

Monster Hunter Now — Gunlance Builds

11 bands · G10-Lv5 stats from the official weapon data · official EN skill names · armour sets restricted to **farmable** gear (no elder-dragon pieces)
Artillery (+10/15/20/30/40% shelling and Wyvern's Fire, +1 shell from Lv3) and **Guard** are the two skills that define this weapon, and **neither can be aimed at in driftsmelt** — Artillery has no Driftstone or Driftgem at all and Guard is colour-pool only, so armour has to carry both.
Guard 4 is the tested requirement to block a nuke on gunlance (Guard 3 with the Guard Reload style). Shelling type (Wide / Normal / Long) is printed per band.

Tropical Cannon

Sleep

Event

Artillery 5 + Sleep Attack — the loadout the game itself recommends

— Event · Atk ? · Sleep ? · aff ? · stats not published · Summer of Hunters 2026 event weapon · *styleable*

ARMOR — ARTILLERY 5 + SLEEP ATTACK — THE LOADOUT THE GAME ITSELF RECOMMENDS

head

Quematrice Helm

Artillery 2 · Lock On 1 · 1

chest

Basarios Mail

Artillery 2 · 1

arms

Tzitz Vambraces

Status Sneak Attack 2 · 1

waist

Bazelgeuse Coil

Artillery 2 · 1

legs

Somnacanth Greaves

Status Sneak Attack 2 · 1

SKILLS — NOW → AFTER DRIFTSMELT

Artillery 5 · Lock On 1 · Partbreaker 0 → 5 · Status Sneak Attack 4

Weapon skill — **Rude Awakener 3** (on the weapon itself, from the official event page — this weapon is not in the item DB, so its stats are unpublished but its skill is)

Style › **ELIGIBLE** — the game recommends **Blast Dash** for this weapon: it gets you behind the monster and makes status buildup with Wyrmsake Cannon easier.

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into **attack** for damage. This is a sleep weapon: its 525 is status BUILDUP, not elemental damage, so an element node buys faster sleep procs instead of a bigger hit — take element nodes only if you are building for the status · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. **Never take an affinity node** — at +0% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 2% and all three about 6%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three. Stats read in game, not published: read in game by the project owner 2026-08-27 at grade 10 level 2. The weapon is absent from monsterhunternow.com (event weapons are omitted), so this cannot be verified against the DB. The style track also grants a PASSIVE +60 attack / +24 sleep, which is not one of the three node picks; including it or not changes the node percentages slightly and does not change the recommendation.*

Smelt (5 slots) ♦x5: **Partbreaker 0→5** (+40% part damage) 🐉 **Artillery cannot be smelted at all** (no Driftstone, no Driftgem) and **Guard is colour-pool only**, so both come from armour and nothing here can top them up.

Summer of Hunters 2026 event weapon — the first sleep gunlance in the game. Long shelling (confirmed by players running it on launch day). The game recommends **Rude Awakener + Artillery Lv5**, and Rude Awakener comes from the **weapon**, reaching Lv3 as you upgrade it (+30/60/100% on the FIRST hit against a sleeping monster), so no armour slot buys it. **Artillery 5** = +40% shelling and Wyvern's Fire; **Status Sneak Attack 4** = 85% guaranteed status buildup *from behind*, which is exactly what the recommended **Blast Dash** style positions you for — and Blast Dash *does* still guard if you hold. This set reaches Artillery 6 and one level is wasted at the Lv5 cap; taking Artillery exactly 5 instead costs a level of Status Sneak Attack, so the waste is the cheaper option. **Caveat the game does not mention:** its Special fires as **three separate hits**, not one, so the big single wake-up hit Rude Awakener pays for is hard to actually land — players call this "the inability to fully use the Rude Awakener skill". Pursuit is smelted here because parts break easily once the monster is asleep. **Its attack and sleep values are still NOT published** — re-checked 2026-08-25 with the event live: 695 weapons, no sleep gunlance, and no Tropical Cannon among the 1390 localized weapon names. Read them in-game.



Flamebite — Shelling (base: Accursed Blast)

Raw

Artillery 5 — shelling and Wyvern's Fire

— Brute Tigrex · Atk 2633 · -10% aff · Wide shelling · *not styleable*

ARMOR — ARTILLERY 5 — SHELLING AND WYVERN'S FIRE

head

Quematrice Helm

Artillery 2 · Lock On 1 · 1

chest

Lagombi Mail

Attack Boost 3 · 1

arms

Rathalos Vambraces

Attack Boost 2 · Fire Resistance 1 · 2

waist

Bazelgeuse Coil

Artillery 2 · 1

legs

Basarios Greaves

Artillery 1 · Guard 1 · 1

SKILLS — NOW → AFTER DRIFTSMELT

Artillery 5 · Attack Boost 5 · Guard 1 · Raw Power 0 → 5 · Fire Resistance 1 · Lock On 1

Partbreaker 0 → 1

Weapon skill — **Aggressive Dodger 5** (off-thesis, not in the list above)

Style › **NEVER** — not riftborne, so there is no style-enhancement track at all.

Smelt (6 slots) ♦x5: **Raw Power 0→5** (+500 atk, -30% aff) ♦x1: **Partbreaker 0→1** (+5% part damage) 🐉

Artillery cannot be smelted at all (no Driftstone, no Driftgem) and **Guard is colour-pool only**, so both come from armour and nothing here can top them up.

Artillery 5 = +40% to Shelling and Wyvern's Fire, and +1 shell. Artillery has no Driftstone and no Driftgem, so it **cannot be smelted** at all — armour is the only source, and this set reaches the cap from farmable gear.



Flamebite — Guard (base: Accursed Blast) Raw Guard 4+ — block a nuke, then Offensive Guard

— Brute Tigrex · Atk 2633 -10% aff · Wide shelling · not styleable

ARMOR — GUARD 4+ — BLOCK A NUKE, THEN OFFENSIVE GUARD

- head Baan Helm Guard 2 · 1◆
- chest Golm Mail Guard 1 · Guard Up 1 · 2◆
- arms Barroth Vambraces Guard 2 · 1◆
- waist Rex Roar Coil Advanced Attack Boost 1 · Attack Boost 2 · 1◆
- legs Quematrice Greaves Attack Boost 3 · 1◆

SKILLS — NOW → AFTER DRIFTSMELT

Advanced Attack Boost 1 Attack Boost 5 Guard 5 Guard Up 1 Raw Power 0 → 5 Reflection 0 → 1

Weapon skill — Aggressive Dodger 5 (off-thesis, not in the list above)

Style · NEVER — not riftborne, so there is no style-enhancement track at all.

Smelt (6 slots) ◆×5: Raw Power 0→5 (+500 atk, -30% aff) ◆×1: Reflection 0→1 ⚡ Artillery cannot be smelted at all (no Driftstone, no Driftgem) and Guard is colour-pool only, so both come from armour and nothing here can top them up.

Guard 5. Tested community data (Masuku + Hazyd) puts the gunlance requirement to block a nuke at Guard 4, or Guard 3 with the Guard Reload style. Knockback costs 30% of the incoming attack on heavy, 15% on medium and 5% on weak, and a perfect guard zeroes medium and weak. That makes gunlance one of the best guard weapons in the game — the opposite of Sword & Shield, which eats heavy knockback on an 80 KB nuke at any Guard level.



Glavenus Buster Fire element to the cap, then crit or raw

— Glavenus · Atk 1579 Fire 1568 -30% aff · Wide shelling · styleable

ARMOR — ELEMENT TO THE CAP, THEN CRIT OR RAW

- head Rathalos Helm Attack Boost 2 · Fire Attack 1 · 1◆
- chest Lagombi Mail Attack Boost 3 · 1◆
- arms Anja Vambraces Fire Attack 2 · 1◆
- waist Tigrex Coil Critical Ferocity 2 · 1◆
- legs Aknosom Greaves Fire Attack 2 · 1◆

SKILLS — NOW → AFTER DRIFTSMELT

Attack Boost 5 Raw Power 0 → 5 Critical Ferocity 3 Fire Attack 5

Weapon skill — Critical Ferocity 1 (already counted above)

Style · ELIGIBLE — riftborne, so it takes the style-enhancement track.

Style at Lv5 — take Blast Dash — it gets you behind the monster, which is what actually lands status with Wyrmsake — and it still guards if you keep holding. Guard Reload is the alternative if you would rather block and reload. One player warns Blast Dash can leave you swatted out of the air, so try it before committing. Style names are not published in the game data; community-reported (r/MHNowGame 1pcnkph, 1vwoutj, 1vxt27b). Styles are reversible.

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into attack as the safe default — or element if you are specifically hunting monsters weak to this element · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. Never take an affinity node — this build runs negative affinity on purpose, so one costs about 3% and all three about 10%. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (5 slots) ◆×5: Raw Power 0→5 (+500 atk, -30% aff) ⚡ Artillery cannot be smelted at all (no Driftstone, no Driftgem) and Guard is colour-pool only, so both come from armour and nothing here can top them up.

Fire Attack 5 = +500 element.



Mizumori (base: Ukiyo no Yamiwo)

— Mizutsune · Atk 1363 Water 1436 +20% aff · Long shelling · not styleable

ARMOR — ELEMENT TO THE CAP, THEN CRIT OR RAW

head Mizutsune Helm
Water Attack 2 · 1◆

chest Almudron Mail
Advanced Water Attack 1 · Water Attack 2 · 1◆

arms Ceanataur Vambraces
Advanced Water Attack 1 · Lock On 1 · Water Attack 1 · 1◆

waist Rex Roar Coil
Advanced Attack Boost 1 · Attack Boost 2 · 1◆

legs Quematrice Greaves
Attack Boost 3 · 1◆

Water element to the cap, then crit or raw

SKILLS — NOW → AFTER DRIFTSMELT

Advanced Attack Boost 1

Attack Boost 5

Advanced Water Attack 2

Lock On 1

Water Attack 5

Weakness Exploit 0 → 5

Weapon skill — Artful Dodger 1 (off-thesis, not in the list above)

Style · NEVER — not riftborne, so there is no style-enhancement track at all.

Smelt (5 slots) ◆×5: Weakness Exploit 0→5 (+50% affinity on a weak point) 🐉 Artillery cannot be smelted at all (no Driftstone, no Driftgem) and Guard is colour-pool only, so both come from armour and nothing here can top them up.

Water Attack 5 = +500 element.



Great Demon Gunlance (base: Demon Gunlance)

— Rajang · Atk 1579 Thunder 1568 -30% aff · Wide shelling · not styleable

ARMOR — ELEMENT TO THE CAP, THEN CRIT OR RAW

head Astalos Helm
Advanced Thunder Attack 1 · Reload Speed 1 · Thunder Attack 1 · 1◆

chest Lagombi Mail
Attack Boost 3 · 1◆

arms Rathalos Vambraces
Attack Boost 2 · Fire Resistance 1 · 2◆

waist Kadachi Coil
Thunder Attack 2 · 1◆

legs Astalos Greaves
Advanced Thunder Attack 1 · Thunder Attack 2 · 1◆

Thunder element to the cap, then crit or raw

SKILLS — NOW → AFTER DRIFTSMELT

Attack Boost 5

Raw Power 0 → 5

Advanced Thunder Attack 2

Fire Resistance 1

Partbreaker 0 → 1

Reload Speed 4 INERT: Light Bowgun, Heavy Bowgun only Thunder Attack 5

Weapon skill — Defensive Loading 1 (off-thesis, not in the list above)

Style · NEVER — not riftborne, so there is no style-enhancement track at all.

Smelt (6 slots) ◆×5: Raw Power 0→5 (+500 atk, -30% aff) ◆×1: Partbreaker 0→1 (+5% part damage) 🐉 Artillery cannot be smelted at all (no Driftstone, no Driftgem) and Guard is colour-pool only, so both come from armour and nothing here can top them up.

Thunder Attack 5 = +500 element.



Legiana Cannon (base: Glacial Gunlance) Ice element to the cap, then crit or raw

— Legiana · Atk **1463** Ice **1420** +0% aff · Normal shelling · styleable

ARMOR — ELEMENT TO THE CAP, THEN CRIT OR RAW

- head **Legiana Helm**
Divine Blessing 2 · Ice Attack 1 · 1◆
- chest **Goss Harag Mail**
Advanced Ice Attack 1 · Ice Attack 2 · 1◆
- arms **Rathalos Vambraces**
Attack Boost 2 · Fire Resistance 1 · 2◆
- waist **Legiana Coil**
Ice Attack 2 · Windproof 1 · 1◆
- legs **Quematrice Greaves**
Attack Boost 3 · 1◆

SKILLS — NOW → AFTER DRIFTSMELT

- Attack Boost 5 Advanced Ice Attack 1 Critical Boost 0 → 1 Divine Blessing 4 Fire Resistance 1
- Ice Attack 5 Weakness Exploit 0 → 5 Windproof 1

Weapon skill — **Divine Blessing 2** (already counted above)

Style · ELIGIBLE — riftborne, so it takes the style-enhancement track.

Style at Lv5 — take **Blast Dash** — it gets you behind the monster, which is what actually lands status with Wyrmsake — and it still guards if you keep holding. **Guard Reload** is the alternative if you would rather block and reload. One player warns Blast Dash can leave you swatted out of the air, so try it before committing. *Style names are not published in the game data; community-reported (r/MHNowGame 1pcnkph, 1vwoutj, 1vxt27b). Styles are reversible.*

Style nodes — **Lv10** affinity · **Lv15** affinity · **Lv20** affinity — all 3 into **affinity**: it is the biggest single node on this build — element only overtakes it against a monster that takes clearly more than 1.0x of this element, and attack only against one that resists it. An affinity node is exactly tied with this here (positive affinity), so either is fine. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (6 slots) ◆×5: **Weakness Exploit** 0→5 (+50% affinity on a weak point) ◆×1: **Critical Boost** 0→1 (crit multiplier to 130%) 🦋 **Artillery cannot be smelted at all** (no Driftstone, no Driftgem) and **Guard is colour-pool only**, so both come from armour and nothing here can top them up.

Ice Attack 5 = +500 element.



Insatiable Gunlance (base: Ravenous Gunlance) Dragon element to the cap, then crit or raw

— Deviljho · Atk **1579** Dragon **1568** -30% aff · Long shelling · styleable

ARMOR — ELEMENT TO THE CAP, THEN CRIT OR RAW

- head **Stygian Helm**
Advanced Dragon Attack 1 · Dragon Attack 2 · 1◆
- chest **Lagombi Mail**
Attack Boost 3 · 1◆
- arms **Stygian Vambraces**
Advanced Dragon Attack 1 · Dragon Attack 1 · Lock On 1 · 1◆
- waist **Rex Roar Coil**
Advanced Attack Boost 1 · Attack Boost 2 · 1◆
- legs **Death Garon Greaves**
Dragon Attack 2 · Evade Extender 1 · 1◆

SKILLS — NOW → AFTER DRIFTSMELT

- Advanced Attack Boost 1 Attack Boost 5 Raw Power 0 → 5 Advanced Dragon Attack 2
- Dragon Attack 5 Evade Extender 1 Lock On 1

Weapon skill — **Artillery 1** (off-thesis, not in the list above)

Style · ELIGIBLE — riftborne, so it takes the style-enhancement track.

Style at Lv5 — take **Blast Dash** — it gets you behind the monster, which is what actually lands status with Wyrmsake — and it still guards if you keep holding. **Guard Reload** is the alternative if you would rather block and reload. One player warns Blast Dash can leave you swatted out of the air, so try it before committing. *Style names are not published in the game data; community-reported (r/MHNowGame 1pcnkph, 1vwoutj, 1vxt27b). Styles are reversible.*

Style nodes — **Lv10** affinity · **Lv15** affinity · **Lv20** affinity — all 3 into **affinity**. Positive affinity plus crit skills here, so affinity nodes pay; the margin over pure element is small (~1.6%). *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ◆×5: **Raw Power** 0→5 (+500 atk, -30% aff) 🦋 **Artillery cannot be smelted at all** (no Driftstone, no Driftgem) and **Guard is colour-pool only**, so both come from armour and nothing here can top them up.

Dragon Attack 5 = +500 element.



Royal Burst (base: Rose Burst) **Poison** status buildup to the cap — armour is the only source

— Pink Rathian · Atk **2103** Poison **312** +0% aff · Normal shelling · not styleable

**ARMOR — STATUS BUILDUP TO THE CAP —
ARMOUR IS THE ONLY SOURCE**

- head **Rathian Helm**
Health Boost 2 · Poison Attack 1 · 1◆
- chest **Rathian Mail**
Poison Attack 2 · 1◆
- arms **Rathalos Vambraces**
Attack Boost 2 · Fire Resistance 1 · 2◆
- waist **Pukei Coil**
Poison Attack 2 · 1◆
- legs **Viper Kadachi Greaves**
Advanced Burst 1 · Poison Exploit 2 · 1◆

SKILLS — NOW → AFTER DRIFTSMELT

- Attack Boost **2** Advanced Burst **4** **INERT: needs Burst Lv5** Critical Boost **0 → 1** Fire Resistance **1**
- Health Boost **2** Poison Attack **5** Poison Exploit **2** Weakness Exploit **0 → 5**

Weapon skill — **Evade Extender 1** (off-thesis, not in the list above)

Style • NEVER — not riftborne, so there is no style-enhancement track at all.

Smelt (6 slots) ◆×5: Weakness Exploit 0→5 (+50% affinity on a weak point) ◆×1: **Critical Boost 0→1** (crit multiplier to 130%) 🛡️ **Artillery cannot be smelted at all** (no Driftstone, no Driftgem) and **Guard is colour-pool only**, so both come from armour and nothing here can top them up.

Poison Attack 5 = +150 buildup. Status skills are colour-pool smelts and the Exploit variants are not smeltable at all, so armour is the only source.



Crimson Ember+ (base: Crimson Ember) **Paralysis** status buildup to the cap — armour is the only source

— Viper Tobī-Kadachi · Atk **2127** Paralysis **364** +10% aff · Long shelling · not styleable

**ARMOR — STATUS BUILDUP TO THE CAP —
ARMOUR IS THE ONLY SOURCE**

- head **Bishaten Helm**
Paralysis Exploit 2 · 1◆
- chest **Volvidon Mail**
Paralysis Attack 2 · 1◆
- arms **Viper Kadachi Braces**
Advanced Burst 1 · Paralysis Attack 1 · Paralysis Exploit 1 · 1◆
- waist **Death Garon Coil**
Critical Boost 2 · Evasive Concentration 1 · 1◆
- legs **Girros Greaves**
Paralysis Attack 2 · 1◆

SKILLS — NOW → AFTER DRIFTSMELT

- Advanced Burst **2** **INERT: needs Burst Lv5** Critical Boost **2** Evasive Concentration **1** Paralysis Attack **5**
- Paralysis Exploit **3** Weakness Exploit **0 → 5**

Weapon skill — **Advanced Burst 1 · Burst 1** (off-thesis, not in the list above)

Style • NEVER — not riftborne, so there is no style-enhancement track at all.

Smelt (5 slots) ◆×5: Weakness Exploit 0→5 (+50% affinity on a weak point) 🛡️ **Artillery cannot be smelted at all** (no Driftstone, no Driftgem) and **Guard is colour-pool only**, so both come from armour and nothing here can top them up.

Paralysis Attack 5 = +150 buildup. Status skills are colour-pool smelts and the Exploit variants are not smeltable at all, so armour is the only source.



Bazel Buster **Blast** status buildup to the cap — armour is the only source

— Bazelgeuse · Atk **2327** Blast **309** -30% aff · Wide shelling · styleable

**ARMOR — STATUS BUILDUP TO THE CAP —
ARMOUR IS THE ONLY SOURCE**

- head **Golm Helm**
Critical Ferocity 2 · 1♦
- chest **Lagombi Mail**
Attack Boost 3 · 1♦
- arms **Sinister Gauntlets**
Blast Attack 2 · 1♦
- waist **Rex Roar Coil**
Advanced Attack Boost 1 · Attack Boost 2 · 1♦
- legs **Sinister Greaves**
Blast Attack 1 · Sneak Attack 1 · 1♦

SKILLS — NOW → AFTER DRIFTSMELT

- Advanced Attack Boost 1
- Attack Boost 5
- Raw Power 0 → 5
- Blast Attack 3
- Critical Ferocity 2
- Sneak Attack 1

Weapon skill — **Artillery 1** (off-thesis, not in the list above)

Style · **ELIGIBLE** — riftborne, so it takes the style-enhancement track.

Style at Lv5 — take **Blast Dash** — it gets you behind the monster, which is what actually lands status with Wyrmsake — and it still guards if you keep holding. **Guard Reload** is the alternative if you would rather block and reload. One player warns Blast Dash can leave you swatted out of the air, so try it before committing.

Style names are not published in the game data; community-reported (r/MHNowGame 1pcnkph, 1vwoutj, 1vxt27b). Styles are reversible.

Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** for damage. This is a blast weapon: its 409 is status BUILDUP, not elemental damage, so an element node buys faster blast procs instead of a bigger hit — take element nodes only if you are building for the status · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. **Never take an affinity node** — this build runs negative affinity on purpose, so one costs about 3% and all three about 9%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ♦×5: **Raw Power** 0→5 (+500 atk, -30% aff) ☞ **Artillery cannot be smelted at all** (no Driftstone, no Driftgem) and **Guard is colour-pool only**, so both come from armour and nothing here can top them up.

Blast Attack 3 = +100 buildup. Status skills are colour-pool smelts and the Exploit variants are not smeltable at all, so armour is the only source. The pool cannot reach the Lv5 cap: the only sources are Sinister Gauntlets (arms 2), Sinister Greaves and Bazelgeuse Greaves (legs 1 each, competing for the same slot), so Lv3 is the ceiling.