt to go for Evasion or Guard Lance in this game too, but they’re less accessible due to the fact that you cannot get any of the important skills on XR equipment, more or less forcing you to use standard armor parts in mix sets. Furthermore, you can only go up to Evasion +2 in this game, meaning you cannot backhop chain through attacks like you would in other G-Rank games.

## Progression Armor Sets

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

* **BuJaBu**

BuJaBu is the classic beginner’s set built for maximum damage in the early game. Simply use a Bulldrome Cap, Jaggi Mail, Bulldrome Vambraces, Jaggi Faulds, and Bulldrome Greaves along with some Attack Jwls to get Attack Up (L) pretty early in the game, and fairly easily too.

* **Ceanataur**

Ceanataur has Critical Eye and Razor Sharp instead of Attack Up, which is slightly less damage but you get slightly more utility from Razor Sharp. Only change if you don’t like running BuJaBu or if Ceanataur would get you more defense, really.

* **Rathalos**

The Rathalos set grants Attack Up (M) as well as Weakness Exploit which boosts your damage significantly. Lance has a little bit of an easy time hitting weakspots since your thrusts are precise, and hit the same spot in the same combo, though moving around to hit those weakspots can be difficult.

* **Rathalos Mixset**

Created from Rathalos Cap, Rathalos Mail, Ceanataur Braces, Rathalos Faulds, and Bnahabra Boots. Provides less points in Attack than the normal Rathalos full set would give you, but this provides Razor Sharp in addition, giving this set more utility than Rathalos. This set does have slightly less Defense as well, but that’s marginal.

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

* **BuJaBu S**

Like BuJaBu but a High Rank version. You should really only build this if you refuse to make the Rathalos set for some reason.

* **Ceanataur S**

Ceanataur S provides more Critical Eye as well as the Razor Sharp that its LR version provided. This is a fine upgrade to the Rathalos sets that you made in LR if you’re starting to get uncomfortable with the defense provided by the sets.

* **Barroth**

A unique progression choice for Lance, provides Attack Up (S), Defense Up (S), and Guard +1 by default. This set is weaker than the traditional progression options but you, as Lance, can at least make use of the set’s Guard boosting capabilities.

* **Rathalos S**

Provides more Attack than the LR Version and is just a solid progression armor if you want to deal more damage. ‘S pretty simple.

* **Rathalos Mixset S**

Simply an upgrade to the Rathalos Mixset described earlier but with High Rank parts replacing the Low Rank parts. Still provides the same benefits, but this mix has more Attack than the LR version.

* **Silver Sol**

If you really want to suffer, you can grab this set. This set provides Weakness Exploit and Critical Boost by default, boosting those critical hits you get from Weakness Exploit and making them deal more damage. This set is entirely optional though.

* **Hayasol**

The legendary Hayasol mixed set from Gen meta returns as a great progression set. You can, in fact, make it through G-Rank by just using this set, so if you have the desire to farm this set up it’ll take you far. You don’t need this set though if you don’t want to completely clear Low Rank Village.

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

* **Battle X**

A unique progression option for Lance, this set has Guard +1, Attack Up (S), and Anti-Theft by default, and can be gemmed for additional Guard and Attack power. Certainly weaker than traditional progression sets, but provides an early way to gain G-Rank Defense power.

* **Ceanataur X/GX/XR**

Has Critical Eye and Razor Sharp, though the defense, slots, and skill point distribution will be different for each set. Perfect for taking you to G-Rank Defense without sacrificing any offensive capabilities.

* **Barroth X**

Like Barroth’s HR set, but with more points in Attack and Guard, and it also sacrifices the points in Defense for points in Bind Res and Guard Up. You’ll have to gem in Guard Up yourself, but otherwise this is an okay set for Lance progression.

* **Rathalos X**

All the power of Rathalos with G-Rank power. This incarnation has a few points in Earplugs, but you’re Lance and you can guard roars anyhow. Note that the game will check if you’re guarding in the roar’s direction before it checks for Earplugs, so you’ll be taking stamina damage if you guard roars anyway.

* **Rathalos Mixset X**

Sacrifices the ability to get Earplugs but grants you more Blademaster-relevant skills like Attack Up (L), Weakness Exploit, and Razor Sharp. Comprised of Rathalos X/Rathalos X/Rathalos X/Vaik X/Bnahabra X. More useful for Lance users because of the loss of Earplugs.

* **Jho Ceana**

Sharpness +2 and RS are recommended on most of the Lances you use by default, so this set simply provides those skills and more. Very useful after Ahtal-Ka.

## Skill Recommendations

* **Weakness Exploit**

Grants +50% Affinity when striking a hitzone of 45 or more. Due to Lance’s unique ability to calculate damage from either the Cut or Impact hitzone, you can take advantage of this skill even more than most other Blademasters can.

* **Razor Sharp**

Lance hits a lot even when you’re just spamming Striker Charge Finishers into the monsters, so Razor Sharp is generally recommended on Lances.

* **Sharpness +2**

Only certain Lances will need this depending on what their own Sharpness gauges are. In general you’re looking to gain either White or a sizable amount of Purple after a sliver of White when it comes to making the most out of this skill.

* **Critical Boost**

Damage boost to crits. Since the meta revolves around stacking crit this skill is pretty great since it amplifies those crits.

* **Critical Eye**

Standard Affinity Booster. Used to round out a set, so don’t go for this as a focus.

* **Challenger +1/2**

Popular since the monster is often enraged in G-Rank. Provides a sizable damage boost while the monster’s enraged, though due to the nature of this skill, should only be gotten if Critical Eye is unavailable.

* **Evade Extender**

Useful for Evade Lances, since they step-evade a lot for their playstyle. Double distance on each evade means a lot to them.

* **Evasion +1/2**

Evasion + skills when used in Evade Lance can let you hop through some attacks, and since you can do three hops in a row, you can easily go through multiple attacks. Do note that even with Evasion +2, you aren’t completely invincible when you chain multiple hops together.

* **Guard +2**

Lets you defend against attacks more effectively, reducing the amount of Stamina lost, knockback, and chip damage received. Most effective against multi-hit attacks since those can eat up Stamina. Will work with Counter Thrust but not with Adept Guards.

# Monster Matchups

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

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

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

## Neoptorons and Temnocerans

**Seltas: 10/10**

Seltas is still as easy-peasy as ever. Simply thrust him out of the air and proceed to dumpster him. Do note that any additional status effects, aside from the elemental blights, associated with any attack will still apply even if you guard the attack. This translates into the fact that you’ll get Defense Down if you block Seltas’s globs.

**Seltas Queen: 9/10**

You can guard Seltas Queen’s charges relatively well though don’t expect to land your Counter Thrusts if you do use those. Her head, being relatively far off of the ground, is also somewhat hard to chain together Charge Finishers on. Trip her first, then you can chain together strikes. Until then, you can perform High Thrusts, since those will hit her head easily and potentially defuse her water cannon. Also remember that you cannot guard gas-based attacks unless you have Guard Up, so if the Queen tries to summon a Seltas onto her back, you won’t be able to guard that. Whatever you do, do not attempt to block the fully-charged Water Cannon, especially if she performs a quick charge in G-Rank.

**Nerscylla: 9/10**

Stab into the face to trip Nerscylla easily, Counter Thrust the poison fangs and basically everything else. Nerscylla doesn’t go past you when it attacks, so Counter Thrusts or Adept Guarding will work especially well here.

## Piscine Wyverns

**Cephadrome: 10/10**

Cephadrome is a trivial boy. Thrusting upwards is super-easy on Cephadrome and you can guard each and every one of the attacks. Of course, bring Sonic Bombs if you’re bothered by it chilling out under the sand.

**Plesioth: 4/10**

Plesioth’s belly can easily be hit by Lance users using High Thrusts… but then there’s the issue of being directly under Plesioth that makes that prospect scary. Being there leaves you open to tail whips, sleeping bites, and hipchecks, which you can’t guard easily. Abusing Adept Lance can be a good idea here to block most of the things, but you might hit Plesioth’s legs with the Counter Sweeps.

**Lavasioth: 4/10**

You can hit the like Plesioth, but also like Plesioth that leaves you open to the multitude of frontal attacks that Lavasioth has. Not to mention a sliding attack that can catch you off-guard even if you manage to block it once -- Lavasioth will just slide into your behind like no one’s business. Then there’s the issue of the super body slam that he does, which causes tremors in addition to hella damage. Your best chance, like other Blademasters, is to charge finisher chain it when it pops its head out of the lava.

## Bird Wyverns

**The Dromes: 10/10**

All pretty boring. You can more or less just stay in guard and poke every now and then and they’ll never hit you.

**Great Maccao: 10/10**

Great Mac’ will go past you with the attacks it does so you can’t typically land Counter Thrusts on it. Its mobility might be a bit much for Lance, but you can pretty safely Charge! into it and you’ll be fine.

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

The charges may be hard for you to keep up with, but you can stay next to it and Counter Thrust whenever it decides to tail whip and you’ve got a free opening. Just be aware of those frame-one charges.

**Gypceros: 10/10**

You can Counter Thrust the flashes Gypceros does, making it easy-peasy. Like Kut-Ku, you might not be able to keep up with the charges but if you let Gypceros come to you the fight’s pretty easy.

**Yian Garuga: 3/10**

Garuga sucks with its insta-charges and multiple beak pecks and slams. I’m gonna tell you right now to take Felyne Black Belt if you aren’t Adept Lance. And even if you are, this fight is gonna be hard. Charge Finisher chaining isn’t gonna be useful unless you try to trip Garuga with it or if you decide to go for the head with it, and that’s extremely risky if you don’t keep getting flinches.

**Deadeye Yian Garuga: 6/10**

Deadeye is more tolerable due to the overall redesign removing much of what made standard Garuga suck, but you might have a hard time getting away from some of the more deadly attacks, like the Earthbreaker or the Charged Charge. Yes, you can guard those, but you’ll likely take heavy chip and knockback and stamina loss in the process. Other than that, the process for fighting Deadeye is mostly the same. Charge/thrust into the head while you have the opportunity, sidestepping when Deadeye is about to attack again.

**Malfestio: 9/10**

You can pretty much thrust upwards into Malfestio’s face uncontested. Not many of Malfestio’s attacks actually threaten you, it’s just the mobility and aerial charges that are remotely an issue. The wing slams you can guard, as long as you can see them coming.

**Nightcloak Malfestio: 9/10**

Same story as normal Malfestio really. I suggest you not try to guard the super dive attack but if you must, you can.

## Fanged Beasts

**Bulldrome: 10/10**

Trivial. Guard the charges and thrust into the butt, watch it die.

**Kecha Wacha: 10/10**

What is there to even say about Kecha Wacha? Counter Thrust the charges or the claw attacks and attack wherever seems vulnerable, which is a lot of places. Especially the rear end.

**Lagombi: 10/10**

Trivial, though annoying due to Lagombi’s mobility. Wait for it to get close then thrust and Counter Thrust the telegraphed attacks.

**Snowbaron Lagombi: 8/10**

Snownukes and divekicks can be managed with guards, but it isn’t always good to do so. The divekicks in particular leave Snowbaron vulnerable, but if you guard those you’ll be stuck in knockback for a while. This stacks with Lagombi’s natural mobility, which means you’ll be chasing after it a while, which is bad for Lance. Overall Snowbaron isn’t necessarily hard, but more annoying than most monsters.

**Arzuros: 10/10**

Trivial bear. Guard the paw swipes, or you can even Counter Thrust them if it’s the end of a chain. Arzuros will generally fly past you for most of its attacks though, so you won’t be able to land those Counter Thrusts otherwise.

**Redhelm Arzuros: 7/10**

Not-so-trivial bear. You can guard pretty much anything that fits your fancy, but the uppercut hits hard and will hit your Stamina harder. That said, you do have a leg up on other Blademasters since you can actually stand your ground for its attacks rather than try to get behind it for those.

**Congalala: 10/10**

Relatively easy. Guard the charges, guard the swipes, get out of the way of the breath attacks, and ram your Lance into the body however you can.

**Blangonga: 8/10**

Blangonga’s attacks will go past you, so if you want to Counter Thrust those, you’re out of luck. The clothesline is easily guardable, letting you guard a second clothesline. You’ll probably be out of position to punish those, but eh. It will be difficult in that regard, especially since Blangonga likes to not cooperate most of the time, but you will have an easier time against Blangonga compared to most other Blademasters.

**Volvidon: 10/10**

Volvidon’s rolls are easily guardable, but the gas attack not so much. If you’re a god at timing and positioning, you can Charge Finisher it out of any rolling attacks it may do, and you can even charge chain into more finishers while it’s down. You can even guard the tongue attacks too.

**Rajang: 7/10**

You can guard all of Rajang’s attacks… except for the beam, which probably matters the most. You’ll also be chasing after Rajang a lot since it doesn’t particularly like parking itself next to you, unless it decides to perform a body slam. You can’t Counter Thrust that though, since it also has a tremor hitbox, so you’ll have to guard both. This fight isn’t hard if you know how to read Rajang, but annoying for Lance.

**Furious Rajang: 6/10**

The biggest thing about Furious is that it can decide to perform the Blanka Ball attack whenever it wants, and as a Lance user, that attack will consume your Stamina like no one’s business. Plus, it can beam which is pretty bad. Overall this fight is just like fighting a permanently-enraged Rajang, so this fight can go sour for Lance users quickly.

**Gammoth: 9/10**

Gammoth is pretty easy, though you will have to deal with both damage and tremor hitboxes, which will eat Stamina quickly if you don’t do anything about it. You can just Charge Finisher chain Gammoth’s legs though, and then you can do the same to her head. Just watch out for the trunk slam, since that will deal heavy chip damage if you guard it. On the bright side, you might want to Enraged Guard those.

**Elderfrost Gammoth: 8/10**

Same boat as normal Gammoth, though even more dangerous to stick to her front side since she has that giant ice boulder attack and her snowblower attack. Mostly the same story though, charge finisher her front legs until she trips then thrust the crap out of her face and trunk.

## Amphibians

**Tetsucabra: 10/10**

Trivial froggo. It’s easy to guard most of its attacks though most of them will result in Tetsu going past you, so Counter Thrusts aren’t as effective. You can Charge Finisher the hind legs resulting in trips though.

**Drilltusk Tetsucabra: 9/10**

Still easy, though the big boulders it digs up as well as the suplexs it does can be threatening to your stamina and health through chip damage. You’ll have to sheath a lot during this fight to get around to the weakspots, but you can also try to break the head too to make the boulders weaker.

**Zamtrios: 9/10**

Zamtrios is extremely susceptible to Charge Finisher chaining when in the puffy state, and it’s quite easy to get it there. Just keep on Charge Finisher chaining. Do watch out for the ice beam attacks though, since those will pierce through your guard without Guard Up.

## Carapaceons

**Daimyo Hermitaur: 9/10**

Daimyo here is easy, guard the claw swipes and thrust at the legs to trip, then Charge Finisher his head. For extra damage, you can even try Adept Guarding those swipes. Get out of the way of the bubblebeam though, as that will pierce guards.

**Stonefist Hermitaur: 8/10**

Stonefist’s giant pincer is extremely hard to guard, and is not recommended. Aside from that and its giant size though, the strategy remains the same; attack the legs to make it trip, then Charge Finisher the head. If you’re extra nice, or if you just want Stonefist’s unique drop, you can also attack the claw while it’s down.

**Shogun Ceanataur: 7/10**

Shogun’s jump attack will chip past your guard real hard, since it has two hitboxes. If you can Adept Guard, you can do that twice in quick succession and you’ll guard it seemlessly, making Adept Lance real fun against Shogun. Especially since you won’t have the mobility to get past Shogun before it does that attack.

**Rustrazor Ceanataur: 5/10**

Much in the same boat except Rustrazor is more prone to attacking with water beams in Gravios Mode, which will pierce past your guard. Needless to say, getting near Rustrazor is more pertinent than in the original fight, and as Lance, you can’t do that very well. Sheathe often while it’s in Gravios State and Counter Thrust or Adept Guard often in its Glavenus State.

## Leviathans

**Royal Ludroth: 10/10**

Counter Thrusting will work especially well here, since Royal’s attacks don’t really go past you, and when they do, Royal is usually slow enough to get hit by them anyway. His head is right there anyhow and you can High Thrust into that easily.

**Agnaktor: 8/10**

Remember that you cannot guard through Agnaktor’s thermal beams so closing distance with Agnaktor as a Lance user is critical. If it does decide to thermal beam you can generally sheath and dive consistently and well, and if it does it from the ground, then you can Charge Finisher it and force it out. Otherwise, try to break the chest and tail to make it easier to guard the attacks coming from there, as they would have even more hitboxes to guard otherwise.

**Nibelsnarf: 10/10**

Nibelsnarf likes to hang out in the ground a lot, which means Charge Finisher chaining is especially brutal on it. Keep on doing that, and you won’t even notice the relatively bad hitzones when the legs, gills, or uvula aren’t exposed. If they are, you know what to do.

**Lagiacrus: 6/10**

Lagiacrus’s head is extremely wiggly, leaving the chest as the only viable option to hit. It’s exposed to Charge Finisher chaining, but the lightning bite attacks it gets in G-Rank make that option risky. Try to Counter Thrust it and you’ll take a lot of knockback and won’t even counter. I’d advise just burning Hunter Arts against Lagi if it does decide to lightning bite you while you’re under him, as you can’t really not help doing that.

**Mizutsune: 9/10**

It’s easy to thrust up into Mizutsune’s head and even to Counter Thrust the bites. What you can’t guard as well are the tail flips and the water beam, the latter of which will pierce your guard. The issue is that Mizutsune also likes to slip ‘n slide around the battlefield like no one’s business, so you’ll probably have trouble keeping up. Other than that, this fight should be pretty much scot-free.

**Soulseer Mizutsune: 7/10**

Soulseer’s attacks will more frequently be harder to guard than normal Mizutsune’s attacks, especially the flame bubbles, super tail slam, and the corkscrew rush. Makes you think that Adept Guard will be more useful, and it should be. Just time it right, would ya.

## Snake Wyverns

**Najarala: 5/10**

Snek’s scales act like mines that you need to get away from, but you can’t really do that because you’re a Lance user. Najarala’s long-range and wide-area attacks don’t really help your cause, since it just lets Najarala bully you from a distance. If you can distract it somehow, Charge Finisher chaining works wonders on the back leg and head, but good luck distracting it solo.

## Brute Wyverns

**Barroth: 9/10**

Barroth’s attacks will often go past you so Counter Thrusts won’t work well. But if Barroth does decide to waste time or try to shake mud onto you, you can Charge Finisher the arms for big damage. The tail whips can either be hopped past or guarded and the hipcheck can just be guarded. Overall, more annoying than difficult.

**Deviljho: 8/10**

Like a bigger version of Barroth down to the hipcheck, but also has the breath attacks, which you can guard. You typically won’t be able to attack the chest with Charge Finishers, since it’s too high off of the ground, and even if you High Thrust into it, that’ll leave you open to the stomp and the hipcheck. You can definitely Counter Thrust the tremor hitbox from the stomp, but the hipcheck will really wreck your guard. The breath attacks are less of an issue, since you can guard through them and don’t have to deal with the weird hitboxes on the vertical breath attacks.

**Savage Deviljho: 7/10**

Like Deviljho but faster and even more hurty. Savage’s attacks can be Counter Thrusted relatively well, but Savage being like a permanently-enraged Deviljho, it’ll also hipcheck and breath attack constantly. Fortunately for you this should be the same as fighting a normal Jho in the terms of thrusting into the chest nearly always. Do watch out for the hipchecks though, because they come out fast.

**Uragaan: 4/10**

Uragaan’s rolls will deal heavy damage to your guard, and you cannot guard the gas attacks at all, which can be dangerous it if it decides to perform the roll-to-gas attack it can choose to do in G-Rank. You can stab upwards to the stomach, but typically you won’t be positioned there unless it decides to tail whip once or twice. And even then, Uragaan can perform a tail-whip-to-head-slam attack, which will hit under Uragaan. You’ll have to make a good plan to fight against Uragaan as a Lance user.

**Crystalbeard Uragaan: 3/10**

Crystalbeard’s head slam attacks are accompanied by tremor hitboxes, so if you decide to guard those expect to see your Stamina drained relatively quickly. Furthermore, Crystalbeard has the lava rock super slam on its side, which can and will probably hit you if you’re anywhere near it when it’s doing that attack. It’s Uragaan, but more annoying and deadly, so watch out.

**Duramboros: 8/10**

Duramboros’s weakspots are all more or less unreachable under normal circumstances, unless you park under its head, which is perfectly doable. Just mind the tail attacks. Counter Thrusting the 2nd tail attack will work more often than not, but in G-Rank you should watch out for the charging combo it can do sometimes from the tail attacks. When it’s on the ground after launching itself into the air, you can easily perform Charge Finisher chaining on the tail.

**Brachydios: 4/10**

You will likely not be able to hit Brachydios’s head unless you position perfectly with your High Thrusts, since more often than not you’ll hit the forearms rather than the head. Positioning to hit the tail instead is similarly as hard. Then there’s the fact that many of its attacks will hit your guard hard, and it frequently does combo attack. And it lays down slime puddles with its attacks and… yeah. Not fun.

**Raging Brachydios: 3/10**

Larger, more hurty and more explody Brachy is bad time, now that defusing the parts is near-necessary for your survival. With the range on your Lance you should be able to mitigate the defusing explosion, but honestly, this fight is hard.

**Glavenus: 10/10**

Block-advancing towards Glavenus is a real strategy that you can use to close distance on Glavenus, since he does tend to move a lot. Counter Thrusting his attacks is also very doable, but the tail attacks will knockback the crap out of you, so sidestep or backstep your way out of those attacks. Another thing you can do is Adept Guard those, since Adept Guarding the tail attacks will leave you in a prime position to counter swipe, and since Glavenus telegraphs his attacks well.

**Hellblade Glavenus: 4/10**

Hellblade’s explosions are incredibly difficult to guard, especially when they happen in succession. Furthermore the boosts to Hellblade’s projectiles doesn’t help. The tail nukes especially are dangerous since you will likely be exploded. Yeah this fight is probably gonna be bad times for you.

## Flying Wyverns

**Nargacuga: 8/10**

Kitty in G-Rank is typically more annoying due to the propensity of swipes that it can do, but you’re a Lance and you have a shield. Those swipes are incredibly guardable, just watch where they come from. And the followup leap can be Counter Thrusted. The sole issue is Narga’s mobility. Most often you’ll probably hit it when it comes near you as in after the leap attack or if it decides to swipe you after a side leap.

**Silverwind Nargacuga: 3/10**

Silverwind’s projectiles aren’t easily guarded, and the stronger ones especially so. You could try to sever the tail, making the projectiles trivial to guard, but that takes a while, and it’ll probably be dead by that time anyway. In addition to the projectiles, Silverwind really likes to play keep away and is even more mobile than standard Nargacuga. Just pray you’ll get out of this one alive.

**Barioth: 8/10**

Barioth used to be a reskin of Nargacuga, but then they changed it up in 3U. It does still have the mobility of a Nargacuga up until you break the wings, which will delay the recovery from side leaps by a good second or two. Thanks to your shield you can block the quick hop forwards or the charge attacks it can do, and you can even block the projectile that creates the ice tornado.

**Rathian: 10/10**

Trivial. Remain to her side and charge finisher the legs to trip, then charge finisher her head until she dies. If she goes in the air, wait it out then continue to attack her legs.

**Dreadqueen Rathian: 7/10**

You can guard the WyvernsFire attack but it’ll be hell on your Stamina. You can also guard the poison puddles Dreadqueen makes, and then you can stand in them without any trouble. Just watch out for the tail attacks, as those can come at angles that are slightly awkward and unintuitive. Her flame breath attacks that she performs also have multiple hitboxes, so watch out for those.

**Gold Rathian: 7/10**

Having a shield means that you can keep your guard up through her barrage of attacks, and her wings being her weakspot for Blademasters means that you can thrust upwards into them for big damage. The things to watch out for are bouncing on her spots and her flame breath which has multiple hitboxes, so don’t try to Counter Thrust those.

**Rathalos: 9/10**

Rathalos’s aerial charge attack has multiple hitboxes, not just one or two. Blocking a few of those will drain your Stamina unusually quickly, and the fire breaths that he can do from the sky also have the same properties as Rathian’s, in that they have multiple hitboxes. Counter Thrusting him won’t work well either, since he’ll usually be past you by the time you can get the thrust off. Other than that, this is a relatively standard fight.

**Dreadking Rathalos: 3/10**

Erh, Dreadking isn’t gonna be fun. Even with Lance’s ability to hit monsters in the air with the High Thrusts, Dreadking is really mobile in the air, and he can also just attack under him, rending you on fire. The flame breath combos he does on the ground also have multiple hitboxes, which will drain your Stamina especially quickly. Overall, this might be a frustrating fight.

**Silver Rathalos: 2/10**

Silver Rathalos is gonna be a pain. Not only does he have all the makings of a normal Rathalos’s aerial charges, but he’s also got nukes, a claw swipe -> nuke combo, and shitzones just in case you wanted to bounce everywhere. Did I mention his weakspot is his back? The best advice I can potentially offer is that you might want to take Flash Bombs and Adept him, otherwise you’ll lose all of your Stamina guarding his spam.

**Basarios: 8/10**

Basarios is mostly easy except for the gas attacks it likes to do sometimes, which you cannot block. You can backstep out of the way most of the time unless you’re in front of Basarios when it decides to do the multi-gas attack. Other than that you can stand behind it and jab at its belly while you Counter Thrust its attacks.

**Gravios: 7/10**

Gravios is mostly the same story as Basarios, but it also has thermal beams which you cannot block either. Try to stay under it and thrust at the belly as you did for Basarios to break open and expose Gravios’s weakspot on its belly and you should be fine. If you can’t stay under it expect to thermal beam’d.

**Khezu: 8/10**

You can’t guard against Khezu’s electric field unfortunately, so you’re stuck doing the same thing as other Blademasters against it - wait until it tries to shoot projectiles at you then stab the face. Then backstep away. If it roars, you can Counter Thrust it, but that’s about it.

**Tigrex: 8/10**

You’ll take chip damage if you’re right under Tigrex when it roars, so try to stay at least a little bit away from it. The ideal position for you is right by Tigrex hind legs so you can keep on Charge Finishing it, and if it turns or does the spin attack you can Counter Thrust and you’ll be pretty safe. The one wrinkle in the fight is trying to keep up with Tigrex in the first place since it charges all over the area. You might have to sheath and run after it sometimes.

**Grimclaw Tigrex: 5/10**

You’ll take extreme chip trying to block Grimclaw’s attacks and Grimclaw really loves its strong attacks. Try staying away from it and waiting until Grimclaw’s facing away from you or something to attack its hind legs, but this may be difficult solo.

**Seregios: 8/10**

Trying to block Seregios’s projectiles will still result in you getting bleeded, so that’s not recommended. Other Seregios attacks will also apply those scales, so overall guarding Seregios is bad times. Since you’re Lance, that’s kinda half your playstyle, so try to only spam Charge Finishers on this guy. Else you’ll get bled. Otherwise, Seregios’s legs are usually vulnerable to any kind of attack, and the stomach is too.

**Astalos: 9/10**

Astalos can be a pain but since you’re Lance you can shrug off most of its attacks and counterattack, letting you discharge the parts easily. You can even thrust into the face painlessly and it can’t do much about it. Go Adept Lance for even more destruction and the ability to counter all of its attacks extremely well.

**Boltreaver Astalos: 7/10**

The magnetic void will pierce past guard, so if you see it casting that attack, sheathe immediately. Try Adept and guard twice to completely block Boltreaver’s Boltblade, or risk facing a lot of chip damage. Other than that, Boltreaver is a pretty standard Astalos fight, though one where you can take a lot of chip damage.

**Diablos: 9/10**

Easy-peasy. If you’re under Diablos when it starts charging you can just stay there and you’ll be fine. The only attacks which can really chip you out are two head-swinging attacks, the hipcheck, and the corkscrew exit attack, the last of which is telegraphed anyway. Stick to under its legs and watch out for potential tail whips and hipchecks and just keep jabbing away.

**Bloodbath Diablos: 6/10**

With Bloodbath you kinda have to stay just in front of it, since Bloodbath has a lot more threatening attacks which can hit under it. Its face is a weakspot anyway, so you shouldn’t have any trouble with bouncing off of it. You should always watch out for the roar -> charge combo, since even if you block the roar you’ll take chip from the super charge that’ll come afterwards. Also get the hell out of the way of the steam bomb when it does happen, since that will pierce through guard and damage you anyway.

**Akantor: 7/10**

If you get hit by Akantor at all when it’s enraged you’ll receive the Defense Double Down, which, while you’re guarding doesn’t really affect you, is practically a death sentence if you do eat an attack. And since Akantor has multiple hitboxes while it’s charging, you’re probably either gonna take a lot of Stamina damage trying to guard it, or fail and get hit. Also, you shouldn’t try to guard the windtunnel. It’s a bad idea. Do guard when it roars though, since you’ll be free from the long roar-recovery hitbox.

**Ukanlos: 8/10**

Same boat as Akantor except no Defense Double Down. The ice beam that Ukanlos does will definitely pierce your guard so get out of the way. The strat is the same as Akantor but safer -- chill out at the back legs and attack it to make Ukanlos trip and whale on it.

## ???

**Gore Magala: 9/10**

Gore Magala is somewhat easy since you can Charge Finisher it and it won’t complain for the most part. When it does complain it takes the form of the insta-charges that it can so kindly do, so always expect a charge if its facing you. Of course, try to trip it and attack the head when it goes into Frenzy Mode, and otherwise just attack the backlegs since those are mostly safe.

**Chaotic Gore Magala: 8/10**

Like regular Gore except it can do attacks from Shagaru too. The one thing to beware is its enhanced mobility, since Chaotic can leap towards you and perform a tail whip. As long as you see it coming it should be mostly the same as a regular Gore Magala except with some attacks from Shagaru.

## Fanged Wyverns

**Zinogre: 9/10**

Chill out near the backlegs and make it trip with Charge Finishers, then do the same to the head. All of Zinogre’s attacks are telegraphed so you should be able to guard them, especially when it’s uncharged. When it is charged just approach it carefully and keep on thrusting the backlegs and repeat what you do while it’s not charged.

**Thunderlord Zinogre: 6/10**

Thunderlord is pretty much the same as normal Zinogre, but Thunderlord’s heavy attacks will force you to take a bunch of knockback, leaving you open to more of its combos. Try to get around them either by burning an HA or by maneuvering yourself behind him.

## Elder Dragons

**Kirin: 10/10**

You can’t guard lightning, so don’t even try. Other than that, trivial. Just wait for Kirin to take a break after certain attacks and Charge Finisher it without a trouble.

**Shagaru Magala: 8/10**

You might take a lot of chip damage simply trying to guard Shagaru’s combo breath attacks, so try to get to its hind legs like Gore Magala and attack those. If you do happen to find yourself in front of Shagaru, keep your guard up, or else you might eat a surprise forward step -> super slam combo. Other than that, fighting Shagaru is just a matter of time.

**Valstrax: 8/10**

You can guard most of Valstrax’s attacks with taking much knockback aside from the obvious meteor strike. The issue is actually getting to Valstrax in the first place, since it is mobile as heck. You might have to sheath to get up to this guy because Valstrax will often refuse to stand still and just take it. You can opt to take Adept Guard to block its attacks even better but that doesn’t really solve the problem of mobility.

**Kushala Daora: 7/10**

Kushala is just like Valstrax is that it likes to fly and be mobile and outpace Lance users. Also, you can’t block tornados, so to be honest, I dunno what you’re gonna do exactly. Your best chance is to lie just outside of the wind aura range and thrust at the face quickly before it tries to charge you or shoot tornados in your face.

**Chameleos: 7/10**

Chameleos is a pain for any Blademaster who’s remotely focused on raw, and Lance is no exception. You can guard the poison gas clouds but you can’t block Chameleos’s gas breath. If you’re gonna really fight Chameleos with Lance though I suggest taking a Fire-focused Lance and attacking its back legs.

**Teostra: 8/10**

You can be out of the way of most of Teostra’s attacks and can even backstep your way out of the nova as long as you see it coming. Now, the ranged novas are a little different since those are weird to guard, if you can at all. You can’t guard the flamethrower Teostra does when not enraged either, so just sheath and make your way to the back legs where you can Charge Finisher chain them together. You won’t stagger him out of rage this way, but you’ll deal hella damage.

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

Look just use the damn fixed weapons as a Blademaster okay? Sure you can guard the tremors and the legs but is it really worth just sitting there in guard all day and occasionally poking? I don’t think so.

**Alatreon: 4/10**

Here’s a problem: Alatreon’s weakspots are typically out of the way for a Lance to hit, and by the time you can get to the tail Alatreon usually has turned around. Furthermore there’s a whole host of attacks which are risky to guard that Alatreon can do, including the lightning bolt spam, which can really hurt if you’re unprepared. I suggest charging into the back legs and trying to hit it that way, instead of standing in front of it and trying to hit the head.

**Amatsu: 5/10**

Remember how I mentioned that you can’t guard Kushala’s tornados and you can’t guard Rustrazor’s water beams? Amatsu has both, so have fun with that. The tail attacks also chip past your guard as well, and Lance’s charge finisher isn’t that great at hitting anywhere on Amatsu. Your best bet is to attack with High Thrusts either on the head or tail, depending on where you are.

**Nakarkos: 6/10**

The more prominent thing that a Lance user should know when fighting Nakarkos is that the game treats Nakarkos as a giant wall, presumably to let hunters onto the back when they stagger it. This translates into you *bouncing when you charge into it.* This cannot be mitigated even with Mind’s Eye, so you’re stuck just thrusting into the tentacles when you attack Nakarkos. As a result, Lance has a slower time against Nakarkos. Dodge the beams, since you can’t guard those, and approach the tentacles and break em as best as you can.

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

The Ahtal-Ka fight is relatively easy for Lance, since unlike Nakarkos, the mech isn’t treated as a giant wall, letting you charge finisher anything you want on the mech. This trivializes the mech phase, but Ahtal-Ka herself ain’t going down without a fight. Many of her debris-based attacks will chip your guard out, so try to get near her and trip her with Charge Finishers constantly. Also, step away if you see her charging up her Pheromone Blast, since the Defense Down will get past your guard and affect you.

**Fatalis: 8/10**

The Fatalis fight isn’t that much different from the typical Blademaster experience for Lance, except you can’t guard against the flamethrower attack that Fatalis can do. Charge Finisher the backlegs, taking care to not get hit by the tail sweep attack that it can do, and stay away from the front side. Sure you can guard the body slam, but do you really want to?

**Crimson Fatalis: 7/10**

The Crimson Fatalis fight is very similar to the regular Fatalis fight, except it has Meteors. If you’re ever caught near a Meteor landing location, face your guard towards the center of the blast. You won’t get away scot-free, but at least you won’t be tanking a meteor to the face.

**Old Fatalis: 6/10**

The lightning strikes that Old Fatalis can do, especially the sweeping lightning, can hurt and chip past your guard heavily. That said, the strat is the same as the other Fatalises, in that you stick to its hind legs and Charge Finisher it. That is, until it enrages and reduces the hitzones on its legs to nothing. So now, you’re pretty much a fixed-weapon-bot, so try to hit Old Fatalis right in the face and make it fall so that it exposes its face.

# Final Thoughts

Lance got the buff stick in this game with its above-average HAs and potency of the Striker Charge Finisher, which can chain into another Charge. It’s a shame that it basically had the Strong Thrusts, well, thrust upon it, ruining many Lance main’s timing and rhythm, but at least Striker also doesn’t have that. This makes the other styles weird to use in comparison, but hopefully we’ll see either people get used to the Strong Thrust, or it just being removed in the next game. The matchups vary wildly for Lance, mostly based on if the monster’s attacks can be efficiently guarded or not at base Guard level. Lance is a great weapon in this game, and despite the centrality of Striker, other styles can be useful without sacrificing too much in the way of other things.

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