

Monster Hunter Freedom 2 Bow/Bowgun FAQ and List

by Renati37

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-Monster Hunter Freedom 2-

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|Monster Hunter Freedom 2: Bows and Bowguns List |
|Written By: Michelle Meyer (Renati)           |
|E-mail: stormdragon7777@msn.com             |
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Version 2.0: -Increased number of listed weapons.
-Fixed some cluttered and misspelled words.
-Added new credits, Rapid Fire on bowguns, and strategy regarding grav.

Version 3.0: -Added more weapons.
-Added section on Ammo and Coating Combinations.
-Updated Credits.
-Fixed Table of Contents
-Changed Updates? section.
-Made note for Bow List to make section easier to navigate.

Version 3.5: -Added "Useful Skills" subsection.
-Updated weapon lists (barely).

Version 4.0: -Updated weapon lists.
-Changed Updates? section.
-"Trimmed" down unnecessary info (weapon lists).

Version 5.0: -Updated weapon lists...a lot.
-Added to Credits, Updates?, and The Legal Stuff.
-Put in more skills.

Version 6.0: -Added to Credits, The Legal Stuff
-Corrected errors
-Nearly finished Lists
-Put in 4th Charge for bows
-Created Recommended (Or Not) Weapons section

Version 7.0: -Finished Lists
-Corrected more errors

Version 8.0:-Fixed another error
-...that's it. Next one will have more, pinky swear.

1. Introduction

This is my first guide, and welcome to it! :D
Why did I decide to make this? Well, there are basically two reasons: there isn't much info out there as of now, and so far I have failed to see a weapon tree for the two categories. I'll update the list probably within a week...and yes, this applies for version 7.0 as well.

Ahem, now enough of my personal blabbing...onto the guide!

P.S. A tip: if you want to quickly find something (such as a specific weapon), use the ctrl + f to open a bar to type in what word/s you are searching for.

P.S.S. I put up my email for a reason. If you have questions, comments, suggestions, etc., feel free to send me a message. Also, you're more than welcome to send info on any of the Gunner weapons not listed here; I'll mention you in the credits section (please tell me what name you wish to be referred to).

2. Weapon Controls

A. Bows (More fun than a barrel full of congalalas!)

Triangle: Draw Weapon.

Normal Attack: Hold Triangle to draw back, release to fire. Drawing back longer will result in charged attacks (your arrows will flash).

(Note: Each charge (two total) powers up your attack (though it may depend on the bow); check your bow's info to see what type of shots it fires)

(Another Note: No charges = Level 1 attack)

Melee Attack: Press Circle while bow is out; press again for a second strike.

Aimed Attack: Hold down R button while using directional buttons to aim.

(Note: A trajectory path will be shown; use this to determine distance and aim)

Use Coating: First select the coating by holding L and searching with the Triangle and X buttons. Once the coating is highlighted, release L, then press Triangle and Circle at the same time.

(Note: Coatings are used to increase attack power and for status effects; buy them from vendors. Also, when you run out of a coating or switch the coating selected in the status bar, you must manually select another coating; in other words, its not automatic)

Step Back: Press X while standing still.

B. Bowguns (This is my boomstick!)

Triangle: Draw Weapon

Dodge/Roll: Press X.

Melee Attack: Press both Triangle and Circle simultaneously.

Selecting Ammo: Hold L and use X or Triangle to scroll through ammo types. Once highlighted, release L, then press Triangle to load ammo.

Fire: Press Circle.

Aimed Shot: Press R to enter scope screen. Use the analog stick to adjust the sight (crosshairs) and press circle to fire.

(Note: You stand still while in the scope screen, but you can still dodge with X. You can also reload and change ammo.)

Zooming In/Out: Use right and left directional buttons.

(Note: You need to purchase Zoom Scopes to use this)

3. Why Go Long Range?

The answer is quite simple: some monsters are easier to deal with using bows/bowguns. Not to mention those weapons have much more versatility: unlike having a melee weapon with a single element or status effect, ammo comes in all flavors (coatings only come with a few, read below). Also dodging is usually easier with the two weapons (excluding heavy bowguns).

So what are the downsides? First off, Bows don't come with many different types of ammo, only Sleep, Paralysis, Poison, and Power coatings. You can get elemental bows, but they each have only a single element. Also bows don't get as much distance as some of the bowgun ammo. Second, bowguns have a limited amount of ammo unlike bows (which have infinite shots and charges) as well as having a reload time (bows only require time to place coatings). Heavy bowguns basically make you a sitting duck, but this can be helped with shields.

Here are some wyverns that I find easier to deal with using long

range rather than melee:

1. Gravios is one of the wyverns I find very irritating to take on in melee, yet with a long range weapon, he becomes an oversized dart-board. Close-up, you have to watch out for its tail, hip-thrusts, the orange gas it "farts" out occasionally while death-beaming, and the sleep gas. From far-away, you only have to make sure to dodge its charges and beams...but, there is one big problem to watch out for: when it gets pissed off and screams, the big jerk will sometimes death-beam you while you can't move (which may or may not kill you).

There are more ways to deal with grav, as stated by kent2c:

"...with some High grade earplugs his fire beam ray thingy isn't much of a threat at all apart from allowing you to let loose more shots. However in G-rank grav, and mostly in particular black grav, has a new move now. During Rage his death beam thing is wide area, as in he shoots from his left and sweeps it to the right.

Annoying as he maybe, I do have some tips to avoid turning into a walking meat stick for grav. High grade earplugs: This is a must whether its g-rank or not, as grav usually beams right after a scream. As for avoiding his wide area beam thing, stay on his right hand side(if you are facing his front). This will allow you a little more time to run and avoid the oncoming beam, rather than staying on his left and get beamed right away. Paying attention to his head also helps, as the head wont be in a center position when he prepares a wide area beam...add to do that 'jumping' thing to avoid the sidewinder beam thing."

2. Plesioth is almost as annoying up-close as Gravios; almost is the keyword. The two attacks that tend to get on my nerves are the hip thrusts and the tail as it spins. Using a bow is good, but even better is a bowgun with crag and cluster ammo to blow the overgrown piece of sushi out of the water. The only things to watch out for are its water-blasts and when it throws itself on the ground and charges you- but both are very easy to dodge.

3. Khezu- not really that frustrating to deal with in melee, but still the flabby thing is easier to shoot at (plus you don't have to deal with its annoying "stand-still" shock). Just watch out when it screams; do the run-and-jump move at the right time and you can avoid being stuck. Of course, don't forget you can hit it while it crawls on the ceiling. And be careful when it tries to jump and squash you.

Then there are some monsters you really should not try to use bows/bowguns against.

Shogun Hermatuar and Daimyo Hermatuar, Blangonga, and Kirin.

All of these monsters have something in common: they are quick or/and frequently moving. This makes you spend more time dodging...of course which means less time shooting. You will also take more damage since dodging is less easy.

With all of this said, the best way to deal with each wyvern is use tactics: figure out which weapons work well for you, and which of them is more advantageous against the specific foe. Try going both long range and melee- I myself love both bows and long swords (what can I say...I prefer speed over blocking ^_^).

[A. Useful Skills]

There some very helpful skills in MHF2 that can really turn your gunner into a death-dealing beast (not to mention occasionally haul your butt out of the frying pan). Expect more skills to pop up over time.

(1) High Grade Earplug- Can really get you out of a tight spot, as shown in the previously mentioned grav strategy. This prevents all screams (well, nearly all, I believe)...I think you can see how useful that is.

How You Get It: Tigrex armor has HearingProtect, as well as Rathalos Soul and Garuga armor. The armor can be combined with Black Belt Helm and Vambrances (both have Torso Inc.). Getting the Garuga Mask is also an option (has +6 HearProtect).

(2) Pierce Up, Pellet Up, and Normal Up- Raises attack power of the specific ammo for both bowguns and bows ("scatter" applies to pellet, "rapid" applies to normal). Enough said.

How You Get It: For pierce, choose Glyph Ten, Hornet S, and Ceanataur S sets. For pellet/scatter, try Conga U and Velociprey S. And for normal and rapid, go with Conga S.

(3) Speed Fire- Allows you to fire an ammo type until used up or ammo type is changed; bows have faster charge. Although it gives recoil-1, this skill is more beneficial than harmful.

How You Get It: Death Stench S...and the Jewel requires an ian plate... have fun with that XD.

(4) Load Up- Adds one additional bullet slot for ammo for less reloading, while it gives a 4th level charge to bows. Regarding bowguns, this is an alternative to Speed Fire if you don't want to get the armor and Jewels, or have a -1 recoil. Bow users can use this skill in conjunction with Speed Fire, but bowgun users should stick with one or the other.

How You Get It: Monodevil and Carnage armor.

Note: Raised by Loading, not to be confused with Load (for Reload).

I didn't bother to put the more obvious skills (Attack Up, Reload Speed, etc.), and you can tell why; although if you want me to, tell me so. I'd also like to mention to use decorations if you have problems getting armor with a specific skill.

Weapon Listings

[A. A Note]

(1) Affinity is not listed unless it is anything other than 0%. (2) Also, you'll find that in both Lists there are some misspellings; this was (mostly) intentional. Either I wrote it that way because that's how the game spells it, or it was easier to write (don't worry, I know I did more of the former than the latter). (3) The "can also be made" and "optional make" mean exactly what they say: some weapons have more than one way of being created.

(4) The * stands for the "original" make of the weapon. (5) ^ means the info is referenced from Monster Hunter Wiki, # from Skies of Crimson (read Credits for more info)

[B. Bow List]

Note: Each separate bow is listed by number; subsequent improvements of the bow has an alphabet (ex. 1->1a->1b). Some weapons have more than one path- such ones have a number in parenthesis beside the original

number and alphabet (ex. 1->1a(1)->1a(1a))
(->1a(2)->1a(2a))

1. Hunter's Bow I*

Req.: 550z, 2 Brute Bone, 5 Iron Ore, 2 Anteka Pelt

Attack: 96 Slots: N/A Rarity:1
Charge: Rapid1-Rapid1-Rapid2-Sctr2 Coatings: All

1a. Hunter's Bow II

Req.: 1100z, 2 Giant Bone, 10 Disk Stone, 3 Giadrome Claw

Attack: 120 Slots: N/A Rarity:2
Charge: Rapid1-Rapid2-Rapid3-Sctr2 Coatings: All

1b. Hunter's Bow III

Req.: 1650z, 3 Piscine Fang, 8 Earth Crystal, 5 Gendrome Hide

Attack: 144 Slots: N/A Rarity:3
Charge: Rapid1-Sctr1-Rapid3-Sctr3 Coatings: All

Can also be made*: (1) 1650z, 4 Piscine Fang, 4 Lg Monster Bone,
8 Earth Crystal, 5 Gendrome Hide
(2) 1650z, 1 Hard Ticket, 1 Piscine Fang

1c. Hunter's Bow IV

Req.: 2750z, 5 Rubbery Hide, 4 Machalite Ore, 4 Iodrome Hide

Attack: 168 Slots: N/A Rarity:3
Charge: Rapid1-Sctr2-Rapid3-Sctr4 Coatings: All

1d. Hunter's Power Bow I* (need upgrade info)^

Req.: 4,400z, 1 Basarios Wing, 4 Dragonite Ore,
4 Lg Monster Bone, 15 Machalite Ore

Attack: 192 Def+10 Slots: N/A Rarity:4
Charge: Rapid1-Rapid2-Rapid3-Prce4 Coatings: All

1e. Hunter's Power Bow II^

Req.: 5,500z, 5 Gravios Shell, 3 Blos Fang,
3 Dragonite Ore

Attack: 204 Def+20 Slots: N/A Rarity:4
Charge: Rapid2-Rapid2-Rapid3-Prce4 Coatings: All

1f. Hunter's Power Bow III

Req.: 7900z, 4 Bulldrome Hide+, 5 Giadrome Claw+,
4 Gendrome Tail

Attack: 216 Def+20 Slots: N/A Rarity:6
Charge: Rapid2-Rapid3-Rapid4-Prce4 Coatings: All

2. Wild Bow I*

Req.: 2200z, 4 Congalala Pelt, 3 Sharp Claw, 10 Bone

Attack: 168 Slots: 2 Rarity:2

Charge: Prce1-Prce1-Prce3-Rapid3 Coatings: All except Power

Can also be made*: 2200z, 1 Plus Class Ticket, 1 Sharp Claw

2a. Wild Bow II

Req.: 3500z, 2 Congalala Pelt, 12 Conga Pelt, 2 Iodrome Hide

Attack: 192 Slots: 2 Rarity:3

Charge: Prce1-Prce2-Prce3-Rapid3 Coatings: All except Power

2b. Wild Bow III

Req.: 5250z, 5 Congalala Fang, 3 Garuga Mane, 2 Killer Beetle

Attack: 216 Slots: 3 Rarity:4

Charge: Prce1-Rapid2-Prce3-Rapid3 Coatings: All except Power

Can also be made*: 5250z, 2 Monoblos Spine, 2 Congalala Claw,
1 Pale Bone, 2 Killer Beetle

2c. Wild Bow IV

Req.: 6150z, 1 Vibrant Pelt, 2 Tigrex Claw, 2 Monster Bone+

Attack: 228 Slots: 3 Rarity:4

Charge: Prce1-Rapid2-Prce3-Rapid4 Coatings: All except Power

2d. Wild Power Bow I

Req.: 8950z, 6 Congalala Pelt+, 2 Chameleos Claw, 6 Carbalite Ore

Attack: 240 Slots: 3 Rarity:6

Charge: Rapid2-Rapid2-Prce3-Prce4 Coatings: All except Power

Can also be made*: 8950z, 6 Congalala Pelt+, 10 Congalala Fang,
10 Giant Bone, 6 Carbalite Ore

2e. Wild Power Bow II^

Req.: 10,550z, 2 Congalala Claw+, 2 Purple Gycceros Wing,
6 King Scarab

Attack: 252 Slots: 3 Rarity:6

Charge: Rapid2-Rapid3-Prce3-Prce4 Coatings: All except Power

3. Blango Fur Bow I*

Req.: 770z, 4 Blango Pelt, 5 Giaprey Scale, 10 Ice Crystal

Attack: 96 Element: Ice, 60 Slots: 1 Rarity:2

Charge: Rapid1-Sctr1-Rapid2-Sctr2 Coatings: All

3a. Blango Fur Bow II

Req.: 1500z, 4 Brute Bone, 4 Giadrome Hide, 10 Carpenter Bug

Attack: 120 Element: Ice, 80 Slots: 1 Rarity:3
Charge: Rapid1-Prce1-Rapid3-Sctr3 Coatings: All

3b. Blango Fur Bow III

Req.: 3850z, 2 Blangonga Whiskr, 4 Blango Pelt,
4 Lg Monster Bone

Attack: 168 Element: Ice, 100 Slots: 2 Rarity:4
Charge: Rapid1-Prce2-Rapid3-Sctr4 Coatings: All

Can also be made*: 3850z, 4 Blangonga Pelt, 2 Wht Monoblos Hrn,
10 Ice Crystal

3c. Blango Fur Bow IV

Req.: 4600z, 4 DaoraDragonScale, 4 Blangonga Pelt,
2 Monster Bone+

Attack: 180 Element: Ice, 120 Slots: 2 Rarity:4
Charge: Rapid2-Prce2-Rapid3-Sctr4 Coatings: All

3d. Abominable Bow

Req.: 7350z, 1 Blangonga Fang+, 2 Daora Claw, 6 King Scarab

Attack: 192 Element: Ice, 140 Slots: 2 Rarity:6
Charge: Rapid2-Prce3-Rapid4-Sctr4 Coatings: All

4. Kut-Ku Stave I*

Req.: 1500z, 5 Kut-Ku Shell, 5 Kut-Ku Scale, 2 Flame Sac,
4 Carpenterbug

Attack: 120 Element: Fire, 80 Slots: 1 Rarity:2
Charge: Sctr1-Sctr2-Sctr3-Prce2 Coatings: All

4a. Kut-Ku Stave II

Req.: 2300z, 4 Flame Sac, 2 FireWyvern Fluid, 6 Blue Kut-Ku Scl

Attack: 144 Element: Fire, 100 Slots: 1 Rarity:3
Charge: Sctr2-Rapid2-Sctr3-Prce3 Coatings: All

4b. Kut-Ku Stave III

Req.: 4600z, 3 Kut-Ku Ear, 3 Blk Gravios Shl, 20 Carpenterbug

Attack: 180 Element: Fire, 120 Slots: 2 Rarity:4
Charge: Sctr3-Rapid2-Sctr4-Prce3 Coatings: All

4c. Blue Kut-Ku Stave

Req.: 7350z, 4 Lunastra Shell, 4 Blue Kut-Ku Cpc, 4 Inferno Sac

Attack: 192 Element: Fire, 140 Slots: 2 Rarity:7
Charge: Sctr3-Rapid3-Sctr4-Prce3 Coatings: All

Can also be made*: 7350z, 4 Blue Kut-Ku Cpc, 4 Lunastra Shell,

5. Daimyo's Warbow I*

Req.: 2300z, 4 Hermitaur Shell, 4 Plesioth Scale,
10 Sm Hermitaur Shl, 8 Earth Crystal

Attack: 144 Element: Water, 80 Slots: 1 Rarity:3

Charge: Sctr1-Prce2-Prce3-Rapid2 Coatings: All

5a. Daimyo's Warbow II

Req.: 3850z, 2 Ceanataur Claw, 3 Grn Plesioth Scl, 4 Med Monster Bone

Attack: 168 Element: Water, 100 Slots: 1 Rarity:4

Charge: Sctr2-Sctr2-Prce3-Rapid3 Coatings: All

5b. Daimyo's Warbow III

Req.: 4600z, 6 Black Pearl, 2 Twisted Horn, 4 Hermitaur Claw

Attack: 180 Element: Water, 120 Slots: 2 Rarity:4

Charge: Sctr3-Sctr3-Prce3-Rapid4 Coatings: All

5c. Daimyo's Warbow IV

Req.: 7350z, 6 Hermitaur Carpce, 3 Coral Cphlos Fin,
3 Hrd Monster Bone

Attack: 192 Element: Water, 140 Slots: 2 Rarity:6

Charge: Sctr3-Sctr3-Prce3-Rapid4 Coatings: All

Can also be made*: 7350z, 6 Hermitaur Carpce, 3 Hermitaur Claw+,
3 Coral Cphlos Fin, 3 Hrd Monster Bone

6. Sonic Bow I*

Req.: 2300z, 2 Electro Sac, 10 Vespoid Shell, 5 Hornetaur Wing,
2 Killer Beetle

Attack: 144 Element: Thunder, 100 Slots: 1 Rarity:3

Charge: Rapid2-Rapid2-Rapid2-Sctr3 Coatings: Power and Paralysis

6a. Sonic Bow II

Req.: 4600z, 4 Thunderbug Juice, 4 Alluring Hide, 2 Hornetaur Head

Attack: 180 Element: Thunder, 120 Slots: 2 Rarity:4

Charge: Rapid2-Sctr2-Rapid3-Sctr3 Coatings: Power and Paralysis

6b. Sonic Bow III

Req.: 2300z, 3 Thunder Sac, 2 HornetaurInnrWing,
10 Vespoid Carapace

Attack: 192 Element: Thunder, 140 Slots: 2 Rarity:6

Charge: Rapid2-Sctr3-Rapid4-Sctr4 Coatings: Power and Paralysis

Can also be made*: 7350z, 4 Thunder Sac, 3 HornetaurInnrWing,
15 Vespoid Carapace, 4 Rare Scarab

7. Queen Blaster I*

Req.: 5500z, 3 Rathian Shell, 1 Moster Bone+, 5 Rathian Scale,
8 Machalite Ore

Attack: 204 Slots: 1 Rarity:4

Charge: Sctr2-Sctr2-Sctr3-Rapid3 Coatings: Power and Poison

7a. Queen Blaster II

Req.: 6600z, 4 Rathian Shell, 3 Fire Wyvern Claw, 2 Dragonite Ore

Attack: 216 Slots: 2 Rarity:4

Charge: Sctr3-Prce2-Sctr4-Rapid4 Coatings: Power and Poison

8b(1). Queen Blaster III

Req.: 16500z, 5 Rathian Scale+, 3 Rathian Spike, 3 Rare Scarab

Attack: 264 Slots: 2 Rarity:6

Charge: Sctr3-Prce3-Sctr4-Rapid4 Coatings: Power and Poison

Can also be made*: 16,500z, 3 Rathian Carapace, 5 Rathian Scale+,
1 Rathian Plate, 3 Rare Scarab

8b(2). Heartshot Bow I

Req.: 13450z, 3 Pnk Rathian Cpc, 2 FireWyvrn Marrow, 6 Carbalite Ore

Attack: 240 Slots: N/A Rarity:7 Affinity: 10%

Charge: Sctr2-Sctr2-Prce3-Sctr3 Coatings: Power and Paralysis

Can also be made*: 13450z, 3 Pnk Rathian Cpc, 5 Pnk Rathian Scl+,
1 Rathian Spike+ , 6 Carbalite Ore

8b(2a). Heartshot Bow II

Req.: 19500z, 1 Rathin Spike+, 5 Pnk Rathian Scl+, 3 Union Ore

Attack: 264 Slots: 1 Rarity:8 Affinity: 20%

Charge: Sctr2-Sctr3-Prce3-Sctr4 Coatings: Power and Paralysis

9. Prominence Bow I*

Req.: 6850z, 3 Rathalos Shell, 2 Dragonite Ore, 5 Rathalos Scale,
2 Blood Red Horn

Attack: 204 Element: Fire, 80 Slots: 1 Rarity:4

Charge: Rapid1-Sctr2-Prce2-Prce4 Coatings: Power and Poison

9a. Prominence Bow II

Req.: 8250z, 6 Rathalos Shell, 1 FireWyvrn Marrow, 2 Firestone

Attack: 216 Element: Fire, 100 Slots: 2 Rarity:4

Charge: Rapid2-Sctr2-Prce3-Prce4 Coatings: Power and Poison

9b. Prominence Bow III

Req.: 16,500z, 3 Rathalos Carpace, 1 FireWyvrn BrnStm,
2 Firecell Stone

Attack: 252 Element: Fire, 120 Slots: 2 Rarity:8
Charge: Rapid2-Sctr3-Prce3-Prce4 Coatings: Power and Poison

10. Tiger Arrow I*

Req.: 8550z, 6 Tigrex Scale, 3 Tigrex Fang, 2 Tigrex Claw,
2 Monster Bone+

Attack: 264 Slots: N/A Rarity:4 Affinity: -30%
Charge: Rapid2-Prce2-Rapid3-Prce4 Coatings: Power and Poison

10a. Tiger Arrow II

Req.: 10,000z, 3 Tigrex Fang, 2 TwstBlkBlosHrn, 2 Hercudrome

Attack: 276 Slots: N/A Rarity:4 Affinity: -30%
Charge: Rapid2-Prce3-Rapid3-Prce4 Coatings: Power and Poison

10b. Tigrex Whisker^

Req.: 25700z, 4 Tigrex Carapace, 2 FireWyvrn Brnstm,
3 Wyvern Stone

Attack: 312 Slots: N/A Rarity:6 Affinity: -30%
Charge: Rapid2-Prce3-Rapid4-Prce4 Coatings: Power and Poison

Can also be made*: 25700z, 4 Tigrex Carapace, 8 Tigrex Scale+,
2 FireWyvrn Brnstm, 4 Wyvern Stone

11. Dragon Bow Halo*

Req.: 7900z, 2 Dragonwood, 4 Dragonmoss, 2 Kirin Thndr Tail,
1 ElderDragonBlood

Attack: 192 Element: Thunder, 140 Slots: 1 Rarity:5
Affinity: 10% Charge: Sctr2-Sctr3-Prce2-Prce4 Coatings: All

11a. Dragon Bow Solar

Req.: 23750z, 1 Pokke Ticket+, 4 Dragonmoss+, 3 Kirin Azure Horn

Attack: 252 Element: Thunder, 160 Slots: 1 Rarity:8
Affinity: 10% Charge: Sctr3-Sctr3-Prce3-Prce4 Coatings: All

12. Dragonhead Harp*

Req.: 50000z, 1 Wyverian Harp, 4 Plesioth Scale+, 4 Grn Plsioth Scl+,
2 Novacrystal

Attack: 156 Def+10 Element: Water, 240 Slots: 3 Rarity:8
Affinity: 30% Charge: Sctr3-Rapid2-Rapid1-Prce3 Coatings: All

13. Dragon Bow Earth*

Req.: 7900z, 2 Lao-Shan's Horn, 4 Lao-Shan's Scale,
6 Lao-Shan's Shell, 1 Rathian Plate

Attack: 192 Element: Dragon, 120 Slots:N/A Rarity:5
Charge: Prce1-Prce2-Sctr3-Rapid2 Coatings: All

13a. Dragon Bow Mountain^

Req.: 47500z, 1 Lao-Shan's Ruby, 4 Chameleos Hide+,
6 Daora Carapace

Attack: 300 Element: Dragon, 180 Slots:N/A Rarity:8
Charge: Prce2-Prce2-Sctr4-Rapid3 Coatings: All

14. Courageous Hope*^

Req.: 16800z, 3 Teostra Carapace, 2 Teostra Mane, 2 Lunastra Mane,
1 Firecell Stone

Attack: 240 Element: Fire, 60 Slots:1 Rarity:?
Charge: Prce2-Rapid2-Sctr3-Sctr4 Coatings: Power and Sleep

14a. Courageous Wish#

Req.: 39600z, 2 Fire Dragon Pwdr, 1 Gravios BrainStm, 3 Union Ore

Attack: 300 Element: Fire, 80 Slots:2 Rarity:?
Charge: Prce2-Rapid3-Sctr3-Sctr4 Coatings: Power and Sleep

15. Akantor Bow*^

Req.: 80000z, 2 Akantor Fang, 1 Akantor Spike, 6 Akantor Scale,
2 Gaoren Pincer

Attack: 300 Element: Dragon, 200 Slots:1 Rarity:8
Charge: Sctr3-Prce3-Rapid4-Prce4 Affinity: 50% Coatings: Power,Poison

16. Exterminator Bow*^

Req.: 80000z, 4 Fatalis Horn, 2 Fatalis Scale, 1 Fatalis Shell

Attack: 312 Slots:1 Rarity:8 Affinity: 20%
Charge: Sctr2-Sctr3-Rapid3-Rapid4 Coatings: Power

17. Glorious Victory*^

Req.: 80000z, 4 White Fatalis Horn, 2 White Fatalis Scale,
1 White Fatalis Shell

Attack Power: 336 Dragon, 270 Slots:N/A Rarity: 8
Charge: Scter1-Prce3-Rapid3-Rapid4 Def: +20
Coatings: None

18. Diablos Horn Bow I*

Req.: 10250z, 4 Diablos Carapace, 2 Majestic Horn, 3 Wyvern Stone,
3 Black Bloss Spine

Attack: 216 Slots:1 Rarity:6 Def+10 Affinity: 10%
Charge: Prce2-Prce2-Prce3-Sctr2 Coatings: Power

18a. Diablos Horn Bow II

Req.: 25700z, 4 Diablos Thoracic, 6 Black Blos Cpc, 2 Majestic Horn

Attack: 276 Slots:1 Rarity:6 Def+20 Affinity: 10%

Charge: Prce2-Prce3-Prce4-Sctr3 Coatings: Power

[C. Bowgun List]

Light Bowguns

1. Shooter's Barrel

Req.: 450z, 4 Iron Ore, 2 Brute Bone

Attack: 96 Reload: Normal Recoil: Moderate Rarity: 1 Slots: 3

Load Lv: 1 2 3

Normal S: 6 6 -

Pierce S: 3 - -

Pellet S: - - -

Crag S : 3 - -

Clust S : - - -

Flame S : 6 - -

Water S : - - -

Thnd S : - - -

Freeze S: - - -

Drgn S : - - -

Recov S : 3 3 -

Poison S: 3 - -

Para S : 3 - -

Sleep S : 3 - -

Tranq S : 2 - -

Paint S : 2 - -

Demon S : - - -

Armor S : - - -

2. Chain Blitz

Req.: 600z, 5 Disk Stone, 10 Iron Ore

(Optional Make: 600z, 1 Normal Ticket)

Attack: 108 Reload: Normal Recoil: Moderate Rarity: 1 Slots: 0

Rapid Fire: Normal Lv 1

Load Lv: 1 2 3

Normal S: 3 6 -

Pierce S: 2 - -

Pellet S: 2 - -

Crag S : 1 - -

Clust S : 1 - -

Flame S : 2 - -

Water S : - - -

Thnd S : 2 - -

Freeze S: - - -

Drgn S : - - -

Recov S : 3 3 -

Poison S: 3 - -

Para S : 3 - -

Sleep S : 3 - -

Tranq S : 2 - -

Paint S : 2 - -

Demon S : 1 - -
Armor S : 1 - -

3. Shotgun (Azure)

Req.: 550z, 6 Velociprey Scale, 3 Sm Monster Bone, 6 Iron Ore,
4 Velociprey Hide

(Optional Make: 550z, 1 Hard Ticket, 1 Velociprey Scale)

Attack: 108 Reload: Fast Recoil: Moderate Rarity: 2 Slots: 2

Affinity: 20%

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 2 - -
Pellet S: 4 4 -
Crag S : 1 - -
Clust S : 1 - -
Flame S : - - -
Water S : 3 - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: - - -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

4. Shotgun (White)

Req.: 1000z, 4 Giadrome Claw, 6 Giaprey Scale, 1 Machalite Ore,
4 Sm Monster Bone

Attack: 120 Reload: Fast Recoil: Moderate Rarity: 3 Slots: 0

Rapid Fire: Pellet Lv 1

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 3 - -
Pellet S: 3 - -
Crag S : 1 - -
Clust S : 1 - -
Flame S : - - -
Water S : - - -
Thnd S : - - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 - -
Para S : 3 - -
Sleep S : 3 - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

5. Shotgun (Green)

Req.: 750z, 8 Genprey Scale, 4 Sm Monster Bone, 8 Iron Ore,
2 Gendrome Hide

Attack: 120 Reload: Fast Recoil: Moderate Rarity: 3 Slots: 3

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 2 - -
Pellet S: 4 4 -
Crag S : 1 - -
Clust S : 1 - -
Flame S : - - -
Water S : - - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: - - -
Para S : 4 2 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

6. Desert Storm

Req.: 1100z, 3 Cephalos Fin, 6 Cephalos Scale, 3 Lg Monster Bone,
5 Earth Crystal

(Optional Make: 1100z, 1 Plus Class Ticket, 1 Cephalos Scale)

Attack: 120 Reload: Very Fast Recoil: Moderate Rarity: 3 Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 1 - -
Clust S : 1 - -
Flame S : - - -
Water S : 3 - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

7. Maelstrom

Req.: 1150z, 3 Plesioth Fin, 6 Plesioth Scale, 5 Machalite Ore,
6 Carpenterbug

Attack: 120 Reload: Normal Recoil: Moderate Rarity: 3 Slots: 0

Load Lv: 1 2 3
Normal S: 6 3 -
Pierce S: 2 2 2

Pellet S: 2 2 2
Crag S : 1 1 1
Clust S : 1 1 1
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

8. Shotgun (Blood)

Req.: 900z, 2 Iodrome Hide, 3 Med Monster Bone, 10 Iron Ore,
10 Ioprey Scale

Attack: 132 Reload: Fast Recoil: Moderate Rarity: 3 Slots: 3

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 2 - -
Pellet S: 4 4 -
Crag S : 1 - -
Clust S : 1 - -
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 4 2 -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

9. Tail String

Req.: 1150z, 4 Blango Pelt, 6 Brute Bone, 10 Ice Crystal,
3 Giant Bone

Attack: 132 Reload: Normal Recoil: Moderate Rarity: 3 Slots: 0

Rapid Fire: Freeze

Load Lv: 1 2 3
Normal S: 9 9 -
Pierce S: 3 2 -
Pellet S: 4 - -
Crag S : - - -
Clust S : - - -
Flame S : - - -
Water S : - - -
Thnd S : - - -
Freeze S: 4 - -

Drgn S : - - -
Recov S : 3 3 -
Poison S: - - -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

10. Jade Storm

Req.: 1375z, 6 Grn Plesioth Scl, 3 Plesioth Fin, 5 Machalite Ore,
3 Springnight Carp

Attack: 132 Reload: Normal Recoil: Moderate Rarity: 3 Slots: 0
Rapid Fire: Normal Lv 2

Load Lv: 1 2 3
Normal S: 6 3 -
Pierce S: 2 2 2
Pellet S: 2 2 2
Crag S : 1 1 1
Clust S : 1 1 1
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

11. Lobster Gun

Req.: 1150z, 2 Sm Lobstershell, 5 Plesioth Scale, 5 Machalite Ore

Attack: 144 Reload: Normal Recoil: Moderate Rarity: 3 Slots: 0
Rapid Fire: Water

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 2 2
Pellet S: 4 2 2
Crag S : 1 1 1
Clust S : 1 1 1
Flame S : 3 - -
Water S : 4 - -
Thnd S : - - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -

Demon S : 1 - -
Armor S : 1 - -

12. Angel Parasol

Req.: 1200z, 4 Flabby Hide, 1 Lost Umbrella, 8 Carpenter Bug,
3 Electro Sac

Attack: 144 Reload: Fast Recoil: Moderate Rarity: 3 Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 -
Pellet S: 4 4 4
Crag S : 1 1 1
Clust S : - - -
Flame S : - - -
Water S : - - -
Thnd S : 3 - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

13. Kut-Ku Anger

Req.: 1200z, 1 Giant Beak, 5 Kut-Ku Shell, 2 Kut-Ku Ear, 2 Flabby Hide

Attack: 156 Reload: Very Slow Recoil: Moderate Rarity: 3 Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: - 3 -
Pellet S: - 4 -
Crag S : - 1 -
Clust S : - 1 -
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

14. Kut-Ku Rage

Req.: 1425z, 1 Giant Beak, 5 Blue Kut-Ku Shl, 2 Kut-Ku Ear,
2 Alluring Hide

Attack: 180 Reload: Very Slow Recoil: Moderate Rarity: 3 Slots: 0

Affinity: 10%

Load Lv: 1 2 3
Normal S: 3 3 6
Pierce S: - 2 -
Pellet S: - 2 -
Crag S : - 1 -
Clust S : - 1 -
Flame S : 2 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

15. Grenade Launcher

Req.: 1575z, 2 Dragonite Ore, 1 Monster Bone+, 20 Earth Crystal,
10 Machalite Ore

Attack: 132 Reload: Very Fast Recoil: Moderate Rarity: 4 Slots: 0
Rapid Fire: Crag Lv 1

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 2 2 -
Pellet S: 2 2 -
Crag S : 1 1 -
Clust S : 1 1 -
Flame S : - - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: 3 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

16. Sandfall

Req.: 1975z, 2 Rainbow Ore, 8 Cephalos Scale, 5 Cephalos Fin,
8 Machalite Ore

Attack: 156 Reload: Very Fast Recoil: Moderate Rarity: 4 Slots: 0
Rapid Fire: Normal Lv 2

Load Lv: 1 2 3
Normal S: 9 3 12
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 1 - -

Clust S : 1 - -
Flame S : 6 - -
Water S : 6 - -
Thnd S : 6 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

17. Sakura Parasol

Req.: 1425z, 4 Alluring Hide, 1 Lost Umbrella, 1 Firestone, 3 Electro Sac
Attack: 156 Reload: Fast Recoil: Moderate Rarity: 4 Slots: 0
Rapid Fire: Thunder

Load Lv: 1 2 3
Normal S: 9 9 12
Pierce S: 3 3 -
Pellet S: 4 4 4
Crag S : 2 2 2
Clust S : - - -
Flame S : - - -
Water S : - - -
Thnd S : 4 - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

18. Tail String+

Req.: 1725z, 3 Blangonga Whiskr, 3 Blangonga Pelt, 4 Giant Bone,
3 Killer Beetle
Attack: 168 Reload: Normal Recoil: Moderate Rarity: 4 Slots: 0
Rapid Fire: Freeze

Load Lv: 1 2 3
Normal S: 9 9 12
Pierce S: 3 2 2
Pellet S: 4 2 2
Crag S : - - -
Clust S : - - -
Flame S : - - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: 4 - -
Drgn S : - - -
Recov S : 3 3 -

Poison S: - - -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

19. Valkyrie Fire

Req.: 1875z, 5 Rathian Scale, 2 Monster Bone+, 3 Rathian Shell,
10 Gunpowder
Attack: 168 Reload: Fast Recoil: Moderate Rarity: 4 Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 -
Pellet S: 4 - -
Crag S : 1 1 -
Clust S : - - -
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: - - -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : 1 - -

20. Spartacus Fire

Req.: 1950z, 3 Rathalos Shell, 2 Monster Bone+, 5 Rathalos Scale,
10 Gunpowder
Attack: 180 Reload: Normal Recoil: Moderate Rarity: 4 Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 3
Pellet S: - - -
Crag S : 1 1 -
Clust S : - - -
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : - - -

21. Titan Launcher

Req.: 1950z, 6 Gravios Shell, 1 Wyvern Skull Shl, 3 Monster Bone+,
4 Dragonite Ore

Attack: 192 Reload: Very Fast Recoil: Moderate Rarity: 4 Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: - 3 3
Pellet S: - 3 3
Crag S : - 1 1
Clust S : - 1 1
Flame S : 3 - -
Water S : - - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: 3 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

22. Tigrex Tank

Req.: 1950z, 6 Tigrex Shell, 3 Tigrex Fang, 5 Tigrex Scale, 3 Monster Bone+

Attack: 204 Reload: Very Fast Recoil: Moderate Rarity: 4 Slots: 1

Affinity: -30%

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 4 4 4
Pellet S: - - -
Crag S : 2 2 2
Clust S : - 1 -
Flame S : - - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - - -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

23. Felyne Ragdoll

Req.: 1375z, 3 FlynnMealPassReg, 1 Lightcrystal, 5 Rubbery Hide, 5 Flame Sac

Attack: 144 Reload: Very Fast Recoil: Moderate Rarity: 5 Slots: 3

Rapid Fire: Normal Lv 1, Flame

Load Lv: 1 2 3
Normal S: 4 6 9

Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 2 2 2
Clust S : - - -
Flame S : 6 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

24. Melynx Ragdoll

Req.: 1375z, 3 FlyMealPassReg, 6 Black Pearl, 2 Hermitaur Claw,
5 Flame Sac

Attack: 144 Reload: Very Fast Recoil: Moderate Rarity: 5 Slots: 1
Affinity: 30% Rapid Fire: Normal Lv 1, Flame

Load Lv: 1 2 3
Normal S: 4 6 9
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 2 2 2
Clust S : - - -
Flame S : 6 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

25. Blessed Lamp

Req.: 2250z, 6 Chameleos Hide, 4 ChameleosWebbing, 1 Firestone,
2 ElderDragonBlood

Attack: 156 Reload: Fast Recoil: Moderate Rarity: 5 Slots: 3
Affinity: 30%

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 -
Pellet S: 4 4 -
Crag S : 1 1 1
Clust S : 1 - -
Flame S : 3 - -
Water S : 3 - -

Thnd S : 3 - -
Freeze S: 3 - -
Drgn S : 1 - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

26. Jade Tempest

Req.: 3025z, 5 Grn Plesioth Scl, 4 Grn Plesioth Fin, 2 Ancient Fish,
2 Union Ore

Attack: 216 Reload: Normal Recoil: Moderate Rarity: 7 Slots: 0

Rapid Fire: Normal Lv 2

Load Lv: 1 2 3
Normal S: 6 3 -
Pierce S: 2 2 2
Pellet S: 2 2 2
Crag S : 1 1 1
Clust S : 1 1 1
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

27. Uranos Grenade

Req.: 2325z, 4 Blk Gravios Shell, 1 Basarios Wing, 3 Monster Bone+,
3 Hercudrome

Attack: 192 Reload: Very Fast Recoil: Moderate Rarity: 4

Slots: 0 Affinity: 10% Rapid Fire: Flame

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: - 3 3
Pellet S: - 3 3
Crag S : - 1 1
Clust S : - 1 1
Flame S : 3 - -
Water S : - - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: 3 1 -
Para S : - - -

Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

28. Raven Do

Req.: 1725z, 6 Garuga Shell, 2 Sharpened Beak, 2 Garuga Ear,
8 Ceanatuar Shell

Attack: 180 Reload: Normal Recoil: Moderate Rarity: 5 Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: - 3 -
Pellet S: - 4 -
Crag S : - 1 -
Clust S : - 1 -
Flame S : 6 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

29. Valkyrie Heart

Req.: 2250z, 5 Pnk Rathian Scl, 3 Pnk Rathian Shl, 2 Dragonite Ore,
1 Rathian Spike

Attack: 180 Reload: Fast Recoil: Moderate Rarity: 5 Slots: 0

Rapid Fire: Normal Lv 2

Load Lv: 1 2 3
Normal S: 6 3 9
Pierce S: 4 4 -
Pellet S: 2 - -
Crag S : 1 1 -
Clust S : - - -
Flame S : 3 - -
Water S : - - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: - - -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : 1 - -

30. Azure Sakura

Req.: 2700z, 5 Azure Rthlos Shl, 5 Pnk Rathian Scl, 2 Lightcrystal,
2 FireWyvrn Marrow

Attack: 180 Reload: Fast Recoil: Moderate Rarity: 5 Slots: 0
Defense +6 Rapid Fire: Normal Lv 2, Pierce Lv 1

Load Lv: 1 2 3
Normal S: 6 3 9
Pierce S: 3 4 4
Pellet S: 2 - -
Crag S : 1 1 -
Clust S : - - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

31. Spartacus Soul

Req.: 2325z, 5 Azure Rthlos Shl, 3 Azure Rthlos Scl, 2 Dragonite Ore,
1 FireWyvrn Marrow

Attack: 192 Reload: Normal Recoil: Moderate Rarity: 5 Slots: 0
Rapid Fire: Pierce Lv 1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 4 4
Pellet S: - - -
Crag S : 1 1 -
Clust S : - - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : - - -

32. Aqua Blade Shower

Req.: 1200z, 6 Velocidrome Clw+, 8 Velociprey Scle+, 5 Monster Bone+,
6 Dragonite Ore

Attack: 204 Reload: Fast Recoil: Moderate Rarity: 6
Affinity: 30% Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 3 - -
Pellet S: 4 4 -
Crag S : 1 - -
Clust S : 1 - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: - - -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

33. Green Blade Shower

Req.: 1650z, 6 Gendrome Tail, 8 Genprey Scale+, 5 Monster Bone+,
8 Dragonite Ore

Attack: 216 Reload: Fast Recoil: Moderate Rarity: 6 Slots: 2

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 3 - -
Pellet S: 4 4 4
Crag S : 1 - -
Clust S : 1 - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: - - -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

34. Desert Tempest

Req.: 2400z, 5 Cephalos Fin+, 6 Cephalos Scale+, 5 Carbalite Ore,
4 Hercudrome

Attack: 216 Reload: Very Fast Recoil: Moderate Rarity: 6 Slots: 2

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 1 - -
Clust S : 1 - -
Flame S : - - -
Water S : 3 - -

Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

35. Great Crossbow Gun

Req.: 2450z, 2 Stout Bone, 2 FlynMealPassPlus,
5 Monster Bone+, 3 King Scarab

(Optional Make: 2450z, 1 Plus Class Ticket, 2 Stout Bone)

Attack: 240 Reload: Normal Recoil: Moderate Rarity: 6 Slots: 2

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 1 - -
Clust S : 1 - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

36. Bullet Storm

Req.: 2625z, 8 Giadrome Claw+, 10 Giaprey Scale+,
1 Hrd Monster Bone, 5 Carbalite Ore

Attack: 216 Reload: Fast Recoil: Moderate Rarity: 7 Slots: 0

Rapid Fire: Pellet Lv 1

Load Lv: 1 2 3
Normal S: 9 9 12
Pierce S: 3 - -
Pellet S: 3 4 4
Crag S : 1 - -
Clust S : 1 - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 6 - -
Freeze S: 6 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -

Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

37. Felyne Helldoll

Req.: 3025z, 1 Felyne Fur Ruby, 3 FlyMealPassPlus,
1 Novacrystal, 4 Inferno Sac

Attack: 228 Reload: Very Fast Recoil: Moderate Rarity: 8
Slots: 3 Rapid Fire: Normal Lv 1, Flame

Load Lv: 1 2 3
Normal S: 4 6 9
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 2 2 2
Clust S : - - -
Flame S : 6 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

38. Melynx Helldoll

Req.: 3025z, 1 Felyne Fur Ruby, 3 FlyMealPassPlus,
2 Dark Stone, 4 Inferno Sac

Attack: 228 Reload: Very Fast Recoil: Moderate Rarity: 8
Affinity: 30% Slots: 1 Rapid Fire: Normal Lv 1, Flame

Load Lv: 1 2 3
Normal S: 4 6 9
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 2 2 2
Clust S : - - -
Flame S : 6 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

39. Valkyrie Blaze

Req.: 2750z, 5 Rathian Scale+, 3 Rathian Carapace,
5 Carbalite Ore, 6 King Scarab

Attack: 228 Reload: Fast Recoil: Moderate Rarity: 6

Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 -
Pellet S: 4 - -
Crag S : 1 1 -
Clust S : - - -
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: - - -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : 1 - -

40. Peach Parasol

Req.: 3150z, 8 Alluring Webbing, 1 Lost Umbrella,
4 Hrd Monster Bone, 4 Thunder Sac

Attack: 240 Reload: Fast Recoil: Moderate Rarity: 7

Slots: 0 Rapid Fire: Thunder

Load Lv: 1 2 3
Normal S: 9 9 12
Pierce S: 3 3 -
Pellet S: 4 4 4
Crag S : 2 2 2
Clust S : - - -
Flame S : - - -
Water S : - - -
Thnd S : 4 - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

41. Fire Wrath

Req.: 4600z, 2 Rathalos Ruby, 5 Rathalos Wing,
3 Rathalos Plate, 1 Rajang Coin

Attack: 276 Reload: Very Fast Recoil: Moderate Rarity: 8

Slots: 0 Rapid Fire: Pierce Lv 1, Flame

Load Lv: 1 2 3
Normal S: 9 9 12
Pierce S: 4 3 3
Pellet S: - - -
Crag S : 1 1 -
Clust S : - - -
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : - - -

42. Hornet Gun

Req.: 2450z, 6 HornetaurInnrWng, 10 HornetaurCrapce,
3 Stout Bone, 3 Hercudrome
Attack: 216 Reload: Fast Recoil: Moderate Rarity: 6
Slots: 0

Load Lv: 1 2 3
Normal S: 9 9 12
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 2 2 2
Clust S : 2 2 -
Flame S : - - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : 1 - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

43. Spartacus Blaze

Req.: 2850z, 5 Rathalos Carpace, 3 Rathalos Scale+,
5 Carbalite Ore, 6 King Scarab
Attack: 240 Reload: Normal Recoil: Moderate Rarity: 6
Slots: 2

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 3
Pellet S: - - -
Crag S : 1 1 -

Clust S : - - -
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : - - -

44. Tail Catapult

Req.: 2525z, 6 Blangonga Pelt+, 6 Blango Pelt+,
4 Stout Bone, 4 Hercudrome
Attack: 252 Reload: Normal Recoil: Moderate Rarity: 6
Slots: 0 Rapid Fire: Freeze

Load Lv: 1 2 3
Normal S: 9 9 12
Pierce S: 3 2 2
Pellet S: 4 2 2
Crag S : - - -
Clust S : - - -
Flame S : - - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: 4 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: - - -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

45. Maelstrom+

Req.: 2525z, 4 Plesioth Fin+, 6 Plesioth Scale+,
4 Springnight Carp, 2 Union Ore
Attack: 204 Reload: Normal Recoil: Moderate Rarity: 6
Slots: 0 Rapid Fire: Freeze

Load Lv: 1 2 3
Normal S: 6 3 -
Pierce S: 2 2 2
Pellet S: 2 2 2
Crag S : 1 1 1
Clust S : 1 1 1
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: 3 - -
Drgn S : - - -

Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

46. Black Belt Bowgun#

Req.: 1875z, 8 Tigrex Coin, 10 Blackbelt Ticket, 7 Khezu Coin,
8 Yian Garuga Coin

Attack: 168 Reload: Very Fast Recoil: Moderate Rarity:5
Slots: 1 Rapid Fire: Thunder

Load Lv: 1 2 3
Normal S: 9 9 1
Pierce S: 4 - -
Pellet S: 6 - -
Crag S : 1 - -
Clust S : 1 - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

47. Black Parasol#

Req.: 3000z, 1 Dark Stone, 3 Dark Piece, 1 Lost Umbrella,
3 Dragonite Ore

Attack: 168 Reload: Fast Recoil: Moderate Rarity:5
Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 - -
Pellet S: 4 4 4
Crag S : 1 1 -
Clust S : 1 1 -
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : 1 - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -

Demon S : 1 - -
Armor S : 1 - -

48. Grenade Launcher+#

Req.: 2300z, 1 Basarios Tears, 10 Carbalite Ore, 20 Dragonite Ore,
3 Union Ore

Attack: 216 Reload: Very Fast Recoil: Moderate Rarity:6
Slots: 0 Rapid Fire: Crag Lv 1

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 2 2 -
Pellet S: 2 2 -
Crag S : 1 1 -
Clust S : 1 1 -
Flame S : - - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: 3 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

49. Crimson Blade Shower

Req.: 1975z, 8 Ioprey Scale+, 6 Toxin Sac, 2 Stout Bone,
10 Dragonite Ore

Attack: 228 Reload: Fast Recoil: Moderate Rarity:6
Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 3 - -
Pellet S: 4 4 4
Crag S : 1 - -
Clust S : 1 - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

51. King Lobster Gun

Req.: 2525z, 2 Lg Lobstershell, 4 Plesioth Fin+, 5 Plesioth Scale+,
6 King Scarab

Attack: 228 Reload: Normal Recoil: Moderate Rarity:6
Slots: 0 Rapid Fire: Water

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 2 2
Pellet S: 4 2 2
Crag S : - - -
Clust S : - - -
Flame S : 3 - -
Water S : 4 - -
Thnd S : - - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

52. Titan Launcher+#

Req.: 2850z, 6 Gravios Carapace, 5 Basarios Carpace, 2 Wyvern Skull Shl,
6 Rare Scarab

Attack: 252 Reload: Very Fast Recoil: Moderate Rarity:6
Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: - 3 3
Pellet S: - 3 3
Crag S : - 1 1
Clust S : - 1 1
Flame S : 3 - -
Water S : - - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: 3 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

53. Tigrex Wargun

Req.: 2850z, 4 Tigrex Carapace, 8 Tigrex Scale+, 1 FireWyvrn BrnStm,
2 Wyvern Stone

Attack: 288 Reload: Very Fast Recoil: Moderate Rarity:6
Slots: 1 Affinity: -30%

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 4 4 4
Pellet S: - - -
Crag S : 2 2 2
Clust S : - 1 -
Flame S : - - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - - -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

54. Sandfall+

Req.: 2900z, 2 Coral Cphlos Fin, 4 Coral Cphlos Scl, 5 Carbalite Ore,
6 King Scarab

Attack: 228 Reload: Very Fast Recoil: Moderate Rarity:7
Slots: 0 Rapid Fire: Normal Lv2

Load Lv: 1 2 3
Normal S: 9 3 1
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 1 - -
Clust S : 1 - -
Flame S : 6 - -
Water S : 6 - -
Thnd S : 6 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

55. Chronos Grenade#

Req.: 3425z, 6 Blk Gravios Cpc, 5 Blk Gravios Shl, 1 Blk Gravios Skl,
4 Union Ore

Attack: 252 Reload: Very Fast Recoil: Moderate Rarity:7?
Slots: 0 Rapid Fire: Flaming Affinity: 10%

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: - 4 4
Pellet S: - 4 4
Crag S : - 1 1
Clust S : - 1 1
Flame S : 3 - -
Water S : - - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: 3 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

56. Expert Bowgun#

Req.: 2750z, 1 FireWyvrn BrnStm, 7 Kirin Coin, 12 Fire Coin,
10 Expert Ticket

Attack: 228 Reload: Very Fast Recoil: Moderate Rarity:7(?)
Slots: 1 Rapid Fire: Thunder

Load Lv: 1 2 3
Normal S: 9 9 1
Pierce S: 4 - -
Pellet S: 6 - -
Crag S : 3 - -
Clust S : 3 - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

57. Valkyrie Heart+

Req.: 3300z, 5 Pnk Rathian Scl+, 3 Pnk Rathian Cpc, 2 Rathian Spike,
2 Wyvern Stone

Attack: 240 Reload: Fast Recoil: Moderate Rarity:7
Slots: 0 Rapid Fire: Normal Lv2

Load Lv: 1 2 3
Normal S: 6 3 9
Pierce S: 4 4 -
Pellet S: 2 - -

Crag S : 1 1 -
Clust S : - - -
Flame S : 3 - -
Water S : - - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: - - -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : 1 - -

58. Crimson Blue#

Req.: 3300z, 1 Rathian Spike+, 1 FireWyvrn BrnStm, 1 Firecell Stone,
6 Inferno Sac

Attack: 240 Reload: Fast Recoil: Moderate Rarity:7?
Slots: 2 Def+6 Rapid Fire: Normal Lv2

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 3
Pellet S: 4 - -
Crag S : 1 1 -
Clust S : - - -
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

59. Spartacus Soul+

Req.: 3425z, 5 Azure Rthlos Cpc, 3 Azre Rthlos Scl+, 2 Azur Rthlos Wing,
2 Wyvern Stone

Attack: 252 Reload: Normal Recoil: Moderate Rarity:7
Slots: 0 Rapid Fire: Pierce Lv1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 4 4
Pellet S: - - -
Crag S : 1 1 -
Clust S : - - -
Flame S : 3 - -
Water S : 3 - -

Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : - - -

60. Supreme Azure Sakura

Req.: 3950z, 5 Azure Rthlos Cpc, 5 Pnk Rathian Scl+, 1 Rathalos Ruby,
2 Rathian Spike+

Attack: 252 Reload: Fast Recoil: Moderate Rarity:8
Slots: 0 Def+6 Rapid Fire: Normal Lv2, Pierce Lv1

Load Lv: 1 2 3
Normal S: 6 3 9
Pierce S: 3 4 4
Pellet S: 2 - -
Crag S : 1 1 -
Clust S : - - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

61. Gold Valkyrie

Req.: 3950z, 6 Gld Rathian Scl+, 5 Gld Rathian Cpc, 2 Novacrystal,
2 FireWyvrn BrnStm

Attack: 252 Reload: Fast Recoil: Moderate Rarity:8
Slots: 0 Rapid Fire: Pellet Lv1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 4 4 -
Pellet S: 4 4 -
Crag S : 1 1 1
Clust S : 1 - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -

Poison S: - - -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : 1 - -

62. Cursed Lamp#

Req.: 3300z, 1 Chameleos Jewel, 3 Chameleos Hide+, 6 Chameleos Hide,
4 Rare Scarab

Attack: 240 Reload: Fast Recoil: Moderate Rarity:8
Slots: 3 Affinity: 30%

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 -
Pellet S: 4 4 -
Crag S : 1 1 1
Clust S : 1 - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: 3 - -
Drgn S : 1 - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

63. Wolf Do#

Req.: 3800z, 3 Black Blos Cpc, 3 Sharpened Beak, 4 Garuga Mane,
3 Garuga Wing

Attack: 264 Reload: Normal Recoil: Moderate Rarity:8?
Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: - 3 -
Pellet S: - 4 -
Crag S : - 1 -
Clust S : - 1 -
Flame S : 6 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -

Paint S : 2 - -
Demon S : - - -
Armor S : - - -

64. Silver Spartacus

Req.: 4100z, 5 Slvr Rthlos Cpc, 6 Slvr Rthlos Scl+, 2 Novacrystal,
2 FireWyvrn BrnStm

Attack: 264 Reload: Normal Recoil: Moderate Rarity:8
Slots: 0 Rapid Fire: Pierce Lv1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 6 6
Pellet S: - - -
Crag S : 1 1 -
Clust S : - - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : - - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : - - -

65. Profusion

Req.: 5000z, 2 Slvr Rthlos Wing, 8 Gld Rathian Scl+, 1 Rathalos Ruby,
1 Rathian Ruby

Attack: 264 Reload: Fast Recoil: Moderate Rarity:8
Slots: 1 Def +10 Rapid Fire: Pellet Lv1, Pierce Lv1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 6 6
Pellet S: 2 - -
Crag S : 2 2 -
Clust S : 2 2 -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

66. Dark Parasol#

Req.: 4400z, 1 Fatalis Webbing, 1 Lost Umbrella, 5 Fatalis Scale,
15 Carbalite Ore

Attack: 264 Reload: Fast Recoil: Moderate Rarity:8?
Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 - -
Pellet S: 4 4 4
Crag S : 1 1 -
Clust S : 1 1 -
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : 1 - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

67. Rajang Barrage

Req.: 5000z, 1 Gold Rajang Pelt, 3 Blk Rajang Pelt, 3 Rajang Fang,
3 Hrd Monster Bone

Attack: 276 Reload: Normal Recoil: Moderate Rarity:8
Slots: 0 Rapid Fire: Crag Lvl1

Load Lv: 1 2 3
Normal S: 9 9 1
Pierce S: 4 4 4
Pellet S: - - -
Crag S : 2 2 2
Clust S : 1 - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: - - -
Para S : 3 1 -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

68. Demonlock#

Req.: 1000z, 1 Ruststone

Attack: 108 Reload: Slow Recoil: Moderate Rarity:8?
Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 3 3 3
Clust S : 3 3 3
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - 3 -
Poison S: - 1 -
Para S : - 1 -
Sleep S : - 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

69. Island of the Gods#

Req.: 1000z, 1 Ancient Stone

Attack: 204 Reload: Slow Recoil: Moderate Rarity:8?
Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 3 3 3
Clust S : 3 3 3
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - 3 -
Poison S: - 1 -
Para S : - 1 -
Sleep S : - 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

Heavy Bowguns

1. Bone Shooter

Req.: 700z, 8 Iron Ore, 3 Sm Monster Bone
Attack: 156 Reload: Slow Recoil: Moderate Rarity: 1 Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 -

Pierce S: 3 3 -
Pellet S: 4 4 -
Crag S : 1 - -
Clust S : 1 - -
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: 3 1 -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

2. Injector Cannon

Req.: 900z, 6 Vespoid Wing, 4 Hornetaur Shell, 3 Disk Stone,
2 Brute Bone

(Optional Make: 900z, 1 Normal Ticket, 1 Vespoid Wing)

Attack: 168 Reload: Fast Recoil: Moderate Rarity: 2 Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 - -
Pellet S: 4 4 4
Crag S : 1 1 1
Clust S : - - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : 1 - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

3. Rapidcaster

Req.: 1000z, 4 Brute Bone, 4 Bulldrome Hide, 4 Kelbi Hide, 2 Kelbi Horn

(Optional Make: 1000z, 1 Hard Ticket, 1 Bulldrome Hide)

Attack: 180 Reload: Very Fast Recoil: Moderate Rarity: 2 Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 1 - -
Clust S : 1 - -
Flame S : - - -
Water S : - - -
Thnd S : - - -

Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 - -
Poison S: 3 - -
Para S : 3 - -
Sleep S : 3 - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

4. Tankmage

Req.: 1400z, 4 Rubbery Hide, 10 Earth Crystal
(Optional Make: 1400z, 1 Plus Class Ticket, 1 Rubbery Hide)
Attack: 180 Reload: Slow Recoil: Moderate Rarity: 3 Slots: 2

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 3 - -
Pellet S: 4 4 4
Crag S : 1 - -
Clust S : 1 1 -
Flame S : - - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

5. Bastionmage

Req.: 1675z, 8 Purple Rubbery Hide, 4 Machalite Ore, 6 Carpenterbug
Attack: 192 Reload: Slow Recoil: Moderate Rarity: 3 Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 3 - -
Pellet S: 6 6 6
Crag S : 1 - -
Clust S : 1 1 -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -

Armor S : - - -

6. Yian Kut-Ku Cannon

Req.: 2675z, 8 Kut-Ku Shell, 6 Kut-Ku Scale, 5 Flabby Hide,
10 Lg Monster Bone

Attack: 216 Reload: Very Slow +6 Defense Recoil: Moderate Rarity: 3
Slots: 1

Load Lv: 1 2 3

Normal S: 6 6 9

Pierce S: - 3 -

Pellet S: - 4 -

Crag S : - 1 -

Clust S : - 1 -

Flame S : 3 - -

Water S : - - -

Thnd S : - - -

Freeze S: - - -

Drgn S : - - -

Recov S : - - -

Poison S: - 1 -

Para S : - - -

Sleep S : - - -

Tranq S : 2 - -

Paint S : 2 - -

Demon S : - - -

Armor S : - - -

7. Crab Buster

Req.: 2750z, 3 Hermitaur Claw, 8 Hermitaur Shell, 10 Sm Hermitaur Shl,
4 Piscine Fang

Attack: 216 Reload: Slow +6 Defense Recoil: Moderate Rarity: 3
Slots: 2

Load Lv: 1 2 3

Normal S: 6 6 9

Pierce S: 3 3 -

Pellet S: 4 - -

Crag S : - - -

Clust S : 1 - -

Flame S : - - -

Water S : 3 - -

Thnd S : - - -

Freeze S: 3 - -

Drgn S : - - -

Recov S : 3 3 -

Poison S: - - -

Para S : 3 1 -

Sleep S : - - -

Tranq S : 2 - -

Paint S : 2 - -

Demon S : - - -

Armor S : - - -

8. Rock Eater

Req.: 3250z, 10 Basarios Shell, 15 Machalite Ore, 4 Poison Sac,
1 Basarios Wing

Attack: 216 Reload: Slow +10 Defense Recoil: Moderate Rarity: 4
Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 2 2 2
Clust S : 2 2 2
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - 3 -
Poison S: 3 1 -
Para S : - 1 -
Sleep S : - 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

9. Meteor Cannon

Req.: 3000z, 1 Firestone, 15 Dragonite Ore, 20 Machalite Ore,
40 Iron Ore

Attack: 216 Reload: Fast Recoil: Moderate Rarity: 4 Slots: 2

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 4 4 4
Pellet S: - - -
Crag S : 1 1 1
Clust S : - - -
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - - -
Para S : 3 - -
Sleep S : 3 - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

10. Flechette Gun

Req.: 3375z, 2 Hercudrome, 1 Vespoid Abdomen, 15 Hornetaur Shell,
3 Monster Bone+

Attack: 228 Reload: Normal Recoil: Moderate Rarity: 4 Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 2 2 -
Pellet S: 2 2 -
Crag S : 1 1 -

Clust S : 1 1 -
Flame S : - - -
Water S : - - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : 1 - -
Recov S : - - -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : - - -

11. Monodevilcaster

Req.: 3050z, 5 Wht Monoblos Spn, 5 Wht Monoblos Shl, 2 Dragonite Ore,
2 Wht Monoblos Hrn

Attack: 240 Reload: Very Fast Recoil: Moderate Rarity: 4 Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 6
Pierce S: 2 2 2
Pellet S: 2 2 2
Crag S : - - -
Clust S : - - -
Flame S : - - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - - -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

12. Blue Kut-Ku Cannon

Req.: 4000z, 1 Giant Beak, 5 Alluring Hide, 5 Blue Kut-Ku Shl,
10 Machalite Ore

Attack: 252 Reload: Very Slow +6 Defense Recoil: Moderate Rarity: 4
Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: - 3 -
Pellet S: - 4 -
Crag S : - 1 -
Clust S : - 1 -
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -

Poison S: - 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

13. Duelcaster

Req.: 4800z, 5 Diablos Spine, 5 Diablos Shell, 15 Dragonite Ore,
1 Majestic Horn

Attack: 288 Reload: Very Fast Recoil: Moderate Rarity: 4 Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 6
Pierce S: 2 2 2
Pellet S: - - -
Crag S : - - -
Clust S : - - -
Flame S : - - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - - -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

14. Tigrex Howl

Req.: 4800z, 2 Tigrex Skull Shl, 8 Tigrex Shell, 6 Dragonite Ore,
8 Monster Bone+

Attack: 300 Reload: Very Fast Recoil: Moderate Rarity: 4

Affinity: -30% Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 4 4 4
Pellet S: - - -
Crag S : 2 2 2
Clust S : - 1 -
Flame S : - - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - - -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

15. Seven Novas

Req.: 2000z, 2 Great Ladybug, 2 Killer Beetle, 3 Giant Bone,
4 Congalala Fang

Attack: 204 Reload: Very Slow +12 Defense Recoil: Moderate Rarity: 5
Slots: 3

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: - 3 3
Pellet S: - - -
Crag S : 1 1 1
Clust S : 1 1 1
Flame S : - - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : 1 - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : 1 - -

16. Daora's Delphinidae

Req.: 5400z, 5 Daora Shell, 8 DaoraDragonScale, 1 ElderDragonBlood,
4 Dragonite Ore

Attack: 264 Reload: Very Slow Recoil: Light Rarity: 5
Affinity: 30% Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 -
Pellet S: 4 - -
Crag S : 1 - -
Clust S : 1 - -
Flame S : - - -
Water S : 3 - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : - - -

17. Lunastra's Cannon

Req.: 5250z, 4 Lunastra Shell, 6 Fire Dragon Scl, 2 Lunastra Mane,
1 Firestone

Attack: 264 Reload: Normal +15 Defense Recoil: Moderate Rarity: 5

Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 - -
Pellet S: - 4 -
Crag S : - - 3
Clust S : 2 2 2
Flame S : 6 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: - - -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : 1 - -

18. Teostra's Artillery

Req.: 5500z, 4 Teostra Shell, 6 Fire Dragon Scl, 2 Teostra Mane,
2 Firestone

Attack: 276 Reload: Normal Recoil: Moderate Rarity: 5 Affinity: 15%
Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: - 3 -
Pellet S: - - 4
Crag S : 3 - -
Clust S : 2 2 2
Flame S : 6 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : - - -

19. Bronze Fire

Req.: 5500z, 2 Gaoren Pincer, 5 Gaoren Shell,
1 Firestone, 2 Pokke Ticket

Attack: 276 Defense +10 Reload: Very Slow Recoil: Moderate
Rarity: 5 Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 4 - 4

Pellet S: - - -
Crag S : 1 1 1
Clust S : 1 1 1
Flame S : 6 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : 2 - -
Recov S : - - -
Poison S: - - -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

20. Great Arbalest

Req.: 5000z, 4 Stout Bone, 2 FlyMealPassPlus,
3 Bulldrome Hide+, 6 King Scarab
(Optional Make: 5000z, 1 Plus Class Ticket, 4 Stout Bone)
Attack: 288 Reload: Slow Recoil: Moderate Rarity: 6 Slots: 2

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 1 - -
Clust S : 1 - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: - - -
Para S : 3 1 -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

21. Monodevilcaster+

Req.: 4500z, 6 Hrd Monster Bone, 5 Wht Monoblos Spn,
5 Wht Monoblos Shl, 1 Monoblos Heart
Attack: 312 Reload: Very Fast Recoil: Moderate Rarity: 7
Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 6
Pierce S: 2 2 2
Pellet S: 2 2 2
Crag S : - - -
Clust S : - - -
Flame S : - - -
Water S : - - -
Thnd S : - - -

Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - - -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

22. Heavy Buster Crab

Req.: 6050z, 8 Hermitaur Carpce, 10 Hermitaur Shell,
6 Cephalos Scale+, 4 Stout Bone
Attack: 300 Reload: Slow Recoil: Moderate Defense +10
Rarity: 6 Slots: 2

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 -
Pellet S: 4 - -
Crag S : - - -
Clust S : 1 - -
Flame S : - - -
Water S : 3 - -
Thnd S : - - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: - - -
Para S : 3 1 -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

23. Mega Kut-Ku Canon

Req.: 7050z, 8 Blue Kut-Ku Cpc, 2 Long Kut-Ku Ear,
2 Pale Khezu Steak, 8 Union Ore
Attack: 336 Reload: Very Slow Recoil: Moderate Defense +10
Rarity: 7 Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: - 3 -
Pellet S: - 4 -
Crag S : - 1 -
Clust S : - 1 -
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - 1 -
Para S : - - -
Sleep S : - - -

Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

24. Empr Lao-Shan Cannon

Req.: 10,000z, 5 Azure LaoS Shell, 1 Lao-Shan's Ruby,
3 Lao-ShanCarapace, 4 Wyvern Stone
Attack: 384 Reload: Very Slow Recoil: Light Defense +14
Rarity: 8 Affinity: -10% Slots: 0

Load Lv: 1 2 3
Normal S: - 6 9
Pierce S: - - 3
Pellet S: - - 4
Crag S : - - 1
Clust S : - - 1
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

25. Raven Heirloom

Req.: 4800z, 2 Garuga Ear, 8 Garuga Shell,
4 Blangonga Whisker, 3 Ceanatuar Claw
Attack: 264 Reload: Fast Recoil: Moderate Rarity: 5
Slots: 0 Rapid Fire: Normal Lv 1, Flame

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: - 3 -
Pellet S: - 4 -
Crag S : - 1 -
Clust S : - 1 -
Flame S : 6 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

26. Quickcaster

Req.: 4300z, 8 Kirin Mane, 2 Kirin Hide,
10 Dragonite Ore, 2 Twisted Horn
Attack: 252 Reload: Very Fast Recoil: Moderate Rarity: 5
Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 -
Pellet S: - 4 -
Crag S : - 1 -
Clust S : - 1 -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

27. Honeycomber

Req.: 4950z, 10 Vespoird Carapace, 1 Vespoird Abdomen,
10 Hornetaur Crapce, 6 King Scarab
Attack: 300 Reload: Normal Recoil: Moderate Rarity: 6
Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 2 2 -
Pellet S: 2 2 -
Crag S : 1 1 -
Clust S : 1 1 -
Flame S : - - -
Water S : - - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : 1 - -
Recov S : - - -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : - - -

28. Wolf Heirloom

Req.: 8450z, 2 Blangonga Fang+, 2 Garuga Ear,
8 Garuga Shell, 3 Ceanatuar Claw+
Attack: 336 Reload: Fast Recoil: Moderate Rarity: 8
Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: - 3 -
Pellet S: - 4 -
Crag S : - 1 -
Clust S : - 1 -
Flame S : 6 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

29. Supreme Lao-Shan Cannon

Req.: 1 Lao-Shan's Ruby, 3 Lao-ShanCarapace, 5 Lao-Shan Scale+
8 Hrd Monster Bone
Attack: 360 Reload: Very Slow Recoil: Light Defense: +20
Rarity: 8 Slots: 1

Load Lv: 1 2 3
Normal S: - 6 9
Pierce S: - - 3
Pellet S: - - 4
Crag S : - - 1
Clust S : - - 1
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

30. Meteor Buster

Req.: 4400z, 1 Firecell Stone, 5 Carbalite Ore,
10 Dragonite Ore, 8 King Scarab
Attack: 288 Reload: Fast Recoil: Moderate Rarity: 6
Slots: 2

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 4 4 4
Pellet S: - - -
Crag S : 1 1 1
Clust S : - - -

Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - - -
Para S : 3 - -
Sleep S : 3 - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

31. Earth Eater

Req.: 4725z, 10 Basarios Carpace, 2 Basarios Tears,
20 Carbalite Ore, 8 King Scarab
Attack: 300 Reload: Slow Recoil: Moderate Def+15
Rarity: 6 Slots: 2

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 - -
Pellet S: 4 - -
Crag S : 2 2 2
Clust S : 2 2 2
Flame S : 3 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - 3 -
Poison S: 3 1 -
Para S : - 1 -
Sleep S : - 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

32. Seven Stars

Req.: 4400z, 3 Rare Scarab, 4 Great Ladybug,
1 Hrd Monster Bone, 4 Monster Broth
Attack: 300 Reload: Very Slow Recoil: Moderate Def+20
Rarity: 8 Slots: 3

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: - 3 3
Pellet S: - - -
Crag S : 1 1 1
Clust S : 1 1 1
Flame S : - - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : 1 - -
Recov S : 3 3 -

Poison S: 3 1 -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : 1 - -

33. Black Cannon

Req.: 5000z, 1 Dark Stone, 4 Dark Piece, 1 ElderDragonBlood,
3 Dragonite Ore

Attack: 252 Reload: Fast Recoil: Moderate

Rarity: 5 Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 3
Pellet S: - - -
Crag S : 1 1 1
Clust S : 1 1 1
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 - -
Poison S: 3 - -
Para S : 3 - -
Sleep S : 3 - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

34. Lao-Shan Lung Cannon

Req.: 6000z, 4 Lao-Shan's Shell, 6 Lao-Shan's Scale, 1 Rathalos Plate,
10 Dragonite Ore

Attack: 300 Reload: Very Slow Recoil: Light

Rarity: 6 Def +10 Slots: 1

Load Lv: 1 2 3
Normal S: - 6 9
Pierce S: - - 3
Pellet S: - - 4
Crag S : - - 1
Clust S : - - 1
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - 1 -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -

Armor S : - - -

35. Gravios Howl

Req.: 6600z, 8 Gravios Carapace, 1 Gravios Skl Shl, 1 Basarios Tears,
2 Rare Scarab

Attack: 312 Reload: Slow Recoil: Moderate

Rarity: 6 Def +16 Slots: 0

Load Lv: 1 2 3

Normal S: 6 6 -

Pierce S: - 3 3

Pellet S: - 3 3

Crag S : - 1 1

Clust S : - 1 1

Flame S : 3 - -

Water S : - - -

Thnd S : 3 - -

Freeze S: - - -

Drgn S : - - -

Recov S : - - -

Poison S: 3 1 -

Para S : - - -

Sleep S : 3 1 -

Tranq S : 2 - -

Paint S : 2 - -

Demon S : - - -

Armor S : - - -

36. Duelcaster+#

Req.: 7025z, 3 Diablos Thoracic, 6 Diablos Carapace, 5 Union Ore,
2 Majestic Horn

Attack: 348 Reload: Very Fast Recoil: Moderate

Rarity: 6 Slots: 0

Load Lv: 1 2 3

Normal S: 6 6 6

Pierce S: 2 2 2

Pellet S: - - -

Crag S : - - -

Clust S : - - -

Flame S : - - -

Water S : - - -

Thnd S : - - -

Freeze S: - - -

Drgn S : - - -

Recov S : - - -

Poison S: - - -

Para S : - - -

Sleep S : - - -

Tranq S : 2 - -

Paint S : 2 - -

Demon S : - - -

Armor S : - - -

37. Tigrex Skull

Req.: 7025z, 6 Tigrex Carapace, 3 Tigrex Skull Shl, 1 FireWyvrn BrnStm,
2 Wyvern Stone

Attack: 360 Reload: Very Fast Recoil: Moderate
Rarity: 6 Affinity: -30% Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 4 4 4
Pellet S: - - -
Crag S : 2 2 2
Clust S : - 1 -
Flame S : - - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: - - -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

38. Blastion Cannon

Req.: 3675z, 8 Pur Gypceros Wing, 6 Carbalite Ore, 3 Congalala Pelt+,
4 Hercudrome

Attack: 300 Reload: Slow Recoil: Moderate
Rarity: 6 Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: 3 - -
Pellet S: 6 6 6
Crag S : 1 1 -
Clust S : 1 - -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

39. Gravios Roar#

Req.: 7900z, 8 Blk Gravios Cpc, 1 Blk Gravios Skl, 1 Gravios BrainStm,
2 Hrd Monster Bone

Attack: 324 Reload: Slow Recoil: Moderate
Rarity: 7? Def +18 Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 -
Pierce S: - 4 4

Pellet S: - 4 4
Crag S : - 1 1
Clust S : - 1 1
Flame S : 3 - -
Water S : - - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : - - -
Poison S: 3 1 -
Para S : - - -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

40. Quickcaster+#

Req.: 6250z, 3 Kirin Hide+, 3 Kirin Thndr Tail, 10 Carbalite Ore,
2 Majestic Horn

Attack: 312 Reload: Very Fast Recoil: Moderate
Rarity: 8? Def +18 Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 -
Pellet S: - 4 -
Crag S : - 1 -
Clust S : - 1 -
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: 3 - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : 3 1 -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

41. Grande Daora#

Req.: 7700z, 1 Daora Jewel, 5 Daora Carapace, 4 ElderDragonBlood,
4 Hrd Monster Bone

Attack: 312 Reload: Very Slow Recoil: Light
Rarity: 8? Affinity: 30% Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 -
Pellet S: 4 - -
Crag S : 1 - -
Clust S : 1 - -
Flame S : - - -
Water S : 3 - -
Thnd S : - - -

Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : 3 1 -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : - - -

42. Vor Cannon#

Req.: 7350z, 2 Fatalis Shell, 2 Fatalis Horn, 2 Fatalis Scale,
6 Union Ore

Attack: 312 Reload: Fast Recoil: Moderate
Rarity: 8 Def +14 Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 3 3 3
Pellet S: - - -
Crag S : 1 1 1
Clust S : 1 1 1
Flame S : 3 - -
Water S : 3 - -
Thnd S : 3 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 - -
Poison S: 3 - -
Para S : 3 - -
Sleep S : 3 - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

43. Teostra's Flames#

Req.: 8025z, 1 Fire Drgn Jwl, 5 Teostra Carapace, 4 ElderDragonBlood,
4 Hrd Monster Bone

Attack: 324 Reload: Normal Recoil: Moderate
Rarity: 8 Affinity: 15% Slots: 0

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: - 3 -
Pellet S: - - 4
Crag S : 3 - -
Clust S : 2 2 2
Flame S : 6 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 3 -
Poison S: 3 1 -
Para S : - - -
Sleep S : - - -

Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : - - -

44. Destiny's Hand#

Req.: 8825z, 2 Fatalis CrmsnShl, 2 Fatalis CrmsnHrn, 2 Fatalis CrmsnScl,
4 Firecell Stone

Attack: 324 Reload: Fast Recoil: Moderate

Rarity: 8 Def+20 Slots: 0

Load Lv: 1 2 3
Normal S: 9 9 1
Pierce S: 6 6 6
Pellet S: - - -
Crag S : 2 2 2
Clust S : 2 2 2
Flame S : 6 - -
Water S : 6 - -
Thnd S : 6 - -
Freeze S: - - -
Drgn S : - - -
Recov S : 3 - -
Poison S: 3 - -
Para S : 3 - -
Sleep S : 3 - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : - - -
Armor S : - - -

45. Gaoren's Fire#

Req.: 8025z, 3 Gaoren Thoracic, 5 Gaoren Carapace, 2 Firecell Stone,
4 Pokke Ticket

Attack: 348 Reload: Very Slow Recoil: Moderate

Rarity: 8 Def+10 Slots: 1

Load Lv: 1 2 3
Normal S: 6 6 9
Pierce S: 4 - 4
Pellet S: - - -
Crag S : 1 1 1
Clust S : 1 1 1
Flame S : 6 - -
Water S : - - -
Thnd S : - - -
Freeze S: - - -
Drgn S : 2 - -
Recov S : - - -
Poison S: - - -
Para S : - - -
Sleep S : - - -
Tranq S : 2 - -
Paint S : 2 - -
Demon S : 1 - -
Armor S : 1 - -

D. Recommended (Or Not) Weapons

Yes, this list is small- don't fret, it'll be growing soon enough.

-Bows-

Recommended:

1. Akantor Bow: If you read the stats, then you already knew this was coming. High attack power and Dragon, along with a 50% affinity = PWNage. Go get it NOW.

2. Dragonhead Harp: It may have lower attack power than the Daimyo Bow, but let's face it- you chose a water bow for the water, right? Plus the 3 slots and defense bonus is a nice addition. The only sucky thing are the charges, unless you get the Load Up skill for the 4th charge (Prce lv3).

3. Dragon Bow Solar: Materials are harder to find than for the Sonic Bow, but it is worth it for the overall better stats.

4. Prominence Bow III: Blue Kut-Ku Stave is easier to make, but has worse stats, and I find Pierce much better than the Scatter. Courageous Wish doesn't have enough Fire for my taste, plus it lacks Pierce lvl 3.

5. Abominable Bow: Only Ice bow; you get the point.

6. Diablos Horn Bow II: Seriously, this is the only raw powered bow that is really worth keeping. Pierce lvl 4, 10% Affinity, +20 Def, and higher raw power than the other non-elemental bows- what's not to love about it? Well, only a single coating (Power), but still none too shabby.

NOT Recommended:

1. Tigrex Whisker (and other Tigrex weapons):...What can I say? Tigrex weapons suck to say the least. Sure it has high raw power, but what good is that with a -30% affinity? Not to mention the tedious gathering of materials for it...you might as well shoot yourself in the foot!

2. Emperor Lao-Shan Cannon: Nice attack power...but the -10% Affinity ruins it. Frankly, the Supreme Lao-Shan Cannon would be better due to higher defense, no negative Affinity, and a slot. But if you want it for eye-candy, go right ahead.

3. Duelcaster+: Only four types of ammo to shoot...no thanks.

4. Most Weaker Versions: This is pretty obvious, but I decided to toss it in. If you can get the "upgraded" version of a weapon (ex. Maelstrom+), then get it. Most of the time that later version has better stats, so it's worth putting in the extra effort to get it.

5. Ammo and Coating Combinations

This combination list (courtesy of awsoemattx) shows the combinations (obviously) for the various ammo and coatings.

Ammo/Coat || Req. Items

-----||-----
Normal S 2= HuskBerry+NeedleBerry
Normal S 3= HuskBerry+Rumblefish
Pierce S 1= HuskBerry+Velociprey Fang
Pierce S 2= HuskBerry+Pin Tuna
Pierce S 3= Sm Bone Husk+Pin Tuna
Pellet S 1= HuskBerry+Scatternut
Pellet S 2 = HuskBerry+Wyvern Fang
Pellet S 3= Sm Bone Husk+Wyvern Fang
Crag S 1= HuskBerry+Burst Arrowana
Crag S 2= Sm Bone Husk+Burst Arrowana
Crag S 3= Lg Bone Husk+Bomb Arrowana
Clust S 1= HuskBerry+Bomberry
Clust S 2= Sm Bone Husk+Wyvern Claw
Clust S 3= Lg Bone Husk+Scatterfish
Recov S 1= HuskBerry+Herb
Recov S 2= HuskBerry+Potion
Poison S 1= HuskBerry+Toadstool
Poison S 2= Sm Bone Husk+Ioprey Fang
Para S 1= HuskBerry+Parashroom
Para S 2= Sm Bone Husk+Genprey Fang
Sleep S 1= HuskBerry+Sleep Herb
Sleep S 2= Sm Bone Husk+Sleepyfish
Fire S= HuskBerry+Fire Herb
Water S= HuskBerry+Knife Mackerel
Thunder S= HuskBerry+Flashbug
Ice S= HuskBerry+Ice Crystal
Dragon S= Lg Bone Husk+Dragon Seed
Tranq S= Sm Bone Husk+Tranquilizer
Paint S= HuskBerry+Paintberry
Demon S= HuskBerry+Power Seed
Armor S= HuskBerry+Armor Seed
Empty Bottle= Whetstone+Sm Bone Husk
Power Coating= Empty Bottle+Nitroshroom
Poison Coating= Empty Bottle+Toadstool
Paralysis Coating= Empty Bottle+Parashroom
Sleep Coating= Empty Bottle+Sleep Herb

5. Credits

Thanks goes to awsoemattx for telling me about the Rapid capabilities of bowguns and the aforementioned combo list. Credit also goes to kent2c for the strategy on fighting gravs, and to NightbladeDND000, jarro and FatalisExpert for info on weapons. Kudos also goes to GrowMaster for the info on 4th level charges and telling me about the very, very huge collection at the Skies of Crimson website. I'd also like to thank my nephew for helping me with some of the online quests...and that's it for the credits. Swedish Fish to all those who helped me :D!

Oh, and if you send me info that I post and you don't see your name here, please tell me- I like to give credit where credit is due.
(And apologies if that occurs; feel free to slap me as retribution XD)

I'd also like to mention that several bows I listed come from the Monster Hunter Wiki (http://monsterhunter.wikia.com/wiki/Main_Page), and Skies of Crimson (<http://skiesofcrimson.com/mhf2/>).

(more on that below)

6. The Legal Stuff

You know the drill...this is my work; any copy of it without my explicit permission is NOT permitted. BUT printing it out for personal reference is perfectly fine. Claiming ownership over works that you did not create is ILLEGAL; meaning if you mention my guide, you CANNOT say that you created it. You may NOT sell it for profit, on- or off-line...and honestly, who would be dumb enough to buy it? Wait, don't answer that... I take any form of plagiarism very seriously- if you break any of the above rules, I WILL NOT leave you alone.

Disclaimer: Information referenced from Monster Hunter Wiki is denoted by ^ in the bow list; from the Skies of Crimson by # (4th charges come from this source). This is here just to let you know that the info came from those websites, not by myself.

7. Updates?

WOOHOO! I updated (again)! I finally finished with the weapon lists; thanks for putting up with my "lag" ^^.

Once again: it may be several days before I update this.

Also, in the next version I'll be sorting out the weapon list; the list is a bit "mixed up", due to the fact that I wrote it out as I unlocked each weapon. I'll probably sort it out alphabetically, to make it easier to search through.

Remember, if you guys have any suggestions and what-not, just email me. And thanks for reading ^^!