## Monster Hunter Freedom 2 Beginners Weapon Guide

by Blackest Ether

{4d} Long Sword

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/Beginners Weapon Guide/
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Intro/ [2]

Greetings! welcome to my FAQ about our magnificent game MHF2. if you have read my previous FAQ that means you are reading my 2nd guide. firstly,thanks for those that helped me during the creation of the guide. without you guys I wouldn't write these. what these? you're going to find out. yes.if you read the title you've should known since first while. it's about Weapon Guide for Beginners, and here we go..

Weapons,the key,the heart and trump card of your hunting. well,basically it's the main equipment for your entire hunting career. the technical factor from hunting it self, 90% are based on your weapon. and the rest is your armor. why? let say..if you're hunting a Kut-Ku,and you are naked ("Nothing Equipped"set) and all you can grab is a Bone Kris,can you finish the hunt? the answers is yes. as long as you dodge all his pathetic attacks and slice-n-dice 'em, they'll just die and what about if you got no weapon? even you wears Dark Akantor set,but you don't have anything beside Kick when fighting an Iodrome,you'll just freaked out before you actually killed him right? even if you could kill an Iodrome just using bombs. there's no way to beat Teostra using bombs. ^^d

and yes once again weapons are one of them most important thing in MH. MH doesn't need you to clear the whole game just by using one type of weapon. in fact,you need to use 'em all. respect them,never underestimate them,and master them,they'll serve you right and that's what I'm going to tell you about. Know It's Basics/ [3]

Allright! moving into the basics! Weapons basics will be divided in two categories. one.. what? you wanna jump to the main section? allright for those who are fully mastered about the basics may skip into the main section, BUT! for those who just started playing or those who don't know anything beside chop and chop. you are gonna regret it if you didn't learn the basic. you gotta crawl before you walk.

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the first is based on Damage Type Dealt, and the second is job class.

There are 2 Types of Damage Type in entire MH series I . Cutting II. Impact

[3a1] CUTTING

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As you can see, it's type of weapon that cuts, cuts, and cuts monsters. it's mainly blade-shaped and usually got better sharpness than other.

cutting weapon plays it's card on it's Sharpness. well.. basically all melee weapons are dependent to Sharpness

and in this part I'll teach you the importance of Sharpness.

see the Sword icon below your Stamina bar? that indicates your current Sharpness. Sharpness it self are divided into several levels. and from lowest to highest : RED < ORANGE < YELLOW < GREEN < BLUE < WHITE</pre>

most of basic weapon starts at YELLOW or GREEN. and most of end-game weapons have BLUE and some WHITE sharpness.

so..what's this Sharpness do? well, if you think it logically, which one has more capabilities to cut? grinded-this-morning knife or rusty knife? of course any dumb people will pick the first one and that's the point. THE SHARPER THE WEAPON, THE STRONGER DAMAGE DEALT.

so.. what about RED level? are there any weapon start from there? No. it's big no . RED level can be achieved by keep hitting your weapon to it's doom.

and what happened if your Sharpness reach WHITE or RED? let me explain it on the Sharpness section below. ;]

Cutting weapon is the majority. all melee weapons that exist in MH 60% are Cutting weapon,40% Impact.

the main feats of cutting weapons are that cutting weapons can dismember tails. yes,we seperate a tail from it's owner. simple right? hmm? it's violence and gore? nah,I don't think so. it doesn't have enough blood animation to be called "Violence and Gore" remember Capcom's Onimusha? you can even do worse to those Genma.

anyway,once you cut their tail you can carve them. number of carves are vary among the monsters. Gravios may give 2 carves and Rathalos can only give once.

some cutting weapons got WHITE Sharpness, so for the slice-through thing Cutting is your man for the job.

WEAPON FOR CUTTING (make sure you try these things)
-Sword&Shield -Long Sword
-Dual Sword -Lance
-Great Sword -Gunlance
-Bow (Melee Attack)

[3a2] IMPACT

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Impact, are quite different story from Cutting. this weapon type got no razor-edge and don't give much blood animation.

but still, as a fellow Blademaster weapon, it has a Sharpness. and Impact damage also affected by it's Sharpness so keep that in mind.

And the main star of Impact weapon is Hammer. Hammers and Hunting Horns can inflict special status point named Stun. Hit several times on monster's head and they'll fall into the ground and helplessly immobilized, for around 8-10 seconds. want to know more about Stun? just wait or skip into Hammer section.

Since it's blunt weapon, it cannot cut tails. and obviously, can you cut it by smashing it?

Impact weapons can also do things that Cutting Weapons can't. well,just call it Breaking. it breaks monsters parts that cannot be cut over. the best and the only example is Daimyo's Shell.

So want to make those biggie get dazzy? Search and destroy? Impact weapons rules.

WEAPON FOR IMPACT (make sure you try these things) -Hammer -Hunting Horn -Lance Some monsters may suffer more damage if they're being cut in this part, and some monster may take less damage if you hit that part with Impact. and Vice Versa. according to the hitzones chart, monsters have slightly different preference of damage. make sure you know if you're hitting the right part with the right weapon to ease up your whole battles.

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SPECIAL NOTES: -Lance inherited both Cutting and Impact abilities. -About Bow and Bowguns,I think they can be considered as both Impact and Cutting since Bowguns can Stun monsters. and Bow's melee attack can cut tail.

a Fellow at Minegarde pointed that Bow melee attack have both Cutting and Impact capabilities:

"It does either cutting or impact, depending on which will do more damage. Like lances, but without the penalty for impact. So you can cut tails and break crab shells.."

Thanks Jask!

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Allright, so far there are only 2 type of job classes in entire MH series. remember, MH is does 'primitive' hunting style, so don't expect any fuzzy classes like on other RPGs. Priest? Mage? Thief? Knight? Templar? NO! THE ONLY JOB HERE IS HUNTER!! and that's what you're gonna do until you quit playing MH for some reason. but maybe you can be 'Knight' or something else since there are armors similiar to medieval knights. :p

BLADEMASTER/ [3b1]

Yes,Blademaster is the most classic and stuffy class you'll ever see. they possess wide range of melee weapons and their armor were the toughest. well,aside from that,their weapons are ENTIRELY melee or close-range or whatever you refer it. since Blademaster's weapons are melee type,they'll have Sharpness Icon. and this icon will show the proof that you're real Blademaster. there's only one word for Blademasters: "Fight like a man". you can't be victor if you don't at least get close to them.

WEAPON FOR BLADEMASTER (try and master it) -Sword&Shield -Lance -Dual Sword -Gunlance -Great Sword -Hammer

\*\_\*\_\*\_ GUNNER [3b2] \_\*\_\*\_\* Gunner, their name should already gave you the idea. this class are mainly long-ranged thing. and tend to stay away from it's target. and their weapon consist letter "B" on it which is Bowguns and Bow. As a Gunner, they have 'Bullet Icon' replaced on Sharpness Icon. and the Inventory Shortcut will have extra menu for Bullet selection. if you're having trouble with some kind that close range wouldn't do any good, assaulting from distance is a good thing. they aren't built for taking damages, though. WEAPON FOR GUNNER -Bowgun (Heavy & Light) -Bow ------SPECIAL NOTES: -Classes are automaticaly changed once you equiped that weapon. -Selceting one type of class here affects the type of armor that you can wear. -Blademaster has great defense but low element resistance, since their place are in frontline. -Gunner is the vice versa. half defense power but stronger elemental defense. -and for some reason, Head armor can be equipped by any class. \_\_\_\_\_ {3c} MISCELLANEOUS THINGS \_\_\_\_\_ Some extra things that are included in weapons beside attack power. here they are: \_\_\_\_\_ [3c1] SHARPNESS LEVEL You can find these on Melee/Blademaster Weapons. So far, there are 6 colors categories of Sharpness: : damage dealt 130%, will never bounce, except on some monster's WHITE parts such as Fatalis's tail BLUE : damage dealt 125%, only bounce at super-hard surface GREEN : damage dealt 113%, bounce at some monster's parts YELLOW : damage dealt 100%, most likely bounce ORANGE : damage dealt 75%, high chance that it'll bounce

-Long Sword

-Hunting Horn

RED : damage dealt 25%, will bounce even on Mosswine

after several hits, depending on how long is the Sharpness level your weapon's sharpness will drop and eventually will reach RED if you're out of grinding items or gone berserk without looking at the icon. and just one thing, if your weapon bounced, damage you've dealt will be decreased by 70%. so don't expect that you can beat Giadrome easily with RED weapon. my advice is that you grind your weapon every time it's sharpness drop. so if you got BLUE sharpness and dropped to GREEN during your fight go grind it ASAP. if you got WHITE to BLUE? same thing. never let your weapon's sharpness drop below it's maximum. you won't regret it. the items for sharpening are: -Whetstone -Mini Whetstone (75% effect of Whetstones) -Knife Mackarel yeah, what do you say? you can use even fish to sharpen your weapon. a Whetstone can fill almost 3/4 entire Sharpness bar, so never leave home without 'em for Blademasters. and there are some Armor Skills that enhance your Sharpness: =Sharp Sword (Sharpness skill +10) -your weapon will be more durable and halving your Sharpness drops. ~you can get it in Ceanataur armor =Sharpness +1 (Artisan skill +10) -adds visible Sharpness on your weapon. if it got long GREEN, it'll increase to BLUE and so on. but if it got very poor GREEN (e.g Akantor Katana) it'll just extend those GREEN, not adding BLUE. ~Akantor and gemmed Ceanataur provide this [3c2]BULLET/AMMO & COATINGS You can find these on Ranged/Gunner weapons. So far there are 3 common types of ammo. including arrows.

Normal S/Rapid Shot : standard ammo that deals neutral damage Pierce S/Pierce Shot : ammo with piercing capabilities Pellet S/Scatter Shot : ammo with spreading capabilities

Bowgun's ammo will vary into several types such as Paint S,Tranq S, Dung S (WTF?) and many more.

while Bow will have Coatings instead of ammo. those are:

Power Coatings : Increase Damage by 1.5x Poison Coatings : Gives arrows Poison properties Sleep Coatings : Gives arrows Sleep Properties Paralysis Coatings : Gives arrows Paralysis properties

The number of ammo you have will be shown on Bullet Icon. under your Stamina bar. these shows you how many bullets left on the magazines(?) in your Bowgun. You can check how many total ammo left on the Inventory shortcut.

On Bows, the Bullet Icon will be replaced by Coatings Icon. the function is the same as Bullet Icon. []x1 represent 10 Coatings so if you got 50 Coatings, it should be shown like this -> []x5 if 43 Coatings.. -> []x4 [][][] you'll figure it out.

There are several Armor skill that support Ammo&Coatings too! guess what..

=Normal S/Pierce S/Pellet S up
-Increase the level of Normal/Pierce/Pellet shot.
-for Bows,it'll increase Rapid/Pierce/Scatter shot as well.
~armors that provides it are vary (Conga S for Normal,Ceanataur for
Pierce,Velociprey S for Scatter)

=Normal S/Pierce S/Pellet S add
-Allows you to use those ammo type. the higher the skill point,the
higher ammo level you can use.
USELESS ON BOW
~armors that provides it are vary

=Load Up
-Increase the Bullet magazines capacity.
-for Bows,it'll allow you to use the 4th charge. sweet!
~Monodevil provide this

=Speed Fire -Making Reloading unneccesary. that means UNLIMITED BULLET 'till you've ran out. -somehow,it'll increase the shot speed for Bows. dunno for sure. ~Death Stench S,Dragon set provide this

There're more features that included in weapons besides Sharpness & Bullet thing. and that's called "Affinity". let me explain for a bit what's affinity is.

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=+=+=+=+=+=+ [3c3] AFFINITY =+=+=+=+=+=+=+

Affinity are showed in percentage. so what does it means? Affinity means YOUR CHANCE TO INFLICT CRITICAL HITS WITH THAT WEAPON. yes,that's right,Critical hits. remember that sometimes that there are RED lines when you hit something? that means that Critical hits

has occured. so how does this works? let's say if you got 10% of affinity. that means you'll have 10% chance to have critical hits. . . . . What? that's it?! well, yeah. it's just too simple, no need to explain it into the deepest. I'm sure you guys are already familiar with it on other RPG games. and what about 0%? 0(zero)% affinity means that YOU WILL NEVER GET A CRITICAL HITS. that means that the Critical thing are simply turned off. most early weapons got 0% affinity, so don't complain. and minus? if you got minus affinity such as -10%, that even worse than 0%. minus affinity means YOU'LL HAVE CHANCE TO INFLICT LOWER DAMAGE. (contrary to Critical Hits). what's that? well yeah, I believe MH is the only game that has minus critical rate.^^ when you see a BLACK lines when you hit something that means your damage is lower. and to fill something missing: Criticals (RED LINES) GIVES 125% DAMAGE and Minus-Criticals (BLACK LINES) GIVES ONLY 75% DAMAGE Skill that helps on Affinity: =Reckless Abandon -Increase Affinity based on the Sharpness ~Rathalos Soul and Dark Akantor provide this NOTE: Akantor weapons got the highest Affinity in-game (35%-50%) and Tigrex weapons got the lowest one (-30%) =+=+=+=+=+= [3c4] SLOTS =+=+=+=+= I think it's self explanatory, but I'll tell it for this once. Remember that your armor got some slots on it? the "oo-" thing? the weapon's slots are worked just the same as armors does. since it'll give you some extra Jewels, means extra skills. NOTE: The Blackbelt Weapons got 3 slots.

=+=+=+=+=+=+=+=+=+= [3c5] DEFENSE BONUSES =+=+=+=+=+=+=+=+=+=+=+=

Some weapons give Defense Bonus. this will be shown on the 'defense+#' thing on weapon's statuses.

I think this is VERY self-explanatory.

NOTE: some Daimyo weapons gives Defense Bonuses.

And that concludes our weapon basics. from now on, if you don't understand a thing that I wrote after this session, make sure to visit the basics again.

WEAPON GUIDE FOR BEGINNERS/

Allright, since you've known the basics it's time to unripe every weapon that ever exist in MH.

=+=+=+=+=+=+=+=+=+= {4a} Sword & Shield =+=+=+=+=+=+=+=+=+=+=

First,I'll describe the most basic but deep weapon. Sword and Shield.

Sword&Shield,(the game says "Sword" so don't get confused) it's consist of a Sword and a small Shield on other hand.

Many Hunters don't like using Sword&Shield because.. -low Raw damage won't let you fast-kill large monsters -poor Guarding compared to Lances/Gunlances -short ranged. very close combat is the only choice

that are the most common reason why many people rarely using Sword&Shield. but.. if you take a good look and with little practice,Sword&Shield can be the most versatile weapon for many situations.

 $-(^)+(0)$  when unsheathed -> Jumping Slash (can reach some high place like tails) -[R] when unsheathed -> Guard ( it's not too strong, so use only for roars and light threats) -(O)or(^) while Guard -> Quick Slash ( for Tanking or Bomb Triggering ) -([]) while Guard -> use item here's the pros of Sword&Shield: -it's small. so do the materials needed to create -fast, quick attacks, easy for targeting plus dodging -sheathing weapon faster than any weapons -can use Items while unsheathed -wide variety of Elemental and Status weapons -fast attack can cause heavy elemental damage -best weapon for Hit-and-Run tactic Here's some tips of using Sword&Shield: -always sheathe your Sword when you got a chance -Draw Attacks are great for opening combo -block roars and flashes using Shield, but stay away from Gravy's Beam or Rathalos's Claw -if you want to support your team by inflicting statuses, this is the best choice -the full combo is  $(^)x4 \rightarrow (0)$ . but for Hit-and-Run tactic, do shorter  $(^)$ then (O) to roll. and here's some Sword&Shields that you should go after: -Azure Ogre Sword ( Blue Ogre Sword -> Azure Ogre Sword ) Best Dragon Sword&Shield. 500 Dragon Element will easily crush any Elder Dragons.but 182 raw damage made it difficult to fight neutral monsters. -Shining Wyvern Blade ( Shining Wyvern Blade ) Best Raw damage Sword&Shield, with 336 pure Raw damage and Blue Sharpness it's good deal for any monsters.besides, it's surprisingly easy to craft. -High Sandman Spike ( Chief Kris -> Weary Finsword -> Sandman Finsword -> Sandman Spike -> High Sandman Spike) Anyone who familiar to Sleep Bombings should have known this Sword. yeah, it got 252 raw and 320 Sleep Element. but Swords fast attacks should be able to send Kirins to bed time in few hits. -Thor's Dagger ( Kirin Bolt -> Kirin Bolt+ -> Kirin Bolt Ultimus -> Thor's Dagger ) From the name you shoul knew it. yes, it's Thunder Elemented Sword&Shield with nice 390 point and decent 238 Raw.anyone weak on Shocks will be skewered by this weapon. besides, once you're getting hanged of killing Kirins you'll get this in no time. Since Sword&Shield has fast attacks almost equaling Dual Swords,

Sword&Shield are capable to deal great damage of elemental and statuses. Sword&Shield are very basic, simple but deep weapon to start with. it'll make the beginners to adapt to the game's control quickly and made their way to another weapon class. But don't take the conclusion yet. consider this weapon is for beginners, and you've made a big mistake. those Sword&Shield feature that mades the pro hunters to make use of them in many hard quests.

For example, for Kirin you can either choose Sleep-bomb him or brawl him. if you want tactical battle like sleep bombing, using High Sandman Spike will dozes Kirin in few hits. as for brawling, high raw powered are prefered. don't worry, they can dish out some good damage.

Fast attacks, agile movement, capable in Guarding has made Sword&Shield to become precious weapon class among the other.

Go out there and start hunting!

Next is the Dual Swords.

as it's name implies.it's the only dual weapon in game, consist of Sword in each hands.it's alternative weapon for Sword and Shield and have existed since the first MH series.

Many people doesn't like Dual Swords because.. -No Guarding leave you no choice but to roll or get hit -Sharpness fall faster than any weapon -most attacks are fast but weak,and leave you open when attacking -most attacks were focused only on single foe

that are the most common reason why many people rarely using Dual Swords. but.. if you take a good look and with little practice, Dual Swords can be the most damaging weapon for many situations.

here's the pros of using Dual Swords: -it's small. so do the materials needed to create -has the most devastating combo in-game -it's the most effective weapon to inflict elemental damage [although Capcom has decreased the element damage to 70%] -Devilish Dance are deadly to immobilized enemies -Spin Slashes can reach high places

here's some tips when using Dual Swords: -Devilish Dance is the strongest Dual Swords combo, THAT IF ALL SLASHES ARE HIT. in other words, when the enemy is moving, Double Spin Slash can be stronger than Devilish Dance -Pure raw Dual Swords gives less damages than the Elemental does -bring many Whetstones. since you'll grinding a lot -Demonize don't give you attack bonus, but unlocks Devilish attacks, ESP[anti-bounce], and anti-wind -if you want to optimize your offense, gulp Power Juice/Mega Juice and go Demonize all the time -Favorite combo : (^)+(O) -> (^)3x -> (O) -> [R] (Demonize) -> (^)4x -> (0) -> quickly after 1st spin (^)+(0). it's very cool. and here's some Dual Swords you should get: -Ultimus Heaven & Earth (Black Sword [Sword&Shield] x> Double Dragon -> Double Dragon Ultimus -> Ultimus Heaven & Earth) this is yet, the best Dragon Elemental Dual Swords. it has 280 raw and 300 Dragon element.in can be only crafted from Sword&Shield [Black Sword] then cross-classing to Double Dragon. Very hard to get but it's worth of it -Eternal Schism (Worn Blades -> Weathered Blades -> Eternal Schism) 182 raw and 400 Dragon element. this will be the earliest Dragon Duals you'll get.sharpness is blue, but -20% affinity and trash Raw damage. quite hard to get but at least it's easier than Ultimus. get this if you can't get Ultimus Heaven&Earth. -Limb Cutter (Bladed Edge -> Bladed Edge+ -> Limb Cutter) pure raw 266.that should be more than enough for laughably easy materials. anyway, it has blue sharpness and 15% affinity. so it's favorite raw Duals for beginners. -Akantor Blades (Akantor Blades) once again, Akantor's arsenals are the best in MHF2. for his Duals.. it has 350 pure raw damage and outstanding 35% affinity. unfortunately, it's Sharpness trash. get Sharpness+1 and you'll be still grinding a lot. Dual Swords are effective against small monsters and non-hard shelled monsters.but, who said that hard-shelled monsters [for once again like Gravy] are non match for Duals? since elemental damage doesn't really care where it hits, you'll deal tons of damage if you do nonstopping combos. for those monsters, Capcom has prepared wide selections of ELEMENTAL DUALS for us, be thankful. it's like this : -Gravios [go with Guild Knight Saber or Cutlass+] -Elder Dragons and Wyverns [Ultimus Heaven & Earth or Eternal Schism] -Plesioth [Improved Power Saws or Kirin Bolts] -Blangonga [Corpse Blade]

just go Demonize, slip pass under them, do Devilish Dance!

Fastest attacks, deadly elemental damages, and fast moving. Dual Swords deserves to become one of the most crushing weapon for any monsters. Let your Inner-Demon come out! =+=+=+=+=+=+=+=+=+ {4c} Great Sword +=+=+=+=+=+=+=+= ok, let's discuss about Great Swords. Great Swords have existed since the very first MH series and has been up until now.Like it's name implies ,Great Swords are very large,big and long compared to other weapons. many people doesn't like using Great Swords, because.. -You walk slowly when unsheathe your weapon -attacks take too much delay and leave you open for monsters attacks -they are hard to control, if your attack miss, you must reposition yourself for the next attack -Great Swords will bounce if hit near sword's hilt, and once again leave you open -Blocking reduce your sharpness, that's why people hesitate to block with Great Swords -they send your partner flying [in multiplayer]. that are the most common reason why many people rarely using Great Swords. but.. if you take a good look and with little practice, Great Swords can be the most perfect weapon for many situations. Controls -(^) when sheathe -> Draw Attack [the most useful] -(0) when unsheathe -> Circular Slice [effective for chaining attacks] -(^) when Unsheathe -> Vertical Slice [hold down to charge, max 3 charges]  $-(^)+(0)$  when unsheathe -> Upswing [the most powerful, but slow] -[R] when unsheathe -> Guard  $-[R]+(^)+(0)$  when sheathe -> Quick Guard here the pros of using Great Swords: -Has most powerful single attack after Hammers. [Lv3 V-slice] -commonly, has many high raw damage -circular attack are fast can save you from being surrounded -capable of both Rolling and Blocking -draw attack are both fast and powerful -you can kick while unsheathe your weapon, useful for waking up your partner in the middle of fight here some tips when using Great Swords: -Dodge a lot. when you feel you can't evade the attack, that's where Blocking become useful [especially Roars] -don't walk with the weapon unsheathed -wait for an opening then attack their weak point.draw attack works well here -hit one then roll/block, sheathe your sword, then hit again ['hit and run' tactic always being the best]

-when a Wyvern is going to land, charge your sword below him

-go with combo (^) -> (0) -> (^)+(0) -> (0) -> (^).. and so on -'stuck-able' wyverns like Tigrex and the bloses are easy to play with. how? take a position in front of the wall/rock then guard, and let them charge you and here some Great Swords that you should go after: -Siegmund (Valkyrie Blade -> Spartacus Blade -> Siegmund) with whooping 1056 raw damage, blue sharpness, 15% affinity, and some defense bonus Siegmund will be the easiest strongest weapon to obtain. -True Dragon's Jaw ( Agito -> Wyvern Agito -> True Dragon Jaw's ) It has the same ATP as Siegmund, but it doesn't has affinity. great replacement if you can get those Rubies. -Shiny Rathalos Sword (Red Wing -> Blue Wing -> Shiny Rathalos Wing) 864 raw and 520 fire element is a good choice for those who weak to fire. but quite hard to craft. -Golden serpentblade (White Serpentblade -> Silver Serpentblade -> Golden Serpentblade) 816 raw and 400 ice, great green sharpness and easy to make for starters. Great Swords are effective when fighting large and slow monsters like Gravios. but that doesn't mean the fast-moving monsters like Tigrex or Bloses outcome Great Swords. for example, when fighting Tigrex. when he charge at you, just run around until he stops or make him stuck if that's available. if he goes biting, draw slash his head then roll and aim for his tail. if he goes taunting, charge your sword right beside his head and let him taste your steel. you can block his Roars easily. just repeat this and Tigrex will be history. High raw damage, capable of Blocking and Rolling, makes Great Swords become a high balanced weapon in the right hand. with the right strategies and enough patience, believe it or not, Great Swords are suitable for almost every bosses in game. care to full swing some head? =+=+=+=+=+=+=+= {4d} Long Sword =+=+=+=+=+=+=+= Now I'll cover Long Swords. Long Swords is long and deadly sword that become an alternative weapon for

GreatSwords.they are similiar to Great Swords, but in lighter and thinner version.

many people doesn't like Long Swords because..

-lower attack power than Great Swords in compensation for fast attacks -sharpness drop quicker than Great Swords -no block. which leave you no choice but to roll or get hit -Spirit Charge attack is useful, but if you are in bad position, it could lead you to death that are the most common reason why many people rarely using Long Swords. but.. if you take a good look and with little practice, Long Swords can be the most effective weapon for many situations. controls: -(^) when sheathe -> Draw Attack [again, it's the most useful attack]  $-(^)$  when unsheathe -> Vertical Slice [up to 2 slices in a row] -(0) when unsheathe -> Stab [the fastest and the weakest] -(^) after Stab -> Gut Ripper [fastest attack after Stab]  $-(^)+(0)$  when unsheathe -> Backhop Swing [effective for finishing attack and to end your chain] -[R] when Spirit Gauge filled at least 1/4 -> Spirit Charge attack [up to 3 times] here the pros of using Long Swords: -when the Spirit Charge is blinking, you'll get bonus attack power equal to Mega Demondrug -it has better control compared to Great Swords -you run at normal speed -useful for cutting tails, destroying spesific parts from monsters since it got length, swiftness, and decent damage -high sharpness almost for all Long Swords -Spirit Charge attacks can slice through anything here some tips when fighting using Long Swords: -if you like 'Hit and Run' tactic, Draw Attack will do the job well -it's fine for running around with unsheated weapon but try to sheathe in case you'll have to Dive Jump -always aim for monster parts. remember, that's Long Swords main job -unleash the greatest combo (  $[R] \rightarrow (^) \rightarrow [R] \rightarrow (^) \rightarrow [R]$  ) when your opponent is down -the unlimited combo is.. (^)x2 -> (0) -> (^) -> (0) -> (0) -> (^) -> ( (O) ... and try to end it with Back Hop Swing and here some Long Swords that you should go after: -True Devil Slicer (Iron Katana -> IK"Grace" -> IK"Gospel" -> Eager Cleaver -> Devil Slicer-> True Devil Slicer) 816 raw and 520 thunder element, this weapon will be suitable for almost any monster except for those flabby monsters [Khezu, Gypceros] and a 'Shortcut to Hell' for Daimyo and Shogun. and it's very easy to craft. -Divine Slasher (Bone Katana "Wolf" -> Bone Katana "Shark" -> Bone Katana "Dragon" -> Supremacy Blade -> Divine Slasher) with 1104 pure raw damage, very cool looks and blue sharpness, awesome! Divine Slasher is qualified to be the strongest Long Sword ever. the power of this weapon is equal to the difficuly of making it.. -Gaelic Flame (Agito[GreatSword] x> Rusty Claymore -> Grind Claymore -> Gaelic Flame) High 1054 raw damage almost equaling to Divine Slasher, but more over, it got Affinity, Blue Sharpness, and 1 slot. and it's much easier to obtain than Divine. -Smolder Dragonsword (Fire Dragonsword -> Red Dragonsword -> Smolder Dragonsword) 816 raw and 520 dragon element, and blue sharpness. this weapon will make you lot easier to kill Elder Dragons.but the materials are quite nasty.

-Akantor Katana (Akantor Katana) ah.. the Akantor Katana. there's nothing I can say about this weapon. it got strongest Raw damage for LS in-game (1200 pure raw) and highest Affinity (40%). as usual,Akantor's weapons lacks Sharpness. equip Dark Akantor armors first to maximize it's uses.

Long Swords are effective for fighting any monster with tail or breakable parts. since it can attack with speed, monster that have fatal weak points like head [Rathalos, Rathian, Tigrex] or tail [Gypceros].

Ussualy, people using 'Hit and Run' tactic for those wyvern. but for the Daimyo and Shogun 'Berserk' tactic works well since they won't knock you in close range.

Long range, fast(er) attacks, decent raw and elemental damage and outstanding sharpness has made Long Swords to become the most useful weapon for cutting tails, and fast killing for those that have fatal weak spots.

ready for some samurai-style?

=+=+=+=+=+= {4e} Hammer =+=+=+=+=+=

Ok! it's Hammer Time!

as you can see. the shape of this weapon resembles to giant Hammer. It's been the most favorite weapon of all hunters, I believe.

many people doesn't like Hammers because..
-Very slow attacks after Great Swords
-very difficult weapon when fighting fast-opponents
-No Guarding (Blocking) make it looks defenseless, and leaving no choice
but to roll
-cannot cut tails, since it's 'Impact' weapon. [obviously, can you cut
by smashing it?]
-Stamina consuming weapon. [Charging for Super Pounds, and rolls]

that are the most common reason why many people rarely using Hammers. but.. if you take a good look and with little practice, Hammers can be the most deadliest weapon for every situations.

uselessl -hold [R] when unsheathe -> Hammer Charge -Release [R] after Hammer Charge -> Super Pound [this one is useful for quick attack and stun] -Release [R] after Hammer Charge while moving -> Spinning Attack [not as strong as it's looks] -(^) after 4th spin -> GolfSwing Pound [with the right timing, this is the best way to end Spinning Attack] -(^) after 1st-3rd spin -> Double Pound [if you want to get away while Spinning, this is good alternative]  $-[R]+(^)+(O)$  when sheathe -> Hammer Charge here's the pros of using Hammers: -can inflict 'Stun' status. [ussually, if you pound enough at bosses head, they will fall and become defenseless for 8-10 sec] -greatest damage output. [Triple pounds, Super Pounds] -run at normal speed, roll available -most attacks are static [non moving] so useful for slow monsters -Pounds can reach quite high place -best weapon for Defense quest. [Lao's belly and Gaoren's body are easy target for Triple Pounds] -Anti Wind and ESP for Charge Attacks. here some tips when fighting using Hammers: -don't go for Triple Pounds if the boss still moving [Charge, Tackle, etc] -when the boss is taunting, Triple Pound his head -2-3 Triple Pounds in the head should cause Stun, and should be sufficent for 2 more Triple Pounds -when the boss attacking and you've evaded it [ex.Garuga's Somersault]. charge your hammer, slip by his wind, and give him Super Pound on the head -after GolfSwing pound [the end of Triple Pound combo] quickly roll, then wait for an opening. -there are no unlimited combo for Hammers -the strongest combo is Triple Pound, period. and here's some Hammers that you should go after: -Onslaught Hammer (Iron Striker -> Iron Striker+ -> Anvil Hammer -> Onslaught Hammer) this is the easiest high-end Hammer to get. has 1092 pure raw damage and all you need to do is just mine, mine, and MINE. and you'll get this in no time. -Diablos Chaos Broker (Kut-Ku Jaw -> Kut-Ku Pick -> Hard Bone Hammer -> Hard Bone Hammer+ -> Diablos Hammer -> Diablos Chaos Broker) 1196 pure raw damage has made this thing to become the strongest Bone Hammer. minus affinity can be fixed easily with Expert Skill. but the materials are quite difficult. so Onslaught come first. -Dragon Demolisher (Dragon Destroyer -> Dragonbreaker -> Dragon Demolisher) this is yet one of the best Dragon elemental Hammer.936 raw damage,410 Dragon element.the materials are not that impossible, just find Lao's Ruby. -Sanctioned Hammer (Gunhammer Prototype -> Dead Revolver -> Sanctioned Hammer) 832 raw damage and 500 fire elemental included. it's easy to craft and useful for monsters that vulnerable to flames.

Hammers can quickly kill any monster as long as they have head.

the most vulnerable monster are : Yian Kut-Ku,Yian Garuga,Rathalos,Rathian, Tigrex,Teostra/Lunastra,Gypceros,Kushala Daora, and many more.

I can kill G-Rank Kut-Ku around 1 minute [15 seconds in Elder Quest] with Onslaught Hammer, and here's how I do it: when he's pecking, evade, and wait for his next action. if he goes taunting, give him Triple Pound right away.if he's doing Tail Whip, notice that his head will rotate around 180', so take a position, go for Triple Pound when he finishes his Whip.around 3-4 Triple Pound should inflict stun on High Rank Kut-Ku. there should be enough time for 2x Triple Pound on his head. if he closes his ear and limb, don't let him go! do Triple Pound anywhere around him, 1-3 Triple Pounds on any parts should kill him straight.

Destructive raw damage, capable of inflicting stun, quick deadly combo, Hammers are very flexible in the right hand.with the right timing, few strategies. Hammers are the ultimate weapon for Damage Dealing and Quick Killing for almost any monsters.

Let's smash some monsters!

=+=+=+=+=+=+=+=+= {4f} Hunting Horn =+=+=+=+=+=+=+=+=+=

Hunting Horn section, let's get to it.

Hunting Horn are the alternative weapon from Hammer. it's rather unique weapon in the entire MH series cuz' basically.. hmm.. it's a.. giant flute.

Many people doesn't like Hunting Horn because: -they got no attack variation -compared to Hammer it doesn't deal that high damage -slow Recital time! there's no way you'll play right in the front of hungry Tigrex! -funny,ridiculous,uncool weapon. ..I guess.. -no guarding makes you vulnerable like Hammer -confusing Notes for beginner

that's the common reason why people doesn't like Hunting Horn. but if you take a good look inside it and with a little practice, Hunting Horn can be either destructive and supporting weapon.

here's the pros of using Hunting Horn: -the only weapon that can buff up and heal.you can buff up yourself -quite damaging weapon (got the strongest power value (Akantor Horn:1300)) -easier to control attacks than Hammer -ultimate help for party hunting (always welcomed to a party) -can inflict 'Stun'. similiar to Hammer and here's some Hunting Horns that you should go after: -Golden Recorder ( Sakura Recorder -> Sakura Recorder+ -> Golden Recorder ) the only Dragon elemental Hunting Horn, and that make this baby special. it's easy to get this 988 raw power and 380 Dragon weapon, and also it got great Notes. -Spirit Dragonwood Horn ( Dragonwood Horn -> Spirit Dragonwood Horn ) this is the one of the easiest strong Hunting Horn to get.the stats are 884 raw power and 220 Paralysis element. the Notes are very useful too. -War Conga ( War Bongo -> War Conga ) Allright, this maybe a great alternative for great Hunting Horn. it got high 1196 raw power and some Notes to power up attacks. green Sharpness gave it minus point. -Akantor Horn ( Akantor Horn ) this magnificent horn got 1300 raw damage on it. the highest value in MHF2. even if the Sharpness is trash, you can still use it to buff the other. this is one is worth of getting. Hunting Horns were meant to support other hunter due to the buffing skills. but this weapon is surprisingly strong, you could take on large monsters by yourself. Most times, Hunting Horn's Notes effect saved lots of hunters. because you can heal, cure poison, increase attack/defense, even giving temporary infinite stamina. the elemental attack up and Infinite stamina are extremely useful on Dual Sword users. and Hunting Horn users doesn't need too much items since they can create effects like anti-heat depending on the type of the Notes. Blessing on the battlefield, Hunting Horns make a huge difference in hunting life. it's fun, useful and superb weapon, either in soloing or party hunt. Start playing that note! TMPORTANT!! MORE INFO ON HUNTING HORN NOTES: CHECK Deathslayer31'S HUNTING HORN NOTES FAQ 

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{4g} Lance
+=+=+=+=
Next is Lance.
Lance, this weapon has survived through the first MH 'till now.
and yes, it's very classic. just some long pole with large shield.
and make you look like some medieval knights who couldn't get a horse.
but don't take any conclusion yet.that's what are we gonna get through now.
Many people doesn't like using Lances, because:
-very narrow attack range. make it hard to aim attacks
-slow walking
-cannot roll. got backstep, though
-will be a 'sitting duck' if you're outnumbered
-quite low damage, if you compared it to Gunlance
That's the most common problems that most people encountered and finally
marked lances as a pathetic weapon. but if you observe it deeper, and with
a little training, Lances can be the most useful monster-tanking weapon.
Controls:
Controls:
-(^) while sheathe -> Draw Attack ( Forward Stab )
-(^) while unsheathe -> Forward Stab ( the most common attack, useful on
                            medium size monster )
-(O) while unsheathe
                       -> Upper Stab (the most useful attacks, since most
                           weaknesses are located on upper part)
-(^)+(0) while unsheathe -> Charging Dash (this is the most pathetic special
                            weapon feature that I've ever encountered.
                            all you do is ready your Lance and dash through
                            anything on your path. if the monster isn't big
                            enough,you'll probably get only 2-3 hits)
                         -> Guard
-[R] while unsheathe
-[R]+(^) while unsheathe -> Upper Stab ( turtling! )
-[R]+(0) while unsheathe ->
-(X) while unsheathe -> Side Step or Back Step
here are the pros of using Lance:
-The only weapon that has both IMPACT and CUTTING ability
however, since not all monsters has the same weakness. only the highest
damage type is the one that will be counted.
-Has the strongest Guard. will increase more with Guard Inc
-Can attack while keep Guarding. (turtling)
-has stabilized attacks. if you're in right position, you wouldn't miss
here some tips to use Lance:
-always sheathe your weapon when you are not in direct combat.
in case you'll need to Dive
-Dodging Trick : face backward to the direction you want and
Back Step as many as you want
-Use Charging Dash to escape an area. LoL
-Charging Dash can hurt large/long monsters, since it'll deal several pokes
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Here's some Lance that you should go after:

-Dragon Rider Spear (Knight Lance -> Grayburg Javelin -> Dragon Rider Spear) It got 506 raw damage,Blue Sharpness,5% Affinity and some defense bonus. it's a high tier Lance if you ask me. and the materials are not that hard to get. so get it Lancers.

-Babel Spear ( Knight Lance -> Knight Spear -> Babel Spear ) since 529 raw damage means it's stronger than Dragon Rider Spear. this one also worth to get. and the materials are WAY to easy. seriously.

-Sealed Dragonlance

( Vermilion Rim -> Dragonic Rim -> Sealed Dragonlance ) This Dragon Lance may lost on stats comparison with Black Dragon Spear. but man,who doesn't want Blue Sharpness and 15% Affinity with 437 Raw and 300 Dragon in one weapon?

## -Dark

( Longhorn -> Longhorn+ -> Dark Lance -> Dark Spear -> Dark ) What a funny name. anyway this baby got 322 raw and 230 Paralysis stats. and moreover,perfect White Sharpness. this is worth of getting.

Lances are proud for it's large shield and poking ability. these can result in advantages for turtling and tanking. at first,Lance may difficult to control for beginner. but with some little hitting practices,you can eventually find it's true potential.

Lance are great from almost all large and medium monster. like Gravios or Kut-Ku. can use it for smaller one too, but since it got no lower poke.. and be careful not to get surrounded. Lancers are at disadvantages on crowd.

Long range, decent power, and enormous guarding has made Lance to become one of the most favorite weapon for pro hunters.

Let's poke some eye, shall we?

=+=+=+=+=+=+= {4h} GunLance +=+=+=+=+=+=+

Finally, we're arrived in Gunlance section.

Gunlance,well.. as it names implies,it's a lance with a gun (or should I say Cannon) attached. it's the second choice if you really don't like how it's brother Lance do.

many people don't like using Gunlance because:
-Roll disabled. WHAT THE HELL IS BACK STEP ANYWAY?!!
-Slow,very slow when you carry it unsheathe
-Reloading leaves you open

-unlike Lances, Gunlance only do cutting damage -has very narrow attack range, since it'll only do stab and shoot forward.

That's the common reason why many people hesitated to use a Gunlance. but if you take a good look and with a little practice, Gunlance is potentially to become destructive weapon.

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Controls:
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-(^) while sheathe \rightarrow Draw Attack ( Rising Stab )
-(^) while unsheathe
                       -> Forward Stab ( the most common attack, same
                           as Lance )
-(O) while unsheathe
                        -> Shelling* ( Fires a bullet, must at least have one
                           bullet, deals both Fire-element and Raw)
-(^)+(0) while unsheathe -> Rising Stab
-[R] while unsheathe -> Guard
-[R]+(^) while unsheathe -> Upper Stab ( same as Lance )
-[R]+(O) while unsheathe -> Reload (it's obvious. and oh, Gunlance have
                           unlimited bullets, so don't ask me where to buy
                            it's ammo )
-[R]+(^)+(O)
                        -> Wyvern Fire* ( the most distinguished feature.
                           it charge and BOOM! try to shoot it on wyvern's face)
-(X) while unsheathe -> Side Step or Back Step
                        -> Back Step/Side Step Reload
-(X) + (O)
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*Notes:
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both Wyvern Fire & Shelling depletes Sharpness. you can't do it if the Sharpness is too low.Wyvern Fire deal a whack of damage. once it fired, the Steam Valve will open and you'll have to wait 2-3 minutes for it to close automatically and take another shot.

Here are the pros of using Gunlance:

-Has the strongest Guard along with Lances
-Shelling has Explosion-type Damage. which is fixed damage
-Wyvern Fire can take down small wyverns at instant
-can attack while guarding
-can do almost unlimited combo by mixing Shelling and Stabbing. try it.
-works well for Turtling

here's some tips to use Gunlance:

-always sheathe your weapon when you are not in direct combat. in case you'll need to Dive
-always keep an eye on your Sharpness icon. Shelling and Wyvern Fire don't work well if it get too low
-Dodging Trick : face backward to the direction you want and Back Step as many as you want
-Shelling power affected by it's type and level. the higher the level, the higher damage inflicted

and some Gunlances you should go after:

-Gun Chariot ( Steel Gunlance -> Special Ops Gunlance -> Imperial Gunlance -> Silver Rook -> Gun Chariot ) 437 raw & 320 Dragon element,Long Lv3,Blue Sharpness. Gun Chariot often used as 'Akantor buster'.it takes long way to create. but believe me,it's worth the effort.

-Big Slugger ( Average Hitter -> Grand Slam -> Hard Hitter -> Big Slugger ) this Poison Gunlance has 460 raw and 320 poison, it has Normal Lv3 which isn't that bad. however, it lacks sharpness. due to the cheaper price, this Gunlance is a great addition to your arsenals. -Black Gore Cannon ( Steel Gunlance -> White Gunlance -> White Cannon -> Black Gunlance -> Black Gore Cannon ) awesome second-highest 529 Raw damage made this Gunlance to become one of the top tier Gunlance. -Akantor Gunlance ( Akantor Gunlance ) Bad news for Akantor Lovers. cuz' his Gunlance aren't good deal. of course, it got the highest raw damage and outstanding affinity. but, what the heck is Normal Lv1?! and the sharpness is trash. I'd say go for another weapon. it's much better. Gunlance are great for both tanking and harassing large monsters. with those biggie Shield it can block most attacks and can be chained to Guard Attacks making it offensive-defense weapon . compared to Lances, it has more capabilities to kill some Monsters lot faster than Lances. Almost all Monsters are easy to fight by trained Gunlancers, but you should be cautious when fighting fast monsters such as Kirins. long Range, great power, unlimited guard attack combo, dreaded Wyvern Fire and Shelling made Gunlance to become one of the most favorite weapon among pro hunters. Ready to blast some monsters? to see the true form of Gunlance: https://www.youtube.com/watch?v=n00 s-VIOnc =+=+=+=+=+= {4i} BOWGUN =+=+=+=+=+= Yeah! onto the ranged weapon! Allright, it's the Bowgun turn. Bowguns are one of the two only ranged weapon. There are 2 type of this weapon. -Heavy Bowgun -Light Bowgun for the Heavy, it shapes like giant gun you carry around. and for the Light, it's more like crossbow size. Many people doesn't like Bowguns because ..

-Their armors are weak -They cost lot of money for each quest. (ammo,coatings,etc)

-different controls from melee weapon force us to learn the new control -they're useless without ammo -can't cut tails (w/o Boomerangs) -vulnerable to mobbing/surrounded That's the common reason why many people hesitated to use a Bowguns. but if you take a good look and with a little practice, Bowgun is great alternative to hunt difficult monsters. Controls: -(^) while sheathe -> Draw Bowgun -(^) while unsheathe -> Reload -(O) while unsheathe -> Shot bullet -[R] while unsheathe -> First Person View -Dir button up or down -> Zoom in or Zoom Out while FPV -Hold [L],(^) or (O) -> Scroll up or scroll down the ammo selection -(X) while unsheathe -> Roll Here are the pros of using Bowguns: -Light Bowguns got Rapid-Fire feature, while Heavy Bowguns got Shieldattachment -Ranged. well, obviously. some monsters are easier to fight from distance -Can use various attacks.err..Bullets. such as piercing or spreading

Here's some tips to use Bowguns: -ALWAYS bring ammo!! IMPORTANT! if you didn't bring it,you can't do a single thing. (the game will warn you first if you're going for a quest w/o ammo) -Use the [L] button to get better view while shooting -All Bowguns can roll. use that advantage -Heavy Bowguns can use Shield-attachment. if you're going to support your team,use Silencer-attachment

-Use Boomerangs to cut tails. it's hard, but the only way it is. ;]

-Easier to break monster's part. just aim and pull the trigger

-can reach some monster's part. (e.g.Lao's back)

Here's some Bowguns you should go after:

-Profusion (Light Bowgun) Attack: 264 Reload: Fast Recoil: Moderate Rarity:8 Slots: 1 Def +10 Rapid Fire: Pellet Lv1, Pierce Lv1 ~The best Rath- Bowgun. multiple ammo to rapid fire is'nt bad thing.

-Rajang Barrage (Light Bowgun) Attack: 276 Reload: Normal Recoil: Moderate Rarity:8 Slots: 0 Rapid Fire: Crag Lv1 ~Probably the best Light Bowgun. with those decent stats and Rapid-Crag.

-Destiny Hands (Heavy Bowgun) 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 ~Ultimate Bowgun,but hard to get.

-Supreme Lao-Shan Cannon INFORMATION TO BE ADDED

~this Bowgun got strong firepower. and it's worth to get. Bowguns are existed for both killing or supporting. if you prefer killing, there're wide selections of Ammo that has different properties. if you like supporting, you can use Bowgun to heal, buff, paint, or even sedate monsters with Trang S. Plesioth and Basarios/Gravios maybe easier to pawn with ranged. however, Gunner still have to be careful because they got projectile attacks either. But, almost all monster can be taken down by experienced gunner. they use dodge-and-shoot tactic and aim for monster's weak part. Now start shooting! FOR MORE INFORMATION ABOUT BOWGUNS VISIT Renati37's BOWGUN & BOW FAQ =+=+=+=+ {4j} BOW +=+=+=+= Now onto the last section of weapons guide, let's cover about the Bow. Bows are the alternative for Gunner. even though that they have different controls, some of 'em are same. Many people doesn't like using Bow because .. -Weaker damage compared to Bowguns -can only use one elemental type at one time -have to charge it first before shooting -Their armors are weak, same as Bowgun's That's the common reason why many people hesitated to use a Bow. but if you take a good look and with a little practice, Bow is potentially to become ultimate ranged weapon above else. Controls: -(^) while sheathe -> Draw Bow (hold to charge) -(^) while unsheathe -> Charge Bow (3 charges, 4th by Load Up skill) -(O) while unsheathe -> Melee strike (depends on Bow's element or Coatings) -Hold [R] while unsheathe-> Aim (Shooting Mechanism will appear, shows arrow's travel distances) -Hold [L], (^) or (O) -> Scroll up or scroll down the ammo selection -(X) while unsheathe -> Roll or Back step Here's the pros of using Bows: -Has unlimited arrows. but not for Coatings -Has decent Elemental power.Great for elemental damaging -can shoot different types of shot, depending on the Bow -has more mobility than Bowguns, since you can run while Charging arrows Here's some tips of using Bows: -Try to collect different bows, since Bow relies on Elemental damage -Spamming non-charged arrows is pointless. even if the charge time difference

between LV1 and LV3 is very long

-using Rapid shot is easier to break parts. while Pierce Shot can do lot of damage on large monsters -Do not hesitate to roll if monsters attacks you when you're charging -always aim on monster's weakness. I think this is common enough here's some Bows that you should go after: -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 ~The best Bow in MHF2. the materials are not that hard to get since Akantor aren't that bad either. a MUST-HAVE Bow. -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 ~Black Fatalis's Bow. has awesome power and charges. but lacks of coatings gave it minus point. -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 ~The best pure Raw Bow. has good Defense Bonus and awesome Piercing Shot. -Abominable Bow Req.: 7350z, 1 Blangonga Fang+, 2 Daora Claw, 6 King Scarab Element: Ice, 140 Slots: 2 Attack: 192 Rarity:6 Charge: Rapid2-Prce3-Rapid4-Sctr4 Coatings: All ~the only Ice-bow. quite useful. Bow user are granted with increased mobility and that's the primary advantages of using Bows. One important point of Bows are the Bow user must be adapted to evading monster's attacks. if you can keep distance from 'em. you'll have no trouble of Bowing your target to death. >:D Same as Bowguns, Basarios and Gravios are easy mark for Bows. but nearly all monsters could be taken out by arrows. so practice them alot. Pull some string and aim to their face! FOR MORE INFORMATION ABOUT BOWS VISIT Renati37's BOWGUN & BOW FAQ Well, that pretty much of explaining I have.

Note that THERE IS NO PERFECT WEAPON, from everything I've taught there every weapon class DOES HAVE PROS AND CONS. all you need is to find your suitable weapon for specific quest. and Practice Makes Perfect.No matter how god-like you play, you can't master it all perfectly (but if you can..well..) But,who cares? as long as you are quite good with everything there you can clear any quest. that's important rule.

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## \_\_\_\_\_

[5] FAQs

[GENERAL QUESTIONS]

- Q : What's the purpose of this FAQ?
  A : To help beginners to learn some weapons in MHF2. Didn't you read the
   title?
- Q : Why it came out now? This game are almost dead!
- A : I know that I'm little too late to release beginner FAQ, but lots of beginners are born everyday.
- Q : Some of writings there are belonged to someone!
- A : I've taken some materials from other's FAQs to save time. but I've put their names on it so all credits are belonged to them.
- Q : Have you mastered all weapons?
- A : No,as I've said,no one can master all weapons. but I'm quite good with GS. :)
- Q : Will you write for the next series, Unite? A : Probably.
- Q : Which affliations do you with? A : Minegarde.com .the best MH community ever.
- Q : What's your name there? A : TenSa ZanGetsu. look for me there. ^^

Q : Can I PM you to find you there? A : Sure.

Q : Where are you usually active on Minegarde?
A : MHF2 section,Creativity,sometimes on 2G section,Random Musings.
I just lurks everywhere. - -a

Q : Is it good site? A : Yeah, it's great. now stop asking things outside this FAQ.

Q : Ingame question? A : Spit it out.

[IN-GAME Frequently Asked Questions]

 ${\tt Q}$  : Is the Sharpness things are really needed to be as high as possible? A : To be honest, yes. Sharpness affects your damage outcame, drastically.

Q : Are there any skills to prevent Sharpness from dropping?

A : To prevent, NO. to halve, yes there is. Q : What should I do if I ran out of Whetstones? A : go fish Mackarels. or if you almost finish the target just keep attacking. if not, just abandon and bring 20 next time. Q : I heard that there is PURPLE sharpness? A : that's the highest sharpness level in MHP2G/MHFU. in MHF2 the highest is WHITE. Q : What monsters that still can bounce your weapon even with WHITE sharp? A : Dunno for sure. Fatalis's tails is the good example. Q : How can I prevent bouncing? A : Get ESP armor skill. from Death Stench or Silver Sol. OR wear SSP Q : SSP? A : Sword Saint Piercing. clear all Training school guests to get it. Q : Can I create SSP? A : Two letters, NO. Q : Are there anymore Sharpness-based skills? A : No, for now. Q : So how's exactly the Affinity system works? A : Simple. more than 0% means that you can do Criticals.0% means nothing will occur and less than 0% means you can do reverse-criticals. Q : Are there any limitations for Criticals? A : Your weapon's Sharpness must be at least GREEN. if it fells into YELLOW or less, the Critical will be disabled. Q : Same applies as reverse-criticals? A : It seems so. Q : Can I Increase Affinity? A : Through 'Expert' armor skill (Reckless Abandon). from Dark Akantor or Rathalos Soul Q : My weapon got higher Affinity than the other even with the same 0% before.how come? A : Reckless Abandon effects are applied depends on your weapon's Sharpness. To put it simply, the sharper the weapon, the better Reckless Abandon work. Q : The exact increase? A : I'm looking for that right now.. Q : Is the Defense Bonus really worth of it? A : In my opinion, it's benefitting for beginners, useless on Professionals. Q : Why? A : Most professionals can dodge/block attacks easily. so Defense aren't really that important. remember, MH isn't a game where you trade blows, you kick their ass, don't let them kick yours. Q : Are the 3-slots weapons really worth of it?

A : If you're looking for great skill combo set, it's very helping.

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[GENERAL QUESTIONs (continued)]
Q : Can I help by giving tips, corrections or videos?
A : Sure, I'll really appreciate it. my e-mail is up there.
Q : It's still incomplete?
A : Yes, I still lack some informations.and I'm waiting for corrections.
Q : Can I use this FAQ on my site?
A : You may, but e-mail me first.
Q : Do you accept non-important e-mails such as want to make friend with you?
A : Sure. BUT NO SPAMMING! AND NO SUCH AS SHITTY "YOU WON $100000000!!" CRAP.
Q : Can I join Minegarde?
A : I'm not the admin or something, but you're welcome.
Q : Where is it?
A : forums.minegarde.com
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[6] CREDIT
_____
Thanks for fellows at Minegarde that always helped me.
Thanks for some YouTube guys that made their awesome vids.
Thanks for Renati37, DS31 of GameFAQs for borrowing some parts of their FAQs.
Thanks for GameFAQs and Neoseeker for hosting my FAQ
Thanks for my parent for buying me the PSP
thanks for the God that've let me live 'till now.
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[7] VERSION HISTORY
_____
v1.0 :submitted it. lacks some info though.
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Farewell! and be the true MONSTER HUNTER!!
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