

# Monster Hunter Freedom 2 Gun Lance FAQ

by akurixs

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Gun Lance FAQ

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Game: Monster Hunter Freedom 2

Created by: Capcom

Hello, and welcome to my FAQ. This, as the title says, is a Gun Lance FAQ. Back when I was playing MHF, I HATED Lances. The limited mobility and extremely narrow attack range annoyed me to no end. However, the Gun Lance quickly became one of my favourite weapons of all time. The infinite combo, the charged shot (Wyvern fire), and the fact that it can shoot are just a few reasons as to why I love this weapon type. This FAQ contains the stats of ALL the Gunlances, the "best of the best", and other gun lance stuff.

EDIT: Took out the damage formulas. Why? Cause I don't know crap about damage formulas, and the ones I posted were probably wrong.

EDIT: I posted DS' charged shot formula twice....I must be metally crippled or something...

EDIT: "Re-formed" some of the weapon trees.

EDIT: lolz english namez.

EDIT: lolz moar english namez.

EDIT: Changed a few things.

EDIT: Changed a few things.

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ABOUT THE GUN LANCE

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BASICS

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The Gun lance is a very unique weapon. It's like a lance, but as the name suggests, it can also shoot bullets. The Gun lance can either do various melee attacks, shoot bullets, or shoot a

charged shot. There are three types of GL bullets. Normal, Spread, and Long. Each GL uses ONE type of ammo. There are also three charge levels. Once again, each GL can only use ONE level. EX. The Hell Sting uses Spread with a charge level of 1. Oh, and here's something that use should remember: shooting decreases sharpness.

Now, onto the pros and cons.

#### PROS AND CONS

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Gun lances have many pros, yet many cons. Finding out how to balance the two is the key to victory.

#### PROS:

- Does the second highest amount of damage over a set period of time
- Can Shoot bullets
- Have unlimited ammo
- Can fire Charged Shots
- Can block
- Has an(almost) infinite combo

#### Cons:

- Can't roll
- Can't run when drawn
- Reloading leaves you open
- Narrow attack range
- Expensive to make/upgrade

Upon first glance, you might notice that the pros outweigh the cons. This is not true. There may only be 5 cons, compared to the 6 pros, but some of the things that the gun lances can't do (such as roll/ run) could lead to your defeat. Never become cocky. Gun Lances AREN'T the perfect weapon. As I said earlier, you must find a way to balance the pros and cons.

Also....remember, GUNLANCES AREN'T BETTER THAN LANCES, and LANCES AREN'T BETTER THAN GUNLANCES!

Seriously. They aren't. Pound it into your thick skull until you see it every time you close your eyes.

#### THE CHARGED SHOT

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This is NOT MY INFORMATION. All credit goes to Death Slayer.

"Lv1 Charge - 30 raw and 10 fire

Lv2 Charge - 36 raw and 12 fire

Lv3 Charge - 42 raw and 14 fire

A charge shot hits up to 4 times and sharpness is not included.

Ex. Firing on a G rank Aponoth which has a defense of .80 with a Lv1 Charge. (Fire hitzone is .50.)

$(30 + (10 \times .5)) \times .80 = 28.$

So  $28 \times 4 = 112.$ "

## CONTROLS

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Reload- Hold R and hit circle

Forward stab- triangle while standing still

Forward uppercut- triangle while moving

Angled stab- press triangle while holding R

Charged shot- press both triangle and circle while holding R

Shoot bullet- Press the circle button

Back hop- press the X button

Sidestep- after attacking, press the X button while pressing the analog stick to either the right or the left

Uppercut- press both triangle and circle while standing still

Back hop/sidestep reload- press both circle and X (thanks goes to the guys who emailed me about this)

## WEAPON STATS

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Here's how things work:

(name)

Att: (raw attack power)

Cost: (amount of Zenni required to make the GL)

Bullet type: (the type of bullet that the GL uses and the charge level)

Critical: (critical percentage)

Max sharpness: (the sharpness when fully sharpened)

Element: (element and elemental value)

### Bone GunLance

Att: 161

Cost: 650 z

Bullet type: Normal lv.1

Critical: 0%

Max sharpness: Yellow

Element: None

### Large Bone GunLance

Att: 230

Cost: 1400 z

Bullet type: Normal lv.2

Critical: 0%

Max Sharpness: Yellow

Element: None

### Wyvern Bone GunLance

Att: 276

Cost: 2150 z

Bullet type: Normal lv.3

Critical: 0%

Max Sharpness: Green

Element: None

Hell Sting

Att: 322

Cost: 4250 z

Bullet type: Spread lv.1

Critical: 10%

Max Sharpness: Green

Element: Ice/250

Hell Sting +

Att: 345

Cost: 6350 z

Bullet type: Spread lv.2

Critical: 10%

Max Sharpness: Green

Element: Ice/270

Hell Stinger

Att: 414

Cost: 50,000 z

Bullet type: Spread lv.3

Critical: 20%

Max sharpness: Blue

Element: Ice/320

Average hitter

Att: 299

Cost: 3100 z

Bullet type: Normal lv.2

Critical: 0%

Max Sharpness: Yellow

Element: poison/180

Grand Slam

Att: 391

Cost: 5600

Bullet type: Normal lv.2

Critical: 0%

Max Sharpness: Green

Element: Poison/240

Hard Hitter

Att: 437

Cost: 35,000 z

Bullet type: Normal lv.3

Critical: 0%

Max Sharpness: Green

Element: Poison/290

Big Slugger

Att: 460

Cost: 50,000 z

Bullet type: Normal lv.3

Critical: 0%  
Max Sharpness: Green  
Element: Poison/320

#### Iron Cancer

Att: 201  
Cost: 1100 z  
Bullet type: Normal lv.1  
Critical: 0%  
Max Sharpness: Green  
Element: None

#### Iron Cancer +

Att: 253  
Cost: 1750 z  
Bullet type: Normal lv.1  
Critical: 0%  
Max Sharpness: Green  
Element: None

#### Steel Cancer

Att: 276  
Cost: 2150 z  
Bullet type: Normal lv.2  
Critical: 0%  
Max Sharpness: Green  
Element: None

#### Special Ops GunLance

Att: 322  
Cost: 3100 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Green  
Element: None

#### Imperial GunLance

Att: 391  
Cost: 5600 z  
Bullet type: Long lv.3  
Critical: 0%  
Max Sharpness: Green  
Element: None

#### Silver Rook

Att: 414  
Cost: 65,000 z  
Bullet type: Long lv.3  
Critical: 0%  
Max Sharpness: Green  
Element: Dragon/250

#### Gun Chariot

Att: 437  
Cost: 75,000 z  
Bullet type: Long lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Dragon/320

Luna's Howl

Att: 345  
Cost: 5600 z  
Bullet type: Spread lv.1  
Critical: 0%  
Max Sharpness: Green  
Element: Fire/350

Luna's Roar

Att: 368  
Cost: 35,000 z  
Bullet type: Spread lv.2  
Critical: 0%  
Max Sharpness: Blue  
Element: Fire/400

Luna's Flare

Att: 414  
Cost: 90,000 z  
Bullet type: Spread lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Fire/480

White Gunlance

Att: 368  
Cost: 4900 z  
Bullet type: Long lv.1  
Critical: 0%  
Max Sharpness: Green  
Element: None

White Cannon

Att: 414  
Cost: 30,000 z  
Bullet type: Long lv.2  
Critical: 0%  
Max Sharpness: Blue  
Element: None

Black Cannon

Att: 483  
Cost: 60,000z  
Bullet type: Long lv.2  
Critical: -5%  
Max Sharpness: Blue  
Element: None

Black Gore Cannon

Att: 529  
Cost: 75,000 z  
Bullet type: Long lv.3  
Critical: -10%  
Max Sharpness: Blue  
Element: None

Snow Spear

Att: 207  
Cost: 1400 z  
Bullet type: Normal lv.1  
Critical: 0%  
Max Sharpness: Yellow  
Element: Ice/100

Snow Spear +

Att: 253  
Cost: 2150 z  
Bullet type: Normal lv.2  
Critical: 0%  
Max Sharpness: Green  
Element: Ice/120

Blizzard Gunlance

Att: 437  
Cost: 40,000 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Ice/150

Marine Fisher

Att: 299  
Cost: 3100 z  
Bullet type: Long lv.1  
Critical: 0%  
Max Sharpness: Green  
Element: Water/100

Deep Fisher

Att: 368  
Cost: 5600 z  
Bullet type: Cluster lv.1  
Critical: 0%  
Max Sharpness: Green  
Element: Water/200

Deep Ocean

Att: 391  
Cost: 40,000 z  
Bullet type: Cluster lv.2



Critical: 0%  
Max Sharpness: Green  
Element: Water/300

#### Sea King Gunlance

Att: 437  
Cost: 55,000 z  
Bullet type: Cluster lv. 3  
Critical: 0%  
Max Sharpness: Blue  
Element: Water/350

#### Scissor Gunlance

Att: 437  
Cost: 40,000 z  
Bullet type: Normal lv.2  
Critical: 0%  
Sharpness: Green  
Element: None

#### Scissor Cannon

Att: 460  
Cost: 50,000 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: None

#### Rex Blast

Att: 391  
Cost: 35,000 z  
Bullet type: Spread lv.2  
Critical: -30%  
Max Sharpness: Blue  
Element: None

#### Tigrex Gunlance

Att: 506  
Cost: 80,000 z  
Bullet type: Spread lv.3  
Critical: -30%  
Max Sharpness: white  
Element: None

#### Dragonwood Spear

Att: 345  
Cost: 20,000 z  
Bullet type: Normal lv.2  
Critical: 0%  
Max Sharpness: Green  
Element: Stun/180

#### Gold Dragonwood spear

Att: 391

Cost: 75,000 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Stun/230

Ankator Gunlance

Att: 575  
Cost: 100,000 z  
Bullet type: Normal lv.1  
Critical: 40%  
Max Sharpness: Green  
Element: None

WEAPON TREES

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~BONE PATH

Bone Gunlance  
|  
Large Bone Gunlance  
|  
Wyvern Bone Gunlance  
|       |  
|       Average Hitter  
|       |  
|       Grand Slam  
|       |  
|       Hard Hitter  
|       |  
|       Big Slugger  
|  
Hell Sting  
|  
Hell Sting +  
|  
Hell Stinger

~IRON PATH

Iron Gunlance  
|  
Iron Gunlance +  
|  
Steel Gunlance  
|  
|-Special Ops Gunlance ---  
|       |       |  
|       Luna's Howl       |  
|       |       |  
|       Luna's Roar       |  
|       |       |  
|       Luna's Flare       |  
|       |       |  
Imperial Gunlance |  
|       |       |

Silver Castle |  
| |  
Gun Chariot |  
| |  
White Gunlance  
| |  
White Cannon  
| |  
Black Gunlance  
| |  
Black Gore Cannon

~SNOW SPEAR PATH

Snow Gunlance  
| |  
|- Snow Gunlance mk.II --  
Red Cancer		
Zazami Pincer-spear		
Marine Fisher		
Blizzard Gunlance		
Deep Fisher		
Deep Ocean		
Sea King Gunlance

~TIGREX PATH

Rex Blast  
| |  
Tigrex Gunlance

~DRAGONWOOD PATH

Dragonwood spear  
| |  
Gold Dragonwood Spear

~Ankator PATH

Ankator Gunlance

BEST OF THE BEST

~~~~~

That's right, a Gun Lance competition. I will compare all  
of the fully upgraded Gun Lances to determine which is the best  
Gun Lance.

Competetors:

- Gun Chariot
- Hell Stinger
- Big Slugger
- Luna's Flare
- Black gore cannon
- Sea King Gunlance
- Scissor Cannon
- Tigrex Gunlance
- Gold Dragonwood Spear
- Ankator GunLance

Scores:

1-2 A huge waste of time and materials.  
2.5-3.5 It's not bad...but it's not good either.  
4-5 Worth the effort.

-Gun Chariot

Att: 437  
Cost: 75,000 z  
Bullet type: Long lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Dragon/320

The Gun Chariot boasts high attack power, 320 dragon value, Long charge lv.3, blue sharpness, and a hefty price tag. This GL doesn't have any flaws aside from it's price. I give it a 4.75/5

-Hell Stinger

Att: 414  
Cost: 50,000 z  
Bullet type: Spread lv.3  
Critical: 20%  
Max sharpness: Blue  
Element: Ice/320

Like the Gun Chariot, this GL doesn't have any flaws. It's got a lot of sharpness, 320 Ice value, Spread Charge lv.3, 414 attack power, and an additional 20% critical rate. I give it a 4.5/5

-Big Slugger

Att: 460  
Cost: 50,000 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Green  
Element: Poison/320

I will admit, this is one of my favourite Gun Lances. It's got 320 poison, 460 attack power, Normal Charge lv.3, and a comparatively low price tag. The only down side is it's sharpness. It doesn't reach blue. However, I may be nitpicking, as it has a decent amount of green sharpness. It gets a 4.75/5

-Luna's Flare

Att: 414  
Cost: 90,000 z  
Bullet type: Spread lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Fire/480

Ah, the Luna Flare. This weapon is a Khezu blender. It will slaughter any monster that is weak against fire. It does, however, cost 90,000 z to create it, and it's attack is 414 (which is high, but not as high as it could be). However, it has 480 fire, and Spread Charge lv.3. I will give it a 4.25/5

-Black Gore Cannon

Att: 529  
Cost: 75,000 z  
Bullet type: Long lv.3  
Critical: -10%  
Max Sharpness: Blue  
Element: None

This Gun Lance has the second highest raw attack value of all of the Gun Lances. It also features a Long Charge lv.3. However, it has it's detractors. It bears a -10% critical rate, and it costs 75,000 z to make. It receives a 4.25/5

-Sea King Gunlance

Att: 437  
Cost: 55,000 z  
Bullet type: Long lv. 3  
Critical: 0%  
Max Sharpness: Blue  
Element: Water/350

This is a pretty decent Gun Lance. It's got 437 attack power, 350 water, and a Long Charge lv.3. It doesn't have too much Blue sharpness, yet it's got a good amount of green. I'll give it a 4.5/5

-Scissor Cannon

Att: 460  
Cost: 50,000 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: None

460 attack power, tons of sharpness, Normal charge lv.3, this Gun Lance has it all. Well, except for an element. If it had an element, I would have given it a higher score, but it doesn't, so it's score will suffer. It gets a 4.5/5

-Tigrex Gunlance

Att: 506  
Cost: 80,000 z

Bullet type: Spread lv.3  
Critical: -30%  
Max Sharpness: white  
Element: None

Eww. The Tigrex Gunlance. Well....this Gun Lance fails at pretty much everything. Sure, it's got the third highest raw attack power and white sharpness, but it's got a -30% critical rate, and it costs 80,000 z to make it. In my opinion, it's not worth it. Don't waste your money. In fact, the Teddy bear is probably better. I give it a 2/5. Thought I gave everything a 4/5 or higher, did ya?

-Gold Dragonwood spear

Att: 391  
Cost: 75,000 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Stun/230

You know that kid who always tries to act like the popular kids, yet fails? That's a good description of this gunlance. It tries to be something it's not. An elemental weapon. You'll probably kill the monster you're hunting before you stun it. SRSLY. 3.5

-Ankator Gunlance

Att: 575  
Cost: 100,000 z  
Bullet type: Normal lv.1  
Critical: 40%  
Max Sharpness: Green  
Element: None

I'll say it one more time. Ewww. This gunlance may have the highest raw attack power and a critical rate of 40%, but you'll have to sharpen it every two seconds, and it's only got normal charge lv.1. It's high power and critical rate are what saved it from a messy end. I'll go easy on it and give it a 3.75/5.

Here are the results:

Gun Chariot-4.75

Hell Stinger- 4.5

Big Slugger- 4.75

Luna's Flare- 4.25

Black Gore Cannon- 4.25

Kaiou Spear- 4.5

Scissor Cannon- 4.5

Tigrex Gunlance- 2

Gold Dragonwood spear- 3.5

Ankator Gunlance- 3.75

We have two winners. Both the Gun Chariot and the Big Slugger received a 4.75/5. However, we have but one loser. The Tigrex Gunlance recieved a 2/5. There you go folks. The best and the worst.

Now get to work gathering those Silversol and Gypceros materials! And remember, save those Tigrex materials for something that's actually half useful!

(Like the OTHER Tigrex weapons. Wait...nevermind)

FAQ

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Well....yeah. This is an FAQ...I guess...

Q: Where do I find <insert item>

A: I dunno. This is a Gunlance FAQ. I don't know that much about item locations, carves, etc.

Q: Why did it take you so long to reply to my email?

A: I have a life. I only check my email everyother day. I'm sure you can wait one frikkin' day for my response.

Q: Some of the names are wrong...why?

A: I translated the names of the weapons from MHP2. I'm gradually replacing the Engrish names with English names, so be patient.

Q:lol u sux! lern how to mak a FAQ! LOL!

A: That's not a question, retard.

Q: Are you Akubarix?

A: NO! For the love of God NO!

Q: Are you an Akubarix fanboy?

A: There is no such thing as an "Akubarix fanboy".

Q: Why did you give the Tigrex Gunlance a 2? You obviously don't know what you're talking about.

A: The Tigrex Gunlance sucks. Deal with it. Teddy bear > Tigrex gunlance. Why? Cause it doesn't have -30% critical, and cause it can put things to sleep, therefore granting you a X3 damage multiplier.

Q: Are gunlances better than lances?

A: NO. In some cases they are, but in others, they're not. If you think GL > lance, then do yourself a favor and go die in a hole. Alone. In a corner. Crying.

Q: If you're not Akubarix and you're not an Akubarix fanboy, why is your name "Akurixs"?

A: It goes like this:

A-1  
K-11  
U-22  
R-19  
I-9  
X-25  
S-20

$1+11+22+20+25-19+9= 69$

Yup.

THANKS TO...

~~~~~

Me- For.....making this FAQ  
Jaberwok, mikagami81, and Holy Dragon Nall- They answered my many questions  
Kratos1992, "Limp Nizkit", "RA", and Everdarke- They pointed out some of the mistakes I had made  
Those two people who emailed me- They pointed out the backhop/sidestep-reload Death Slayer- For figuring out the Charged Shot's damage formula, which I stole  
Capcom- For actually deciding to bring this amazing game State side  
Gamefaqs- For hosting my FAQ.  
Free2professional.com, Babelfish.com, atwiki.jp- I used the first two sites for traslation purposes and I used the last site to find out the elemental value of some of the Gun Lances

Thanks to all who have helped

LEGAL STUFF

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CONTACT INFO

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You can email me at akurixs@comcast.net, or you can create one of those ATTN: topics on Gamefaqs.