

Monster Hunter Now — Heavy Bowgun Build Sheet

Season 10 · Wave 3 (Aug 17 – Sep 16, 2026) · G10-Lv5 stats · official EN skill names · sections are AMMO roles, not weapon element — on a Heavy Bowgun the ammo decides what the gun does, and 15 of the 49 guns read no_element yet fire Poison/Sleep/Paralysis.

Heavy Bowgun ground rules, from the official data. Recoil Down, Reload Speed, Ballistics, Spare Shot, Normal/Element Ammo Boost, Slicing Ammo Boost, Artillery and Perfectionist are all NON-SMELTABLE — armour is the only source, so every set below leads with the recoil/reload the gun actually needs and spends driftstones on damage. How much is needed is per-gun: each gun's ammo carries its own recoil and reload class. Sticky and Slicing do fixed, range-independent damage, so distance skills matter less on them. Special attacks are Wyvernsnipe (JP 狙撃竜弾, one devastating shot, 27 guns) and Wyvernheart (JP 機関竜弾, rapid-fire barrage, 22 guns), both unlocking at weapon grade 2. There is no blast Heavy Bowgun — verified, no blast element and no blast ammo exists on any of the 49. Power Barrel does not exist in this game — the JP controls page (gamewith 484108) lists no barrel part, and that is a mainline-series term. Correction: this sheet previously said the same of Crouching Shot. That was an absence claim from one source: the JP controls page documents the BASE moveset and predates the 2026 style system. Crouching Shot is a Heavy Bowgun style — named independently by mhnw.me's weapon map and by the r/MHNowGame thread "Legiana HBG (Crouching Shot)" (1ryewjm, 2026-03-19). Not yet confirmed in game.

1 · General / Raw no element — works on everything



Griffon Blazooka (base: Nero's Blazooka)

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Golm Helm**
Critical Ferocity 2 · 1◆

chest **Quematrice Mail**
Normal/Element Ammo Boost 2 · Spare Shot 1 · 1◆

arms **Rex Roar Braces** *subspecies*
Advanced Attack Boost 1 · Reload Speed 1 · Recoil Down 1 · 1◆

waist **Regios Tassets**
Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1◆

legs **Rath Soul Greaves** *subspecies*
Reload Speed 2 · Fire Attack 1 · 1◆

Ammo: Piercing ×4, recoil Medium, reload Large 2 · **Piercing** ×6, recoil Medium, reload Extra Large

WYVERNSNIPE — Black Diablos · Atk 2658 · -30% aff

SKILLS — NOW → AFTER DRIFTSMELT

Normal/Element Ammo Boost 3 Reload Speed 3 Critical Ferocity 2 Spare Shot 1

Advanced Attack Boost 1 **INERT** Recoil Down 1 Attack Efficacy 1 Ballistics 1 Fire Attack 1

Raw Power 0→5

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

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec for this gun, so its 2658 attack is final.

Smelt (5 slots) ◆×5: **Raw Power** 0→5 ⚡ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ◆×5 **Raw Power 0→5**. Without those, keep the **same armour as above** and simply leave it unsmelted. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 1/1 and Reload Speed 3/3 — the parts no driftstone can supply. About **17% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernsnipe is this gun's special attack (a single devastating shot). Its own ammo needs **Recoil Down 1** and **Reload Speed 3** — Recoil Down 1/1 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is -30%, so crit skills are devalued - the set leans on raw instead.



Dual Threat (base: Diablos Shooter)

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Bazelgeuse Helm**
Reload Speed 2 · Artillery 1 · 1◆

chest **Quematrice Mail**
Normal/Element Ammo Boost 2 · Spare Shot 1 · 1◆

arms **Rex Roar Braces** *subspecies*
Advanced Attack Boost 1 · Reload Speed 1 · Recoil Down 1 · 1◆

waist **Regios Tassets**
Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1◆

legs **Quematrice Greaves**
Attack Boost 3 · 1◆

Ammo: Normal ×4, recoil Small, reload Small · **Piercing** ×8, recoil Medium, reload Extra Large

WYVERNSNIPE — Diablos · Atk 2371 · +0% aff

SKILLS — NOW → AFTER DRIFTSMELT

Reload Speed 3 Normal/Element Ammo Boost 3 Attack Boost 3 Artillery 1 Spare Shot 1

Advanced Attack Boost 1 **INERT** Recoil Down 1 Attack Efficacy 1 Ballistics 1 Weakness Exploit 0→5

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

Style ▶ ELIGIBLE — Diablos is riftborne, so this gun takes the full Style-Enhancement track (+300 atk / +300 element / +30% aff over the three Lv10/15/20 nodes).

Style at Lv5 — take **Crouching Shot** or **Guard Reload**, but confirm the names in game first — both names are COMMUNITY-REPORTED, not from the game data, and this sheet previously said no Heavy Bowgun style name could be sourced at all. Crouching Shot is corroborated twice (mhnw.me's weapon map, and the r/MHNowGame thread "Legiana HBG (Crouching Shot)"); Guard Reload comes from the same map and is also a Gunlance style name, so the two could be confused. **No source compares them for damage** — nothing here says which is better, only that they exist. *Style names are not published in the game data; community-reported (mhnw.me WEAPON_MAP + r/MHNowGame 1ryewjm (2026-03-19); see research/scorer_feasibility_2026-08-28.json). Styles are reversible.*

Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** — this weapon has no element, so an element node does nothing at all. **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 1% and all three about 4%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ◆×5: **Weakness Exploit** 0→5 ⚡ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ◆×5 **Weakness Exploit 0→5**. Without those, keep the **same armour as above** and simply leave it unsmelted. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 1/1 and Reload Speed 3/3 — the parts no driftstone can supply. About **11% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernsnipe is this gun's special attack (a single devastating shot). Its own ammo needs **Recoil Down 1** and **Reload Speed 3** — Recoil Down 1/1 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.



Golm Cannon +5 (base: Golm Cannon)

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Lunagaron Helm**
Recoil Down 2 · Ballistics 1 · 1◆

chest **Quematrice Mail**
Normal/Element Ammo Boost 2 · Spare Shot 1 · 1◆

arms **Rex Roar Braces** *subspecies*
Advanced Attack Boost 1 · Reload Speed 1 · Recoil Down 1 · 1◆

waist **Regios Tassets**
Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1◆

legs **Rath Soul Greaves** *subspecies*
Reload Speed 2 · Fire Attack 1 · 1◆

Ammo: Spread ×7, recoil Medium, reload Extra Large · **Wyvern** ×2, recoil Wyvern, reload Large 2

WYVERNHEART — Garangolm · Atk 2371 · +0% aff

SKILLS — NOW → AFTER DRIFTSMELT

Recoil Down 3 Normal/Element Ammo Boost 3 Reload Speed 3 Ballistics 2 Spare Shot 1

Advanced Attack Boost 1 **INERT** Attack Efficacy 1 Fire Attack 1 Weakness Exploit 0→5

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

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec for this gun, so its 2371 attack is final.

Smelt (5 slots) ◆×5: **Weakness Exploit** 0→5 ⚡ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ◆×5 **Weakness Exploit 0→5**. Without those, keep the **same armour as above** and simply leave it unsmelted. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 3/3 — the parts no driftstone can supply. About **11% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernheart is this gun's special attack (a rapid-fire barrage). Its own ammo needs **Recoil Down 3** and **Reload Speed 3** — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.



Teostra's Flames

FIRE

WYVERNHEART

— Teostra · Atk 1861 Fire 1210 +0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head

Lunagaron Helm

Recoil Down 2 · Ballistics 1 · 1

chest

Quematrice Mail

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1

arms

Rex Roar Braces *subspecies*

Advanced Attack Boost 1 · Reload Speed 1 · Recoil Down 1 · 1

waist

Regios Tassets

Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1

legs

Rath Soul Greaves *subspecies*

Reload Speed 2 · Fire Attack 1 · 1

Ammo: Piercing Fire ×6, recoil Small, reload Large 2 · Sticky Fire ×4, recoil Large 2, reload Extra Large · Cluster Fire ×3, recoil Large 2, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Fire Attack 1→5Recoil Down 3Normal/Element Ammo Boost 3Reload Speed 3Ballistics 2

Spare Shot 1Advanced Attack Boost 1INERTAttack Efficacy 1Weakness Exploit 0→1

Weapon skill — **Heroes 2** (off-thesis, not in the list above) · **Hunter's Unity 1** (off-thesis, not in the list above)

Style ▶ **NOT ELIGIBLE** — the official DB publishes no customizationSpec for this gun, so its 1861 attack is final.

Smelt (5 slots) ♦×4: Fire Attack 1→5 (+450 element) ♦×1: Weakness Exploit 0→1 ⚡ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ♦×4 Fire Attack 1→5 + ♦×1 Weakness Exploit 0→1. Without those, keep the **same armour as above** and simply leave it unsmelted. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 3/3 — the parts no driftstone can supply. About **16% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernheart is this gun's special attack (a rapid-fire barrage). Its own ammo needs **Recoil Down 3** and **Reload Speed 3** — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.



Burning Igna

FIRE

WYVERNSNIPE

— Glavenus · Atk 1579 Fire 1568 -30% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head

Rathalos Helm

Attack Boost 2 · Fire Attack 1 · 1

chest

Ceanataur Mail

Slicing Ammo Boost 1 · Recoil Down 2 · 1

arms

Legiana Vambraces

Reload Speed 2 · 1

waist

Almudron Coil

Advanced Water Attack 1 · Reload Speed 1 · Spare Shot 1 · 1

legs

Ceanataur Greaves

Advanced Water Attack 1 · Slicing Ammo Boost 2 · 1

Ammo: Piercing Fire ×6, recoil Medium, reload Extra Large · Slicing Fire ×4, recoil Large, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Fire Attack 1→5Slicing Ammo Boost 3Reload Speed 3Attack Boost 2Recoil Down 2

Advanced Water Attack 2INERTSpare Shot 1Raw Power 0→1

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

Style ▶ **ELIGIBLE** — Glavenus is rftborne, so this gun takes the full Style-Enhancement track (+300 atk / +300 element / +30% aff over the three Lv10/15/20 nodes).

Style at Lv5 — take **Crouching Shot** or **Guard Reload**, but confirm the names in game first — both names are COMMUNITY-REPORTED, not from the game data, and this sheet previously said no Heavy Bowgun style name could be sourced at all. Crouching Shot is corroborated twice (mhnw.me's weapon map, and the r/MHNowGame thread "Legiana HBG (Crouching Shot)"); Guard Reload comes from the same map and is also a Gunlance style name, so the two could be confused. **No source compares them for damage** — nothing here says which is better, only that they exist. *Style names are not published in the game data; community-reported (mhnw.me WEAPON_MAP + r/MHNowGame 1ryewjm (2026-03-19); see research/scorer_feasibility_2026-08-28.json). Styles are reversible.*

Style nodes — **Lv10** affinity · **Lv15** affinity · **Lv20** attack — **2 affinity** then the rest into **attack** — affinity is the biggest single node here — 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 close behind here (positive affinity), within 0.1% — either is defensible. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ♦×4: Fire Attack 1→5 (+450 element) ♦×1: Raw Power 0→1 ⚡ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ♦×4 Fire Attack 1→5 + ♦×1 Raw Power 0→1. Without those, use **Astalos Helm · Ceanataur Mail · Regios Vambraces · Golm Faulds · Ceanataur Greaves** instead. Keeps **Slicing Ammo Boost 3**, Recoil Down 2/2 and Reload Speed 3/3 — the parts no driftstone can supply. About **4% less damage** than the smelted build above. (Advanced Thunder Attack, Advanced Water Attack on these pieces is inert here — an incidental rider, not something to chase.) *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernsnipe is this gun's special attack (a single devastating shot). Its own ammo needs **Recoil Down 2** and **Reload Speed 3** — Recoil Down 2/2 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is -30%, so crit skills are devalued - the set leans on raw instead.



Piercing Crab+ (base: Piercing Crab)

WATER

WYVERNHEART

— Shogun Ceanataur · Atk 2015 Water 752 +0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head

Bazelgeuse Helm

Reload Speed 2 · Artillery 1 · 1

chest

Ceanataur Mail

Slicing Ammo Boost 1 · Recoil Down 2 · 1

arms

Jyura Vambraces

Water Attack 2 · 1

waist

Almudron Coil

Advanced Water Attack 1 · Reload Speed 1 · Spare Shot 1 · 1

legs

Ceanataur Greaves

Advanced Water Attack 1 · Slicing Ammo Boost 2 · 1

Ammo: Slicing Water ×3, recoil Large, reload Large 2 · Slicing Water ×4, recoil Large, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Water Attack 2→5Advanced Water Attack 2Reload Speed 3Slicing Ammo Boost 3Recoil Down 2

Artillery 1Spare Shot 1Weakness Exploit 0→2

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

Style ▶ **NOT ELIGIBLE** — the official DB publishes no customizationSpec for this gun, so its 2015 attack is final.

Smelt (5 slots) ♦×3: Water Attack 2→5 (+400 element) ♦×2: Weakness Exploit 0→2 ⚡ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ♦×3 Water Attack 2→5 + ♦×2 Weakness Exploit 0→2. Without those, use **Astalos Helm · Ceanataur Mail · Regios Vambraces · Golm Faulds · Ceanataur Greaves** instead. Keeps **Slicing Ammo Boost 3**, Recoil Down 2/2 and Reload Speed 3/3 — the parts no driftstone can supply. About **21% less damage** than the smelted build above. **All or nothing: Advanced Water Attack needs Water Attack Lv5, and armour alone reaches only 0 here** — so it stays dead until a smelt takes Water Attack all the way to 5. Spending one or two slots on Water Attack buys a little element and leaves Advanced Water Attack switched off. (Advanced Thunder Attack on these pieces is inert here — an incidental rider, not something to chase.) *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernheart is this gun's special attack (a rapid-fire barrage). Its own ammo needs **Recoil Down 2** and **Reload Speed 3** — Recoil Down 2/2 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.



Arma Destroyer — Ammo (base: Luminous Assault)

THUNDERWYVERNHEART — Tzitzi-Ya-Ku · Atk 1903Thunder 785+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Bazelgeuse Helm**
Reload Speed 2 · Artillery 1 · 1

chest **Quematrice Mail**
Normal/Element Ammo Boost 2 · Spare Shot 1 · 1

arms **Rex Roar Braces** subspecies
Advanced Attack Boost 1 · Reload Speed 1 · Recoil Down 1 · 1

waist **Regios Tassets**
Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1

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

Ammo: Normal Thunder ×4, recoil Small, reload Small · **Spread** Thunder ×6, recoil Medium, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Thunder Attack 2→5Advanced Thunder Attack 1Reload Speed 3Normal/Element Ammo Boost 3

Artillery 1Spare Shot 1Advanced Attack Boost 1INERTRecoil Down 1Attack Efficacy 1Ballistics 1

Weakness Exploit 0→2

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

Style ▶ **NOT ELIGIBLE** — the official DB publishes no customizationSpec for this gun, so its 1903 attack is final.

Smelt (5 slots) ♦×3: **Thunder Attack** 2→5 (+400 element) ♦×2: **Weakness Exploit** 0→2 ♻️ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ♦×3 **Thunder Attack** 2→5 + ♦×2 **Weakness Exploit** 0→2. Without those, use **Pukei Lagoon Hat** · **Quematrice Mail** · **Rex Roar Braces** · **Regios Tassets** · **Rath Soul Greaves** instead. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 1/1 and Reload Speed 3/3 — the parts no driftstone can supply. About **20% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernheart is this gun's special attack (a rapid-fire barrage). Its own ammo needs **Recoil Down 1** and **Reload Speed 3** — Recoil Down 1/1 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.



Arma Destroyer — Element (base: Luminous Assault)

THUNDERWYVERNHEART — Tzitzi-Ya-Ku · Atk 1903Thunder 785+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

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

chest **Bishaten Mail**
Reload Speed 1 · Burst 2 · 1

arms **Zinogre Braces**
Thunder Attack 2 · 1

waist **Pukei Lagoon Coil** subspecies
Reload Speed 1 · Recoil Down 1 · 1

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

Ammo: Normal Thunder ×4, recoil Small, reload Small · **Spread** Thunder ×6, recoil Medium, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Thunder Attack 5Advanced Thunder Attack 2Reload Speed 3Burst 2Recoil Down 1

Weakness Exploit 0→5

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

Style ▶ **NOT ELIGIBLE** — the official DB publishes no customizationSpec for this gun, so its 1903 attack is final.

Smelt (5 slots) ♦×5: **Weakness Exploit** 0→5 ♻️ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Element build. Leads with the element package instead of the ammo boost. Prefer it when you are hunting a monster this element is strongly effective against, or when you cannot reach the ammo boost cap. **Wyvernheart** is this gun's special attack (a rapid-fire barrage). Its own ammo needs **Recoil Down 1** and **Reload Speed 3** — Recoil Down 1/1 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.

5 · Ice ice element ammo



Spheniscine Ruler — Ammo (base: Spheniscine Slayer)

ICEWYVERNSNIPE — Lagombi · Atk 1903Ice 785+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Banbaro Helm**
Tremor Resistance 1 · Recoil Down 1 · 1

chest **Quematrice Mail**
Normal/Element Ammo Boost 2 · Spare Shot 1 · 1

arms **Legiana Vambraces**
Reload Speed 2 · 1

waist **Regios Tassets**
Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1

legs **Lagombi Greaves**
Ice Attack 2 · 1

Ammo: Normal Ice ×4, recoil Small, reload Small · **Piercing** Ice ×6, recoil Medium, reload Large 2

SKILLS — NOW → AFTER DRIFTSMELT

Ice Attack 2→5Normal/Element Ammo Boost 3Reload Speed 2Tremor Resistance 1Recoil Down 1

Spare Shot 1Attack Efficacy 1Ballistics 1Weakness Exploit 0→2

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

Style ▶ **ELIGIBLE** — Lagombi is riftborne, so this gun takes the full Style-Enhancement track (+300 atk / +300 element / +30% aff over the three Lv10/15/20 nodes).

Style at Lv5 — take **Crouching Shot** or **Guard Reload**, but confirm the names in game first — both names are COMMUNITY-REPORTED, not from the game data, and this sheet previously said no Heavy Bowgun style name could be sourced at all. Crouching Shot is corroborated twice (mhnw.me's weapon map, and the r/MHNowGame thread "Legiana HBG (Crouching Shot)"); Guard Reload comes from the same map and is also a Gunlance style name, so the two could be confused. **No source compares them for damage** — nothing here says which is better, only that they exist. *Style names are not published in the game data; community-reported (mhnw.me WEAPON_MAP + r/MHNowGame 1ryewjm (2026-03-19); see research/scorer_feasibility_2026-08-28.json). 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** — at +0% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 0% and all three about 2%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ♦×3: **Ice Attack** 2→5 (+400 element) ♦×2: **Weakness Exploit** 0→2 ♻️ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ♦×3 **Ice Attack** 2→5 + ♦×2 **Weakness Exploit** 0→2. Without those, use **Lunagaron Helm** · **Quematrice Mail** · **Regios Vambraces** · **Regios Tassets** · **Rath Soul Greaves** instead. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 2/1 and Reload Speed 2/2 — the parts no driftstone can supply. About **14% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernsnipe is this gun's special attack (a single devastating shot). Its own ammo needs **Recoil Down 1** and **Reload Speed 2** — Recoil Down 1/1 met, Reload Speed 2/2 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.

Spheniscine Ruler — Element (base: Spheniscine Slayer)

ICE

WYVERNSNIPE

— Lagombi ·

Atk 1903

Ice 785

+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Banbaro Helm**

Tremor Resistance 1 · Recoil Down 1 · 1 ◆

chest **Goss Harag Mail**

Advanced Ice Attack 1 · Ice Attack 2 · 1 ◆

arms **Goss Harag Braces**

Advanced Ice Attack 1 · Divine Blessing 1 · 2 ◆

waist **Legiana Coil**

Ice Attack 2 · Windproof 1 · 1 ◆

legs **Rath Soul Greaves** subspecies

Reload Speed 2 · Fire Attack 1 · 1 ◆

Ammo: Normal Ice x4, recoil Small, reload Small · Piercing Ice x6, recoil Medium, reload Large 2

SKILLS — NOW → AFTER DRIFTSMELT

Ice Attack 4→5

Advanced Ice Attack 2

Reload Speed 2

Tremor Resistance 1

Recoil Down 1

Divine Blessing 1

Windproof 1

Fire Attack 1

Weakness Exploit 0→5

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

Style ▶ ELIGIBLE — Lagombi is riftborne, so this gun takes the full Style-Enhancement track (+300 atk / +300 element / +30% aff over the three Lv10/15/20 nodes).

Style at Lv5 — take **Crouching Shot** or **Guard Reload**, but confirm the names in game first — both names are COMMUNITY-REPORTED, not from the game data, and this sheet previously said no Heavy Bowgun style name could be sourced at all. Crouching Shot is corroborated twice (mhnnow.me's weapon map, and the r/MHNowGame thread "Legiana HBG (Crouching Shot)"); Guard Reload comes from the same map and is also a Gunlance style name, so the two could be confused. **No source compares them for damage** — nothing here says which is better, only that they exist. *Style names are not published in the game data; community-reported (mhnnow.me WEAPON_MAP + r/MHNowGame 1ryewjm (2026-03-19); see research/scorer_feasibility_2026-08-28.json). 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** — at +0% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 0% and all three about 1%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (6 slots) ◆×1: Ice Attack 4→5 (+150 element) ◆×5: Weakness Exploit 0→5 ♻️ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Element build. Leads with the element package instead of the ammo boost. Prefer it when you are hunting a monster this element is strongly effective against, or when you cannot reach the ammo boost cap. **Wyvernsnipe** is this gun's special attack (a single devastating shot). Its own ammo needs **Recoil Down 1** and **Reload Speed 2** — Recoil Down 1/1 met, Reload Speed 2/2 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.

6 · Dragon dragon element ammo

Destruction's Fusillade — Ammo

DRAGON

WYVERNHEART

— Nergigante ·

Atk 1861

Dragon 1210

+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Lunagaron Helm**

Recoil Down 2 · Ballistics 1 · 1 ◆

chest **Quematrice Mail**

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1 ◆

arms **Rex Roar Braces** subspecies

Advanced Attack Boost 1 · Reload Speed 1 · Recoil Down 1 · 1 ◆

waist **Regios Tassetts**

Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1 ◆

legs **Rath Soul Greaves** subspecies

Reload Speed 2 · Fire Attack 1 · 1 ◆

Ammo: Spread Dragon x7, recoil Medium, reload Extra Large · Sticky Dragon x4, recoil Large 2, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Recoil Down 3

Normal/Element Ammo Boost 3

Reload Speed 3

Ballistics 2

Spare Shot 1

~~Advanced Attack Boost 1~~ ~~INERT~~

Attack Efficacy 1

Fire Attack 1

Dragon Attack 0→5

Weapon skill — Hunter's Unity 1 (off-thesis, not in the list above) · Partbreaker 2 (off-thesis, not in the list above)

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec for this gun, so its 1861 attack is final.

Smelt (5 slots) ◆×5: Dragon Attack 0→5 (+500 element) ♻️ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ◆×5 Dragon Attack 0→5. Without those, keep the **same armour as above** and simply leave it unsmelted. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 3/3 — the parts no driftstone can supply. About **13% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernheart is this gun's special attack (a rapid-fire barrage). Its own ammo needs **Recoil Down 3** and **Reload Speed 3** — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.

Destruction's Fusillade — Element

DRAGON

WYVERNHEART

— Nergigante ·

Atk 1861

Dragon 1210

+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Stygian Helm** subspecies

Advanced Dragon Attack 1 · Dragon Attack 2 · 1 ◆

chest **Lumu Mail**

Recoil Down 2 · Windproof 1 · 1 ◆

arms **Stygian Vambraces** subspecies

Advanced Dragon Attack 1 · Lock On 1 · Dragon Attack 1 · 1 ◆

waist **Pukei Lagoon Coil** subspecies

Reload Speed 1 · Recoil Down 1 · 1 ◆

legs **Rath Soul Greaves** subspecies

Reload Speed 2 · Fire Attack 1 · 1 ◆

Ammo: Spread Dragon x7, recoil Medium, reload Extra Large · Sticky Dragon x4, recoil Large 2, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Dragon Attack 3→5

Advanced Dragon Attack 2

Recoil Down 3

Reload Speed 3

Windproof 1

Lock On 1

Fire Attack 1

Weakness Exploit 0→3

Weapon skill — Hunter's Unity 1 (off-thesis, not in the list above) · Partbreaker 2 (off-thesis, not in the list above)

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec for this gun, so its 1861 attack is final.

Smelt (5 slots) ◆×2: Dragon Attack 3→5 (+300 element) ◆×3: Weakness Exploit 0→3 ♻️ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Element build. Leads with the element package instead of the ammo boost. Prefer it when you are hunting a monster this element is strongly effective against, or when you cannot reach the ammo boost cap. **Wyvernheart** is this gun's special attack (a rapid-fire barrage). Its own ammo needs **Recoil Down 3** and **Reload Speed 3** — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.

Dark Devourer — Ammo (base: Gluttonous Cannon)

DRAGON

WYVERNHEART

— Deviljho ·

Atk 1579

Dragon 1568

~30% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Lunagaron Helm**

Recoil Down 2 · Ballistics 1 · 1◆

chest **Quematrice Mail**

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1◆

arms **Rex Roar Braces** *subspecies*

Advanced Attack Boost 1 · Reload Speed 1 · Recoil Down 1 · 1◆

waist **Regios Tassets**

Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1◆

legs **Rath Soul Greaves** *subspecies*

Reload Speed 2 · Fire Attack 1 · 1◆

Ammo: Spread Dragon ×7, recoil Medium, reload Extra Large · **Wyvern Dragon** ×2, recoil Wyvern, reload Large 2 · **Sticky Dragon** ×4, recoil Large 2, reload Extra Large



SKILLS — NOW → AFTER DRIFTSMELT

Recoil Down 3

Normal/Element Ammo Boost 3

Reload Speed 3

Ballistics 2

Spare Shot 1

~~Advanced Attack Boost 1~~ **INERT**

Attack Efficacy 1

Fire Attack 1

Dragon Attack 0 → 5

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

Style ▶ ELIGIBLE — Deviljho is riftborne, so this gun takes the full Style-Enhancement track (+300 atk / +300 element / +30% aff over the three Lv10/15/20 nodes).

Style at Lv5 — take **Crouching Shot** or **Guard Reload**, but confirm the names in game first — both names are COMMUNITY-REPORTED, not from the game data, and this sheet previously said no Heavy Bowgun style name could be sourced at all. Crouching Shot is corroborated twice (mhnw.me's weapon map, and the r/MHNowGame thread "Legiana HBG (Crouching Shot)"); Guard Reload comes from the same map and is also a Gunlance style name, so the two could be confused. **No source compares them for damage** — nothing here says which is better, only that they exist. *Style names are not published in the game data; community-reported (mhnw.me WEAPON_MAP + r/MHNowGame 1ryewjm (2026-03-19); see research/scorer_feasibility_2026-08-28.json). Styles are reversible.*

Style nodes — Lv10 affinity · Lv15 attack · Lv20 attack — **1 affinity** then the rest into **attack** — affinity is the biggest single node here — 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 (5 slots) ◆×5: **Dragon Attack** 0→5 (+500 element) ♻️ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ◆×5 **Dragon Attack 0→5**. Without those, keep the **same armour as above** and simply leave it unsmelted. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 3/3 — the parts no driftstone can supply. About **13% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernheart is this gun's special attack (a rapid-fire barrage). Its own ammo needs **Recoil Down 3** and **Reload Speed 3** — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is ~30%, so crit skills are devalued - the set leans on raw instead.

Dark Devourer — Element (base: Gluttonous Cannon)

DRAGON

WYVERNHEART

— Deviljho ·

Atk 1579

Dragon 1568

~30% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Stygian Helm** *subspecies*

Advanced Dragon Attack 1 · Dragon Attack 2 · 1◆

chest **Lumu Mail**

Recoil Down 2 · Windproof 1 · 1◆

arms **Stygian Vambraces** *subspecies*

Advanced Dragon Attack 1 · Lock On 1 · Dragon Attack 1 · 1◆

waist **Pukei Lagoon Coil** *subspecies*

Reload Speed 1 · Recoil Down 1 · 1◆

legs **Rath Soul Greaves** *subspecies*

Reload Speed 2 · Fire Attack 1 · 1◆

Ammo: Spread Dragon ×7, recoil Medium, reload Extra Large · **Wyvern Dragon** ×2, recoil Wyvern, reload Large 2 · **Sticky Dragon** ×4, recoil Large 2, reload Extra Large



SKILLS — NOW → AFTER DRIFTSMELT

Dragon Attack 3 → 5

Advanced Dragon Attack 2

Recoil Down 3

Reload Speed 3

Windproof 1

Lock On 1

Fire Attack 1

Raw Power 0 → 3

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

Style ▶ ELIGIBLE — Deviljho is riftborne, so this gun takes the full Style-Enhancement track (+300 atk / +300 element / +30% aff over the three Lv10/15/20 nodes).

Style at Lv5 — take **Crouching Shot** or **Guard Reload**, but confirm the names in game first — both names are COMMUNITY-REPORTED, not from the game data, and this sheet previously said no Heavy Bowgun style name could be sourced at all. Crouching Shot is corroborated twice (mhnw.me's weapon map, and the r/MHNowGame thread "Legiana HBG (Crouching Shot)"); Guard Reload comes from the same map and is also a Gunlance style name, so the two could be confused. **No source compares them for damage** — nothing here says which is better, only that they exist. *Style names are not published in the game data; community-reported (mhnw.me WEAPON_MAP + r/MHNowGame 1ryewjm (2026-03-19); see research/scorer_feasibility_2026-08-28.json). Styles are reversible.*

Style nodes — Lv10 affinity · Lv15 affinity · Lv20 element — **2 affinity** then the rest into **element**. Positive affinity plus crit skills here, so affinity nodes pay; the margin over pure element is small (~0.8%). *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ◆×2: **Dragon Attack** 3→5 (+300 element) ◆×3: **Raw Power** 0→3 ♻️ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Element build. Leads with the element package instead of the ammo boost. Prefer it when you are hunting a monster this element is strongly effective against, or when you cannot reach the ammo boost cap. **Wyvernheart** is this gun's special attack (a rapid-fire barrage). Its own ammo needs **Recoil Down 3** and **Reload Speed 3** — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is ~30%, so crit skills are devalued - the set leans on raw instead.

7 · Poison *status comes from the AMMO, not the weapon element*

Veiled Kamaeleon — Ammo

POISON

WYVERNSNIPE

— Chameleos ·

Atk 2446

+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Lunagaron Helm**

Recoil Down 2 · Ballistics 1 · 1◆

chest **Quematrice Mail**

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1◆

arms **Rex Roar Braces** *subspecies*

Advanced Attack Boost 1 · Reload Speed 1 · Recoil Down 1 · 1◆

waist **Regios Tassets**

Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1◆

legs **Rath Soul Greaves** *subspecies*

Reload Speed 2 · Fire Attack 1 · 1◆

Ammo: Normal Poison ×6, recoil Medium, reload Extra Large · **Sticky** ×4, recoil Large 2, reload Extra Large · **Cluster** ×3, recoil Large 2, reload Extra Large



SKILLS — NOW → AFTER DRIFTSMELT

Recoil Down 3

Normal/Element Ammo Boost 3

Reload Speed 3

Ballistics 2

Spare Shot 1

~~Advanced Attack Boost 1~~ **INERT**

Attack Efficacy 1

Fire Attack 1

Weakness Exploit 0 → 5

Weapon skill — **Hunter's Unity 1** (off-thesis, not in the list above) · **Sneak Attack 2** (off-thesis, not in the list above)

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec for this gun, so its 2446 attack is final.

Smelt (5 slots) ◆×5: **Weakness Exploit** 0→5 ♻️ Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ◆×5 **Weakness Exploit 0→5**. Without those, keep the **same armour as above** and simply leave it unsmelted. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 3/3 — the parts no driftstone can supply. About **11% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernsnipe is this gun's special attack (a single devastating shot). Its own ammo needs **Recoil Down 3** and **Reload Speed 3** — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.



Veiled Kamaeleon — Status

POISON

WYVERNSNIPE

Chameleons ·

Atk 2446

+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Bazelgeuse Helm**

Reload Speed 2 · Artillery 1 · 1 ♦

chest **Rathian Mail**

Poison Attack 2 · 1 ♦

arms **Basarios Vambraces**

Recoil Down 2 · 1 ♦

waist **Pukei Lagoon Coil** subspecies

Reload Speed 1 · Recoil Down 1 · 1 ♦

legs **Viper Kadachi Greaves** subspecies

Advanced Burst 1 · Poison Exploit 2 · 1 ♦

Ammo: Normal Poison ×6, recoil Medium, reload Extra Large · **Sticky** ×4, recoil Large 2, reload Extra Large · **Cluster** ×3, recoil Large 2, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Reload Speed 3

Recoil Down 3

Poison Attack 2

Poison Exploit 2

Artillery 1

Advanced Burst 1 **INERT**

Weakness Exploit 0 → 5

Weapon skill — **Hunter's Unity 1** (off-thesis, not in the list above) · **Sneak Attack 2** (off-thesis, not in the list above)

Style ▶ **NOT ELIGIBLE** — the official DB publishes no customizationSpec for this gun, so its 2446 attack is final.

Smelt (5 slots) ♦×5: **Weakness Exploit** 0→5 ♻️. Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Status build. Leads with the status package instead of the ammo boost. The ammo-boost build for this gun carries no status skills at all, so this is the build to take when you want the gun for what its ammo actually applies rather than for raw shot damage. **Wyvernsnipe** is this gun's special attack (a single devastating shot). Its own ammo needs **Recoil Down 3** and **Reload Speed 3** — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.



Queen's Farfler — Ammo (base: Queen's Longfire)

POISON

WYVERNSNIPE

Rathian ·

Atk 2251

+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Lunagaron Helm**

Recoil Down 2 · Ballistics 1 · 1 ♦

chest **Quematrice Mail**

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1 ♦

arms **Rex Roar Braces** subspecies

Advanced Attack Boost 1 · Reload Speed 1 · Recoil Down 1 · 1 ♦

waist **Regios Tassets**

Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1 ♦

legs **Rath Soul Greaves** subspecies

Reload Speed 2 · Fire Attack 1 · 1 ♦

Ammo: Normal Poison ×5, recoil Medium, reload Large · **Spread** ×7, recoil Medium, reload Extra Large · **Cluster** ×2, recoil Large 2, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Recoil Down 3

Normal/Element Ammo Boost 3

Reload Speed 3

Ballistics 2

Spare Shot 1

Advanced Attack Boost 1 **INERT**

Attack Efficacy 1

Fire Attack 1

Weakness Exploit 0 → 5

Weapon skill — **Health Boost 2** (off-thesis, not in the list above)

Style ▶ **ELIGIBLE** — Rathian is riftborne, so this gun takes the full Style-Enhancement track (+300 atk / +300 element / +30% aff over the three Lv10/15/20 nodes).

Style at Lv5 — take **Crouching Shot** or **Guard Reload**, but confirm the names in game first — both names are COMMUNITY-REPORTED, not from the game data, and this sheet previously said no Heavy Bowgun style name could be sourced at all. Crouching Shot is corroborated twice (mhnw.me's weapon map, and the r/MHNowGame thread "Legiana HBG (Crouching Shot)"); Guard Reload comes from the same map and is also a Gunlance style name, so the two could be confused. **No source compares them for damage** — nothing here says which is better, only that they exist. *Style names are not published in the game data; community-reported (mhnw.me WEAPON_MAP + r/MHNowGame 1ryewjm (2026-03-19); see research/scorer_feasibility_2026-08-28.json). Styles are reversible.*

Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** — this weapon has no element, so an element node does nothing at all. **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 5%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ♦×5: **Weakness Exploit** 0→5 ♻️. Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ♦×5 **Weakness Exploit** 0→5. Without those, keep the **same armour as above** and simply leave it unsmelted. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 3/3 — the parts no driftstone can supply. About **11% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernsnipe is this gun's special attack (a single devastating shot). Its own ammo needs **Recoil Down 3** and **Reload Speed 3** — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.



Queen's Farfler — Status (base: Queen's Longfire)

POISON

WYVERNSNIPE

Rathian ·

Atk 2251

+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Bazelgeuse Helm**

Reload Speed 2 · Artillery 1 · 1 ♦

chest **Rathian Mail**

Poison Attack 2 · 1 ♦

arms **Basarios Vambraces**

Recoil Down 2 · 1 ♦

waist **Pukei Lagoon Coil** subspecies

Reload Speed 1 · Recoil Down 1 · 1 ♦

legs **Viper Kadachi Greaves** subspecies

Advanced Burst 1 · Poison Exploit 2 · 1 ♦

Ammo: Normal Poison ×5, recoil Medium, reload Large · **Spread** ×7, recoil Medium, reload Extra Large · **Cluster** ×2, recoil Large 2, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Reload Speed 3

Recoil Down 3

Poison Attack 2

Poison Exploit 2

Artillery 1

Advanced Burst 1 **INERT**

Weakness Exploit 0 → 5

Weapon skill — **Health Boost 2** (off-thesis, not in the list above)

Style ▶ **ELIGIBLE** — Rathian is riftborne, so this gun takes the full Style-Enhancement track (+300 atk / +300 element / +30% aff over the three Lv10/15/20 nodes).

Style at Lv5 — take **Crouching Shot** or **Guard Reload**, but confirm the names in game first — both names are COMMUNITY-REPORTED, not from the game data, and this sheet previously said no Heavy Bowgun style name could be sourced at all. Crouching Shot is corroborated twice (mhnw.me's weapon map, and the r/MHNowGame thread "Legiana HBG (Crouching Shot)"); Guard Reload comes from the same map and is also a Gunlance style name, so the two could be confused. **No source compares them for damage** — nothing here says which is better, only that they exist. *Style names are not published in the game data; community-reported (mhnw.me WEAPON_MAP + r/MHNowGame 1ryewjm (2026-03-19); see research/scorer_feasibility_2026-08-28.json). Styles are reversible.*

Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** — this weapon has no element, so an element node does nothing at all. **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 5%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ♦×5: **Weakness Exploit** 0→5 ♻️. Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Status build. Leads with the status package instead of the ammo boost. The ammo-boost build for this gun carries no status skills at all, so this is the build to take when you want the gun for what its ammo actually applies rather than for raw shot damage. **Wyvernsnipe** is this gun's special attack (a single devastating shot). Its own ammo needs **Recoil Down 3** and **Reload Speed 3** — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.



Crimson Kadachi Lion — Ammo

PARALYSIS

WYVERNSNIPE

— Viper Tobi-Kadachi ·

Atk 2448

+10% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Bishaten Helm**

Paralysis Exploit 2 · 1 ◆

chest **Quematrice Mail**

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1 ◆

arms **Rex Roar Braces** subspecies

Advanced Attack Boost 1 · Reload Speed 1 · Recoil Down 1 · 1 ◆

waist **Regios Tassets**

Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1 ◆

legs **Rath Soul Greaves** subspecies

Reload Speed 2 · Fire Attack 1 · 1 ◆

Ammo: Normal Paralysis ×5, recoil Medium, reload Large 2 · **Piercing** ×6, recoil Medium, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Normal/Element Ammo Boost 3

Reload Speed 3

Paralysis Exploit 2

Spare Shot 1

~~Advanced Attack Boost 1~~ ~~INERT~~

Recoil Down 1

Attack Efficacy 1

Ballistics 1

Fire Attack 1

Weakness Exploit 0 → 5

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

Style ▶ **NOT ELIGIBLE** — the official DB publishes no customizationSpec for this gun, so its 2448 attack is final.

Smelt (5 slots) ◆×5: **Weakness Exploit** 0 → 5 ♻️. Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ◆×5 **Weakness Exploit** 0 → 5. Without those, use **Regios Helm** · **Quematrice Mail** · **Rex Roar Braces** · **Regios Tassets** · **Rath Soul Greaves** instead. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 1/1 and Reload Speed 3/3 — the parts no driftstone can supply. About **4% less damage** than the smelted build above. (Advanced Burst on these pieces is inert here — an incidental rider, not something to chase.) *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernsnipe is this gun's special attack (a single devastating shot). Its own ammo needs **Recoil Down 1** and **Reload Speed 3** — Recoil Down 1/1 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +10%, so crit skills are the engine here.



Crimson Kadachi Lion — Status

PARALYSIS

WYVERNSNIPE

— Viper Tobi-Kadachi ·

Atk 2448

+10% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Bishaten Helm**

Paralysis Exploit 2 · 1 ◆

chest **Volvidon Mail**

Paralysis Attack 2 · 1 ◆

arms **Viper Kadachi Braces** subspecies

Advanced Burst 1 · Paralysis Exploit 1 · Paralysis Attack 1 · 1 ◆

waist **Pukei Lagoon Coil** subspecies

Reload Speed 1 · Recoil Down 1 · 1 ◆

legs **Rath Soul Greaves** subspecies

Reload Speed 2 · Fire Attack 1 · 1 ◆

Ammo: Normal Paralysis ×5, recoil Medium, reload Large 2 · **Piercing** ×6, recoil Medium, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Paralysis Exploit 3

Paralysis Attack 3

Reload Speed 3

~~Advanced Burst 2~~ ~~INERT~~

Recoil Down 1

Fire Attack 1

Weakness Exploit 0 → 5

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

Style ▶ **NOT ELIGIBLE** — the official DB publishes no customizationSpec for this gun, so its 2448 attack is final.

Smelt (5 slots) ◆×5: **Weakness Exploit** 0 → 5 ♻️. Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Status build. Leads with the status package instead of the ammo boost. The ammo-boost build for this gun carries no status skills at all, so this is the build to take when you want the gun for what its ammo actually applies rather than for raw shot damage. **Wyvernsnipe** is this gun's special attack (a single devastating shot). Its own ammo needs **Recoil Down 1** and **Reload Speed 3** — Recoil Down 1/1 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +10%, so crit skills are the engine here.



Rebound Shot — Ammo (base: Carom Shot)

PARALYSIS

WYVERNHEART

— Volvidon ·

Atk 2251

+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Bishaten Helm**

Paralysis Exploit 2 · 1 ◆

chest **Quematrice Mail**

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1 ◆

arms **Rex Roar Braces** subspecies

Advanced Attack Boost 1 · Reload Speed 1 · Recoil Down 1 · 1 ◆

waist **Regios Tassets**

Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1 ◆

legs **Rath Soul Greaves** subspecies

Reload Speed 2 · Fire Attack 1 · 1 ◆

Ammo: Normal Paralysis ×5, recoil Medium, reload Large 2 · **Spread** ×7, recoil Medium, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Normal/Element Ammo Boost 3

Reload Speed 3

Paralysis Exploit 2

Spare Shot 1

~~Advanced Attack Boost 1~~ ~~INERT~~

Recoil Down 1

Attack Efficacy 1

Ballistics 1

Fire Attack 1

Weakness Exploit 0 → 5

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

Style ▶ **NOT ELIGIBLE** — the official DB publishes no customizationSpec for this gun, so its 2251 attack is final.

Smelt (5 slots) ◆×5: **Weakness Exploit** 0 → 5 ♻️. Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ◆×5 **Weakness Exploit** 0 → 5. Without those, use **Bazelgeuse Helm** · **Quematrice Mail** · **Rex Roar Braces** · **Regios Tassets** · **Quematrice Greaves** instead. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 1/1 and Reload Speed 3/3 — the parts no driftstone can supply. About **5% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernheart is this gun's special attack (a rapid-fire barrage). Its own ammo needs **Recoil Down 1** and **Reload Speed 3** — Recoil Down 1/1 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.



Rebound Shot — Status (base: Carom Shot)

PARALYSIS

WYVERNHEART

— Volvidon ·

Atk 2251

+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head **Bishaten Helm**

Paralysis Exploit 2 · 1 ◆

chest **Volvidon Mail**

Paralysis Attack 2 · 1 ◆

arms **Viper Kadachi Braces** subspecies

Advanced Burst 1 · Paralysis Exploit 1 · Paralysis Attack 1 · 1 ◆

waist **Pukei Lagoon Coil** subspecies

Reload Speed 1 · Recoil Down 1 · 1 ◆

legs **Rath Soul Greaves** subspecies

Reload Speed 2 · Fire Attack 1 · 1 ◆

Ammo: Normal Paralysis ×5, recoil Medium, reload Large 2 · **Spread** ×7, recoil Medium, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Paralysis Exploit 3

Paralysis Attack 3

Reload Speed 3

~~Advanced Burst 1~~ ~~INERT~~

Recoil Down 1

Fire Attack 1

Weakness Exploit 0 → 5

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

Style ▶ **NOT ELIGIBLE** — the official DB publishes no customizationSpec for this gun, so its 2251 attack is final.

Smelt (5 slots) ◆×5: **Weakness Exploit** 0 → 5 ♻️. Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Status build. Leads with the status package instead of the ammo boost. The ammo-boost build for this gun carries no status skills at all, so this is the build to take when you want the gun for what its ammo actually applies rather than for raw shot damage. **Wyvernheart** is this gun's special attack (a rapid-fire barrage). Its own ammo needs **Recoil Down 1** and **Reload Speed 3** — Recoil Down 1/1 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.



Nightmare Cannon — Ammo

SLEEP

WYVERNHEART

— Nightshade Paolumu ·

Atk 2371

+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head Lunagaron Helm

Recoil Down 2 · Ballistics 1 · 1 ♦

chest Quematrice Mail

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1 ♦

arms Rex Roar Braces subspecies

Advanced Attack Boost 1 · Reload Speed 1 · Recoil Down 1 · 1 ♦

waist Regios Tassets

Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1 ♦

legs Rath Soul Greaves subspecies

Reload Speed 2 · Fire Attack 1 · 1 ♦

Ammo: Spread ×7, recoil Medium, reload Extra Large
· **Normal Sleep** ×5, recoil Medium, reload Extra Large
· **Wyvern** ×2, recoil Wyvern, reload Large 2

SKILLS — NOW → AFTER DRIFTSMELT

Recoil Down 3

Normal/Element Ammo Boost 3

Reload Speed 3

Ballistics 2

Spare Shot 1

~~Advanced Attack Boost 1~~ **INERT**

Attack Efficacy 1

Fire Attack 1

Weakness Exploit 0 → 5

Weapon skill — Sneak Attack 1 (off-thesis, not in the list above)

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec for this gun, so its 2371 attack is final.

Smelt (5 slots) ♦×5: **Weakness Exploit** 0 → 5 🏹. Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ♦×5 **Weakness Exploit** 0 → 5. Without those, keep the **same armour as above** and simply leave it unsmelted. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 3/3 — the parts no driftstone can supply. About **11% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernheart is this gun's special attack (a rapid-fire barrage). Its own ammo needs **Recoil Down 3** and **Reload Speed 3** — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.



Nightmare Cannon — Status

SLEEP

WYVERNHEART

— Nightshade Paolumu ·

Atk 2371

+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head Lunagaron Helm

Recoil Down 2 · Ballistics 1 · 1 ♦

chest Baan Mail

Sleep Attack 1 · Defense Boost 2 · 1 ♦

arms Lumu Phantasm Arms subspecies

Sleep Attack 2 · 1 ♦

waist Pukei Lagoon Coil subspecies

Reload Speed 1 · Recoil Down 1 · 1 ♦

legs Rath Soul Greaves subspecies

Reload Speed 2 · Fire Attack 1 · 1 ♦

Ammo: Spread ×7, recoil Medium, reload Extra Large
· **Normal Sleep** ×5, recoil Medium, reload Extra Large
· **Wyvern** ×2, recoil Wyvern, reload Large 2

SKILLS — NOW → AFTER DRIFTSMELT

Recoil Down 3

Sleep Attack 3

Reload Speed 3

Defense Boost 2

Ballistics 1

Fire Attack 1

Weakness Exploit 0 → 5

Weapon skill — Sneak Attack 1 (off-thesis, not in the list above)

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec for this gun, so its 2371 attack is final.

Smelt (5 slots) ♦×5: **Weakness Exploit** 0 → 5 🏹. Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Status build. Leads with the status package instead of the ammo boost. The ammo-boost build for this gun carries no status skills at all, so this is the build to take when you want the gun for what its ammo actually applies rather than for raw shot damage. **Wyvernheart** is this gun's special attack (a rapid-fire barrage). Its own ammo needs **Recoil Down 3** and **Reload Speed 3** — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.



Baan Roar — Ammo (base: Spiked Shooter)

SLEEP

WYVERNSNIPE

— Radobaan ·

Atk 2103

+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head Lunagaron Helm

Recoil Down 2 · Ballistics 1 · 1 ♦

chest Quematrice Mail

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1 ♦

arms Rex Roar Braces subspecies

Advanced Attack Boost 1 · Reload Speed 1 · Recoil Down 1 · 1 ♦

waist Regios Tassets

Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1 ♦

legs Rath Soul Greaves subspecies

Reload Speed 2 · Fire Attack 1 · 1 ♦

Ammo: Piercing ×6, recoil Medium, reload Extra Large
· **Normal Sleep** ×4, recoil Medium, reload Large
· **Wyvern** ×1, recoil Wyvern, reload Large

SKILLS — NOW → AFTER DRIFTSMELT

Recoil Down 3

Normal/Element Ammo Boost 3

Reload Speed 3

Ballistics 2

Spare Shot 1

~~Advanced Attack Boost 1~~ **INERT**

Attack Efficacy 1

Fire Attack 1

Weakness Exploit 0 → 5

Weapon skill — Defense Boost 2 (off-thesis, not in the list above)

Style ▶ ELIGIBLE — Radobaan is riftborne, so this gun takes the full Style-Enhancement track (+300 atk / +300 element / +30% aff over the three Lv10/15/20 nodes).

Style at Lv5 — take **Crouching Shot** or **Guard Reload**, but confirm the names in game first — both names are COMMUNITY-REPORTED, not from the game data, and this sheet previously said no Heavy Bowgun style name could be sourced at all. Crouching Shot is corroborated twice (mhnw.me's weapon map, and the r/MHNowGame thread "Legiana HBG (Crouching Shot)"); Guard Reload comes from the same map and is also a Gunlance style name, so the two could be confused. **No source compares them for damage** — nothing here says which is better, only that they exist. *Style names are not published in the game data; community-reported (mhnw.me WEAPON_MAP + r/MHNowGame 1ryewjm (2026-03-19); see research/scorer_feasibility_2026-08-28.json). Styles are reversible.*

Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** — this weapon has no element, so an element node does nothing at all. **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.*

Smelt (5 slots) ♦×5: **Weakness Exploit** 0 → 5 🏹. Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smeltable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs ♦×5 **Weakness Exploit** 0 → 5. Without those, keep the **same armour as above** and simply leave it unsmelted. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 3/3 — the parts no driftstone can supply. About **11% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernsnipe is this gun's special attack (a single devastating shot). Its own ammo needs **Recoil Down 3** and **Reload Speed 3** — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.



Baan Roar — Status (base: Spiked Shooter)

SLEEP

WYVERNISNIP

Radobaan

Atk 2103

+0% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head

Lunagaron Helm

Recoil Down 2 · Ballistics 1 · 1

chest

Baan Mail

Sleep Attack 1 · Defense Boost 2 · 1

arms

Lumu Phantasm Arms

subspecies

Sleep Attack 2 · 1

waist

Pukei Lagoon Coil

subspecies

Reload Speed 1 · Recoil Down 1 · 1

legs

Rath Soul Greaves

subspecies

Reload Speed 2 · Fire Attack 1 · 1

Ammo: Piercing ×6, recoil Medium, reload Extra Large · Normal Sleep ×4, recoil Medium, reload Large · Wyvern ×1, recoil Wyvern, reload Large

SKILLS — NOW → AFTER DRIFTSMELT

Recoil Down 3

Sleep Attack 3

Reload Speed 3

Defense Boost 4

Ballistics 1

Fire Attack 1

Weakness Exploit 0 → 5

Weapon skill — Defense Boost 2 (already counted above)

Style ▶ ELIGIBLE

Radobaan is riftborne, so this gun takes the full Style-Enhancement track (+300 atk / +300 element / +30% aff over the three Lv10/15/20 nodes).

Style at Lv5 — take Crouching Shot or Guard Reload, but confirm the names in game first — both names are COMMUNITY-REPORTED, not from the game data, and this sheet previously said no Heavy Bowgun style name could be sourced at all. Crouching Shot is corroborated twice (mhnw.me's weapon map, and the r/MHNowGame thread "Legiana HBG (Crouching Shot)"); Guard Reload comes from the same map and is also a Gunlance style name, so the two could be confused. No source compares them for damage — nothing here says which is better, only that they exist. Style names are not published in the game data; community-reported (mhnw.me WEAPON_MAP + r/MHNowGame 1ryewjm (2026-03-19); see research/scorer_feasibility_2026-08-28.json). Styles are reversible.

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into attack — this weapon has no element, so an element node does nothing at all. 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.

Smelt (5 slots) ♦x5: Weakness Exploit 0 → 5 ⚡. Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are not smeltable at all — armour is the only source, which is why the set above leads with them.

Status build. Leads with the status package instead of the ammo boost. The ammo-boost build for this gun carries no status skills at all, so this is the build to take when you want the gun for what its ammo actually applies rather than for raw shot damage. Wyvernsmipe is this gun's special attack (a single devastating shot). Its own ammo needs Recoil Down 3 and Reload Speed 3 — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is +0%, so crit skills are the engine here.

10 · Sticky

fixed damage, range-independent, builds KO on the head



Tigrex Howl+ (base: Tigrex Howl)

WYVERNHEART

Tigrex

Atk 2633

-40% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head

Lunagaron Helm

Recoil Down 2 · Ballistics 1 · 1

chest

Quematrice Mail

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1

arms

Rex Roar Braces

subspecies

Advanced Attack Boost 1 · Reload Speed 1 · Recoil Down 1 · 1

waist

Regios Tassetts

Attack Efficacy 1 · Normal/Element Ammo Boost 1 · Ballistics 1 · 1

legs

Rath Soul Greaves

subspecies

Reload Speed 2 · Fire Attack 1 · 1

Ammo: Spread ×7, recoil Medium, reload Large 2 · Sticky ×4, recoil Large 2, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Recoil Down 3

Normal/Element Ammo Boost 3

Reload Speed 3

Ballistics 2

Spare Shot 1

Advanced Attack Boost 1

INERT

Attack Efficacy 1

Fire Attack 1

Raw Power 0 → 5

Weapon skill — Critical Ferocity 1 (off-thesis, not in the list above)

Style ▶ NOT ELIGIBLE

the official DB publishes no customizationSpec for this gun, so its 2633 attack is final.

Smelt (5 slots) ♦x5: Raw Power 0 → 5 ⚡. Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are not smeltable at all — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet?

The build above needs ♦x5 Raw Power 0 → 5. Without those, keep the same armour as above and simply leave it unsmelted. Keeps Normal/Element Ammo Boost 3, Recoil Down 3/3 and Reload Speed 3/3 — the parts no driftstone can supply. About 1% less damage than the smelted build above. Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.

Wyvernheart is this gun's special attack (a rapid-fire barrage). Its own ammo needs Recoil Down 3 and Reload Speed 3 — Recoil Down 3/3 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is -40%, so crit skills are devalued - the set leans on raw instead.

11 · Slicing

cutting damage, severs tails, range-independent



Accursed Bellow

WYVERNHEART

Brute Tigrex

Atk 2633

-10% aff

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

head

Bazelgeuse Helm

Reload Speed 2 · Artillery 1 · 1

chest

Ceanataur Mail

Slicing Ammo Boost 1 · Recoil Down 2 · 1

arms

Rathalos Vambraces

Fire Resistance 1 · Attack Boost 2 · 2

waist

Almudron Coil

Advanced Water Attack 1 · Reload Speed 1 · Spare Shot 1 · 1

legs

Ceanataur Greaves

Advanced Water Attack 1 · Slicing Ammo Boost 2 · 1

Ammo: Slicing ×4, recoil Large, reload Extra Large · Spread ×6, recoil Medium, reload Extra Large

SKILLS — NOW → AFTER DRIFTSMELT

Reload Speed 3

Slicing Ammo Boost 3

Recoil Down 2

Attack Boost 2

Advanced Water Attack 2

INERT

Artillery 1

Fire Resistance 1

Spare Shot 1

Raw Power 0 → 5

Partbreaker 0 → 1

Weapon skill — Defensive Loading 3 (off-thesis, not in the list above)

Style ▶ NOT ELIGIBLE

the official DB publishes no customizationSpec for this gun, so its 2633 attack is final.

Smelt (6 slots) ♦x5: Raw Power 0 → 5 ⚡ · ♦x1: Partbreaker 0 → 1 ⚡. Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are not smeltable at all — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet?

The build above needs ♦x5 Raw Power 0 → 5 + ♦x1 Partbreaker 0 → 1. Without those, use Astalos Helm · Ceanataur Mail · Regios Vambraces · Golm Faults · Ceanataur Greaves instead. Keeps Slicing Ammo Boost 3, Recoil Down 2/2 and Reload Speed 3/3 — the parts no driftstone can supply. About 1% less damage than the smelted build above. (Advanced Thunder Attack, Advanced Water Attack on these pieces is inert here — an incidental rider, not something to chase.) Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.

Wyvernheart is this gun's special attack (a rapid-fire barrage). Its own ammo needs Recoil Down 2 and Reload Speed 3 — Recoil Down 2/2 met, Reload Speed 3/3 met. More than the requirement is wasted armour. Affinity is -10%, so crit skills are devalued - the set leans on raw instead.



Sayyad Cannon+ (base: Sayyad Cannon)

ARMOR — COVERS THIS GUN'S RECOIL/RELOAD, THEN DAMAGE

- head **Pukei Lagoon Hat** subspecies
Weakness Exploit 2 · Lock On 1 · 1
- chest **Ceanataur Mail**
Slicing Ammo Boost 1 · Recoil Down 2 · 1
- arms **Rathalos Vambraces**
Fire Resistance 1 · Attack Boost 2 · 2
- waist **Almudron Coil**
Advanced Water Attack 1 · Reload Speed 1 · Spare Shot 1 · 1
- legs **Ceanataur Greaves**
Advanced Water Attack 1 · Slicing Ammo Boost 2 · 1

Ammo: Normal ×6, recoil Small, reload Medium · **Slicing** ×3, recoil Large, reload Large

WYVERNHEART — Seregios · Atk 2335 +30% aff

SKILLS — NOW → AFTER DRIFTSMELT

- Slicing Ammo Boost 3
- Weakness Exploit 2→5
- Recoil Down 2
- Attack Boost 2
- ~~Advanced Water Attack 2~~ **INERT**
- Lock On 1
- Fire Resistance 1
- Reload Speed 1
- Spare Shot 1
- Critical Boost 0→3

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

Style · **NOT ELIGIBLE** — the official DB publishes no customizationSpec for this gun, so its 2335 attack is final.

Smelt (6 slots) (x3: Weakness Exploit 2→5 + x3: Critical Boost 0→3) Recoil Down, Reload Speed, the Ammo Boost skills, Ballistics, Spare Shot and Artillery are **not smelttable at all** — armour is the only source, which is why the set above leads with them.

Can't driftsmelt yet? The build above needs x3 Weakness Exploit 2→5 + x3 Critical Boost 0→3. Without those, use **Regios Helm · Ceanataur Mail · Regios Vambraces · Pukei Lagoon Coil · Ceanataur Greaves** instead. Keeps **Slicing Ammo Boost 3**, Recoil Down 3/2 and Reload Speed 1/1 — the parts no driftstone can supply. About **12% less damage** than the smelted build above. (Advanced Water Attack on these pieces is inert here — an incidental rider, not something to chase.) *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

Wyvernheart is this gun's special attack (a rapid-fire barrage). Its own ammo needs **Recoil Down 2** and **Reload Speed 1** — Recoil Down 2/2 met, Reload Speed 1/1 met. More than the requirement is wasted armour. Affinity is +30%, so crit skills are the engine here.

Confidence note. Weapon names, ammo loadouts (type/capacity/recoil/reload), special attacks, armour pieces, skills, effect values, driftsmelt legality and all G10-Lv5 stats are read from the **official Monster Hunter Now client database** and machine-checked against it. Move names come from the JP controls page. Style names are not published anywhere and are not used on this sheet.

Heavy Bowgun — 19 guns across 11 ammo roles, from 49 guns, plus 10 alternative archetype builds where a second build is genuinely different.