

# Monster Hunter Freedom 2 Beginners Weapon Guide

by Blackest Ether

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                __/ Monster Hunter Freedom 2 __/
                /__ Beginners Weapon Guide __/
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Legal/ [1]  
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Intro/ [2]  
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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.

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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.

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

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{3a} Based on Damage Type Dealt  
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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

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 separate 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 dizzy? 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.

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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{3b} Based on Job Class  
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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

-Long Sword      -Hunting Horn

\*-\*-\*-

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 automatically 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.

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{3c} MISCELLANEOUS THINGS  
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Some extra things that are included in weapons beside attack power.  
here they are:

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[3c1] SHARPNESS LEVEL  
~~~~~

You can find these on Melee/Blademaster Weapons.  
So far, there are 6 colors categories of Sharpness:

- WHITE : damage dealt 130%, will never bounce, except on some monster's  
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
- RED : damage dealt 25%, will bounce even on Mosswine



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 unnecessary. 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

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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.

==+==+==+==+==+==+==+

[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 occurred.

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 BONUSSES  
=+#+#+#+#+#+#+#+#+#+#

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.

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WEAPON GUIDE FOR BEGINNERS/  
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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 basicbut 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.

- controls:
- (^) when sheathed -> Draw Attack (Jumping Slash,usefulness guaranteed.)
  - (^) when unsheathed -> Slash Combo (4 attacks. slice down,side slice,  
knee smash,full swing slash)
  - (O) when unsheathed -> Spinning Slash (usually used as combo finisher)

- (^)+(O) 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 -> (O). 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.



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 : (^)+(0) -> (^)3x -> (0) -> [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!





- 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]
- (O) when unsheathe -> Stab [the fastest and the weakest]
- (^) after Stab -> Gut Ripper [fastest attack after Stab]
- (^)+(O) 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 specific 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] -> (^) -> [R] -> (^) -> [R] ) when your opponent is down
- the unlimited combo is.. (^)x2 -> (O) -> (^) -> (^) -> (O) -> (^) -> (^)-> (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 difficulty 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.





useless]

- 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. [usually, 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 sufficient 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.





{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)
- (^)+(O) 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)
- [R] while unsheathe -> Guard
- [R]+(^) while unsheathe -> Upper Stab ( turtling! )
- [R]+(O) 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



- 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.

#### Controls:

- (^) while sheathe -> 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)
- (^)+(O) 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
- (X)+(O) -> Back Step/Side Step Reload

#### \*Notes:

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.





- 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 Shield-attachment
- Ranged. well, obviously. some monsters are easier to fight from distance
- Can use various attacks. err..Bullets. such as piercing or spreading
- 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 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. ;]

#### 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





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  
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#### [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 affiliations 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]

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 quests 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 falls 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.

[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

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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

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v1.0 :submitted it. lacks some info though.

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Farewell! and be the true MONSTER HUNTER!!