

# Monster Hunter Freedom Advanced Lance Guide

by richnieh

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Advanced Lance guide

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## 1. Introduction

There are a few lance guide in the website but I don't really feel they are describing how use it in enough details. They are just good enough for beginners and it is not one of the most popular weapons except for 1000 hours MH players. I hope to create a guide that concentrates to describe how to attack the monsters the easiest way I know.

## 2. Things to know about the Lances

I won't describe the operation of the lance again, most of the players already know. I will focus on how to attack the weak point of each monster but the basic concept is when you see an opening, attack. Lance does the quickest damage among all the weapons in the same period of time if you can attack consistently so it does not matter where you hit, it will causes damage.

You can only walk when you put on your lance but the game design that in most cases, walking is fast enough. Sidestep is not very good but backstep is very good, it actually make you recover quicker and retreat your original position. Block is very important using lance, the important thing about blocking is that once you block an attack, you are free to move until the attack animation is finished. Therefore, you can block and released immediately even the enemy is all over you. There are some special cases I will describe later.

You can change your direction during charge so don't just go straight all the time and overrun every time and look stupid.

## 3. Preparation

First of all, try to get guard + skill, that is the most important skill a Lance user need because Lance make you slow. Secondly, get a lot of power juice or mega juices. Thirdly, get a lot of mega drugs for obvious reason; mega armour skin is pretty necessary because lance user will stay very close to the enemies which means you may not recover before you can guard so you need to withstand the damage.

Some people prefer skills over high defence. I think for using lances, I prefer high defence over skills. The only skill you most likely need for using lance is Guard+ and you can use it to block roars or winds. Fortunately, most Guard+ skill amour set come with high defence. See this site for amour sets <http://faqs.ign.com/articles/906/906896p1.html>.

## 4. Monster Strategy

### 4.1 Yian Kut-ku

It is the same for the normal and blue type.

Try to initiate the attack from the left side (his right side) because when he spit fireball, his left leg will interrupt you if you are standing at the right side.

Walk to left side and attack his wing (or block his leg and attack his head) after any attack from him.

Note that his wing tilt up to his back end so try to attack wing 痲 front end.

When he is under rage mode, forget about wing or head (unless he is groaning), attack his main body. The best opening is when he is spiting four fireballs.

Remember to block his tail swing facing the tail, not other direction.

His charge comes from no where during rage so attack only when you absolutely sure. There are opening.

If you have a lance with attack over 350 (Babel spear), you can stun him on your third hit of the triple circle combo on the wing. Step back for continuous hits (cross, triple circle, cross?repeat) and you should be able to hit 15 times (5 combos) non-stop until he is under rage.

#### 4.2 Gypceros

It is the same for the normal and the purple type.

His weakness is at his stomach so basically you want to stay as close as possible and his tail swing will most likely miss.

To break his crystal, wait until you see he is doing the flash. Block and step back, hit his head three times. 6-9 hits will break it for normal type and after that, free hits every time when he still tries to flash, especially he is under rage.

Always try to block his flash, he takes long time to recover and if his flash does not stun you, he will most likely to do flash again for 3 more times. That is free 12 hits on the weak point and 600+ damage with 400 attack spear (dragon rider).

Triangle-poke his head (only once) when he is faking death. You are safe if keep your distance correctly and it is very easy to do so.

#### 4.3 Cephладrome

It has the same move as Plesioth but smaller.

You can attack his fin using unsheathe attack to drive him out of sand. Otherwise, use sonic bomb if time runs out (or your patience).

Lift your lance to run around to lure his sand attack and run into him to do unsheathe attack plus two more circle attack.

You can stay under him during tail swing but it is easy to get hit.

#### 4.4 Rathalos

To break his tail, wait for him to his air attack. Stay on one side of his shadow for the attack to finish and walk to the other side to wait for him to land. Keep the right distance so you don't 雅 get a wind stun and then do triple circle combo.

To break his wing, block his tail swing and then poke it three times, you recover after block faster than him.

To break his head, wait for him to fly up, stay on one side of the shadow but not too far or you will get clawed. Move back about 2-3 back step distance and poke his head.

If you have a spear with 500 attacks (dragon rider), you can stun him with triple circle combo and achieve 18-20 continuous hits before he is under rage.

#### 4.5 Rathians

To break his tail, wait for him to groan and walk under him when he is doing triple fireballs. You should be able to do 2 circle combos for each groaning.

To break his wing, the same as Rathalos.

To break head, wait for groaning and fireballs.

When he is doing his killer flipper move, move out of the wind area and triangle, circle, circle his head.

500 attack spears can do continuous hits like Rathalos.

#### 4.6 Khezu

Without Guard+, lift your lance and move around until you see a lightening breathe. Move around the attack and then poke his head.

With Guard+, stay close and block his lightening surge move, you won't 雅 get moved away or get hurt. You can attack even the animation is not finished. Poke anywhere three times under normal mode and twice under rage mode.

Red Khezu bite is very damaging and quick under rage (the long range whip neck attack). Beware.

#### 4.7 Basarios

Lances is bad against it because it moves away too slow that you will smell his fart every time and you cannot block it. Bring antidote.

Stick with raw damage. He is not Gravios.

Wait for him to charge and run to him. If you can move under his head before he charge again, you won't 雅 get hit and you can poke him couple times. If you move in but in front of his head, block.

Block his tail swing, you can attack him three times but beware, at G-class, his tail wing hurts.

If you are really sick using lance and getting poisoned, switch to Eternal Schism.

#### 4.8 Gravios

It is quite hard to break his tail but the best way I find is to wait for his sleeping gas and move around him to poke his tail. You can also poke his tail after his shoulder attack if you have Guard +.

If you have guard+, stand against the wall to wait for his charge. Move away if he is going the volcano breathe.

Use water element and try to attack his belly continuously. Once his belly crust is broken, it will be an easy kill.

After G-class, every single move from him will be very dangerous. You will have plenty of chance to attack his belly so focus on your block.

#### 4.9 Plesioth

If you use frogs or bombs, you will drive him rage. I usually just am patient with him and wait for him to come out of water.

In desert cave, using frogs will actually hurt him and stun him for quite a while and nothing will bother you so it is good to use frogs.

In the Jungle, it will come out of water more often so just be patient.

His weak point is at his belly but his feet are weak too.

The strategy against Cephладrome by moving away and in is not really guarantee the three hits combo because Plesioth is quicker and bigger so I recommend just stay with poking his leg.

Stay under him during the tail swing can give you chance for a lot of hits.

His shoulder attack comes very often and blocks it only give you one hit because he moves away after the move so concentrate on blocking and following move.

#### 4.10 Diablos

To break his tail, stand by a wall or ledge and wait for him to charge. After he is stuck, walk between his leg and poke his tail three times.

Need 9-12 hits to break.

To break his horn, climb on a ledge and wait for him to be stuck. Do triple triangle combo and back step. 6-9 free hits. Require 12 hits to break his horn.

In zone 3, the ground close to zone 5 is solid and he cannot jump out from it. Wait there and block his attack. Free hits.

He is strong against everything and only little weak against water. Don't just assume water will do very high damage. High attack Lance does not really do much neither. White disaster has high raw and some water damage but other than that, you just simply need a lot of sonic bombs and flashes. By the way, white disaster is only available in HR5 unless you can slay HR4 Gravios less than 20 minutes or with 5 preys constantly annoy you.

#### 4.11 Lao-Shan Lung

Dragon lances are hard to come by but fire element will do well too.

The normal Lao moves very slowly, so all you have to do is to back step plus triple circle all the time.

At the fort, when he is standing up, triangle his feet and back step, WALK couple step back and then triangle his feet again.

Azure Lao moves just as fast as normal Lao under rage and twice faster under rage. So under normal condition, you can only do two pokes and step back; under rage, one poke and step back.

If somehow you still fall behind him, face forward and charge towards his head. Control your direction, wind won't stop you but his feet will.

You lose a third of your life bar if he steps on you even if you have 200 defence.

#### 4.12 Fatalis

Put on your lance at the beginning of the fight (or after you drink all the necessary potions).

Walk towards him if he is turning.

You cannot block his fireball with guard +1, not sure about guard +2 but I am not trying.

If you are close to his tail, charge along his tail until you reaches his leg. You should get 5-7 hits plus one charged triangle. High damage if your lance has dragon element (5 hits charge plus 1 finisher cause 140 damage on tail alone).

Do the usual on his leg. You can stand in front of him when he is wall hugging, block his belly and poke his chest. Hopefully you can break his chest.

To attack his head, wait for his jump fireball. Look up to ensure he is not doing fireball again. Walk to appropriate position and poke him before he is fully landed. Circle pokes twice, jump back pokes three more times. True black dragon spear can do 361 damage on 5 hits without other help.

Under rage, you can only hit him 4 times maximum on the head.

You need ESP for the whole fight.

#### 4.13 Others

##### Any Preys

Preys are hard to kill with lances because of the immobility.

There is a trick: do a unsheathe attack but aim correctly and before you fully recover (you will stand straight and pose), do charge, you can charge before you are recovered. The prey hit by you will fall back and you can charge him until he is dead.

##### Any Dromes

You just have to do unsheathe attack all the time to maintain your mobility.

##### Insects missions

Don't use lance.

##### Any Pigs (lol)

The unsheathe attack should stun the hug anytime so you can actually charge (not the actual charging, just run towards him and unsheathe attack) and see who wins.

##### Any Cats

If it is not one hit kill, you will have something stolen.

#### 5. Conclusion

It is true that lance is the most damaging weapon in the game. The hammer's triple attack does twice damage than lances triple circle combo but you should be able to do two combos before the hammer fully recovers. Lance lose sharpness a lot slower than duel swords (considering three fury combo= 10 triple circle combos in terms of losing sharpness) and lance users stay in one place after the combo attacks (SnS users are all over the place after a full combo). Lance users can poke stun medium size wyvern over and over again as for SnS users, you can turn back and slice the head once more and that is it. Considering a 550 attack lance and stun and hit Rathalos on the head for 20 hits, that is about 1500HP in the span of 30 seconds. That is some kind of crazy damage.

However, in the case of Fatalis, because the window for hitting his head is always the same and his motion stops you from attack again even if you stun him. Eternal Schism and its dragon element remain the best weapon against him (584 damage if whole fury combo hit, which is impossible by the way). Hammers can do over 400 damage and very easy to land all three hits on but when he is under rage, triple attacks recover too slow to avoid Fatalis attack and that is instead death. You need to be a pro to use a hammer to win. Lance user is safe, charge can do higher damage than Schism when Fatalis is moving and lances attacks more consistently than duel swords and you don't need to invest in mega juice.

I hope my guide is helpful for any player interested in using lances. I have a few other guides for using lances in more detail on each wyvern if anyone needs it.