

In any monster encounter at 8\*, most players are going to focus on wanting the chance for an extra wyvern gem or monster special r6 material. Most players will also desire the r5 material as well. This guide is intended to be a quick reference for where to hit each monster, and with which weapons.

## General Notes

Many parts can only be broken with a severing weapon. This includes the majority of melee weapons and for slicing ammunition. All special attacks can also break these parts.

All weapons can still do damage to parts even if they can't break them, so you can help. This is especially important on tails if the majority of the group are ranged with no sever, help out the poor melee guy.

## Status Effects

**Poison** - While poison cannot break a part, it still does damage. This can be of great benefit on a monster like Kushala Daora which needs to take 75% of its hit points to the head to break it.

**Sleep** - Sleep causes each player's next attack to do bonus damage (more with rude awakening). If you see a monster start to wiggle its head like it's going to take a nap, stop attacking. This is the perfect time for some mighty melee to slice that annoying tail. Also a great time to drop your own special for great damage.

## What should I break ?

**In a 6 or 7\*** hunt of any kind, you want to break the r5 location.

**In an 8\*** or higher hunt you want to break the r6 location first, then the r5 location (this may vary on monster as the r5 location can be a good stun/ko/etc. that helps get the r6)

## Monster Chart

The monster chart lists the monsters in the game and which of their part breaks have a chance to drop their r5 and r6/WGS materials. Also listed are how many of those parts they have and which weapons can break them. I have only included weapons that also do at least 80% damage to that part on a regular attack, other attacks will still do damage but in some cases as low as around 50%.

## Specific Monster Notes

### **Kushala Daora**

**Head** - needs to take 75% of the total HP of the dragon. Cannot be broken (but must be damaged) in Phase one of the fight.

**Wings** - breaking kush's wings stop its cyclones, but have no r5 or r6 drops. Farm these in 6\* intercepts to save on potions. In 8\* you should be attacking the head the majority of the time, the wings are relatively pointless. Ranged users in particular should be targetting the head, from their effective range in order to do meaningful damage (not shooting the wings from the edge of the map).

### **Mizutsune**

**Front Claws** - Mizu's front claws are it's r5 break location, both sides can be broken.

**Stunlocking** - Mizu's headbreak, claw break and tail break all knock mizu down. Even at 8\* you can stunlock it for most of the fight with some coordination which really helps get a tail cut.

### **Basarios**

While most attacks only do 10% damage until it's broken/molten, so many attacks ignore its armor. LBG sticky ammo is great for breaking the back early in the fight.

### **Barioth**

**Stunlocking** - breaking the wingspikes and head on barioth knock it down, you can largely stunlock it while someone cuts the tail.

<i>Monster</i>	<i>r5</i>	<i>WGS/r6</i>	<i>weapon*</i>
Anjanath	tail	tail	sever
Banbaro	horn x2	horn x2	sever, blunt
Barioth	head	tail	tail (sever), head (all)
Barroth	forelegs	tail	sever
Basarios	head	back	regular: none/molten: all
Deviljho	head	head	all
Diablos	back, tail	horn x2	tail (sever), sever, blunt
Diablos, Black	back, tail	horn x2	tail (sever), back & horns (blunt)
Great Girros	head	head	sever
Great Jagras	head	forelegs	all
Jyuradotus	tail	head	all
Khezu	hindlegs	head	all
Kulu Ya Ku	forelegs	forelegs	all
Kushala Daora	tail	head	head (all), tail (all)
Legiana	tail	wing x2	all
Mizutsune	claw x2	tail	claw (sever, blunt), tail (sever)
Odogaron	tail	forelegs	tail (sever), forelegs (all)
Paolumu	tail	tail	sever, blunt
Paolumu, Nightmare	neck pouch	tail	sever, blunt
Pukei Pukei	head	tail	sever
Pukei Pukie, Coral	head	tail	sever
Radobaan	body	head	body (blunt), head (blunt)
Rathalos	tail	tail	sever
Rathalos, Azure	tail	tail	sever
Rathian	tail	tail	sever
Rathian, Pink	tail	tail	sever
Tobi Kadachi	tail	tail	all
Tzitzi Ya Ku	head x2	head x2	all
Zinogre	horn x2	tail	tail (sever), horns (all)