

Monster Hunter Now — Lance Build Sheet

Season 10 · Wave 3 (Aug 17 – Sep 16, 2026) · G10-Lv5 stats · official EN skill names · 12 bands from 46 lances

Lance meta, community-sourced and DB-verified. r/MHNowGame is explicit: "Headstrong 5 and 3 to 5 Guard are the main things to aim for", played as Instablock / Perfect Guard. Checked against the official database: Headstrong = +10/15/20/30/40% damage after not evading for 10 seconds — free on a weapon that blocks instead of dodging, and it is smeltable and aimable, so it is bought with driftsmelt slots. That is why every set below is picked for slot count first. Guard Up is NOT smeltable — Golm Mail is the source. Guard is smeltable but pool-only (cannot be aimed), so armour supplies it. Reflection returns damage on a successful guard, 20→90. Evasion skills are excluded on purpose — Headstrong requires not evading, so they cancel the build's own engine. Verification note: the JP guide's Lance list cross-checks this sheet's stats exactly — its 2198 for 吼槍【逆咬】 is the G10-Lv1 figure, and 2198 × 1.198 = 2633, the Backbite value below. Same for all six top lances.

1 · General / Raw works on everything



**Backbite** (base: Accursed Stinger)

ARMOR — SLOTS FOR HEADSTRONG, THEN GUARD / GUARD UP

head **Baan Helm**  
Guard 2 · 1 ◆

chest **Golm Mail**  
Guard Up 1 · Guard 1 · 2 ◆

arms **Barroth Vambraces**  
Guard 2 · 1 ◆

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

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

**Driftsmelt:** 6 slots at G8+

**HEADSTRONG / INSTABLOCK** — Brute Tigrex · Atk 2633 · -10% aff

SKILLS — NOW → AFTER DRIFTSMELT

Guard 5 Guard Up 1 Attack Boost 5 Advanced Attack Boost 1 Headstrong 0→5 Reflection 0→1

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

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec, so 2633 attack is final.

Smelt (6 slots) ◆×5: Headstrong 0→5 ◆×1: Reflection 0→1 ♣. Headstrong is bought with slots and it is the biggest damage skill on this weapon (+40% at Lv5 for not evading for 10s), so the set is chosen for slot count first. Guard Up is armour-only (Golm Mail) and Guard is pool-only when smelted, so armour has to supply both. Headstrong 5 + Guard 5 + Guard Up 1 — the community priority for Lance, verified against the official DB. Headstrong pays +40% damage for not evading for 10 seconds, which is free on a weapon that blocks instead of dodging, and Reflection returns damage on every successful guard. This is the Instablock / Perfect Guard pattern. Affinity is -10%, so crit skills are devalued and the set leans on Guard and raw. Evasion skills are deliberately excluded — they fight Headstrong's no-evade condition. Innate: Dauntless 5.



**Tiger Stinger+** (base: Tiger Stinger)

ARMOR — SLOTS FOR HEADSTRONG, THEN GUARD / GUARD UP

head **Baan Helm**  
Guard 2 · 1 ◆

chest **Golm Mail**  
Guard Up 1 · Guard 1 · 2 ◆

arms **Barroth Vambraces**  
Guard 2 · 1 ◆

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

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

**Driftsmelt:** 6 slots at G8+

**HEADSTRONG / INSTABLOCK** — Tigrex · Atk 2633 · -40% aff

SKILLS — NOW → AFTER DRIFTSMELT

Guard 5 Guard Up 1 Attack Boost 5 Advanced Attack Boost 1 Headstrong 0→5 Reflection 0→1

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

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec, so 2633 attack is final.

Smelt (6 slots) ◆×5: Headstrong 0→5 ◆×1: Reflection 0→1 ♣. Headstrong is bought with slots and it is the biggest damage skill on this weapon (+40% at Lv5 for not evading for 10s), so the set is chosen for slot count first. Guard Up is armour-only (Golm Mail) and Guard is pool-only when smelted, so armour has to supply both. Headstrong 5 + Guard 5 + Guard Up 1 — the community priority for Lance, verified against the official DB. Headstrong pays +40% damage for not evading for 10 seconds, which is free on a weapon that blocks instead of dodging, and Reflection returns damage on every successful guard. This is the Instablock / Perfect Guard pattern. Affinity is -40%, so crit skills are devalued and the set leans on Guard and raw. Evasion skills are deliberately excluded — they fight Headstrong's no-evade condition. Innate: Critical Ferocity 1.



**Diablos Spear** (base: Diablos Lance)

ARMOR — SLOTS FOR HEADSTRONG, THEN GUARD / GUARD UP

head **Baan Helm**  
Guard 2 · 1 ◆

chest **Golm Mail**  
Guard Up 1 · Guard 1 · 2 ◆

arms **Barroth Vambraces**  
Guard 2 · 1 ◆

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

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

**Driftsmelt:** 6 slots at G8+

**HEADSTRONG / INSTABLOCK** — Diablos · Atk 2371 · +0% aff

SKILLS — NOW → AFTER DRIFTSMELT

Guard 5 Guard Up 1 Attack Boost 5 Advanced Attack Boost 1 Headstrong 0→5 Reflection 0→1

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

Style ▶ ELIGIBLE — Diablos is riftborne, so this lance takes the full +300 track.

Style at Lv5 — take Shield Tackle — measured: no knockback at all, and damage taken falls to 0 at Guard 4–5 (7 at Guard 0, 3 at 1–2, 2 at 3). Insta-Guard is the high-risk pick — big knockback until Guard 4, taking 13–14 damage at Guard 0–3. The headline though: a perfect guard takes ZERO damage on every style even at Guard 0, so Guard levels are insurance for mistimed blocks. Style names are not published in the game data; community-reported (r/MHNowGame 1rdiaIs (tested vs 9-star Rathalos bite, defence 797)). 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 3%. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (6 slots) ◆×5: Headstrong 0→5 ◆×1: Reflection 0→1 ♣. Headstrong is bought with slots and it is the biggest damage skill on this weapon (+40% at Lv5 for not evading for 10s), so the set is chosen for slot count first. Guard Up is armour-only (Golm Mail) and Guard is pool-only when smelted, so armour has to supply both. Headstrong 5 + Guard 5 + Guard Up 1 — the community priority for Lance, verified against the official DB. Headstrong pays +40% damage for not evading for 10 seconds, which is free on a weapon that blocks instead of dodging, and Reflection returns damage on every successful guard. This is the Instablock / Perfect Guard pattern. Affinity is +0%, so crit pays here. Evasion skills are deliberately excluded — they fight Headstrong's no-evade condition. Innate: Heroics 1.

2 · Fire fire element



**Blue Prominence** (base: Blue Tail) FIRE

ARMOR — SLOTS FOR HEADSTRONG, THEN GUARD / GUARD UP

head **Rathalos Helm**  
Attack Boost 2 · Fire Attack 1 · 1 ◆

chest **Golm Mail**  
Guard Up 1 · Guard 1 · 2 ◆

arms **Anja Vambraces**  
Fire Attack 2 · 1 ◆

waist **Wroggi Coil**  
Guard 2 · 2 ◆

legs **Aknosom Greaves**  
Fire Attack 2 · 1 ◆

**Driftsmelt:** 7 slots at G8+

**HEADSTRONG / INSTABLOCK** — Azure Rathalos · Atk 2015 · Fire 752 · +0% aff

SKILLS — NOW → AFTER DRIFTSMELT

Guard 3 Guard Up 1 Fire Attack 5 Attack Boost 2 Headstrong 0→5 Reflection 0→2

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

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec, so 2015 attack is final.

Smelt (7 slots) ◆×5: Headstrong 0→5 ◆×2: Reflection 0→2 ♣. Headstrong is bought with slots and it is the biggest damage skill on this weapon (+40% at Lv5 for not evading for 10s), so the set is chosen for slot count first. Guard Up is armour-only (Golm Mail) and Guard is pool-only when smelted, so armour has to supply both. Headstrong 5 + Guard 3 + Guard Up 1 — the community priority for Lance, verified against the official DB. Headstrong pays +40% damage for not evading for 10 seconds, which is free on a weapon that blocks instead of dodging, and Reflection returns damage on every successful guard. This is the Instablock / Perfect Guard pattern. Affinity is +0%, so crit pays here. Evasion skills are deliberately excluded — they fight Headstrong's no-evade condition. Innate: Special Boost 1.

3 · Water water element



### Ceanataur Stinger+ (base: Ceanataur Stinger)

WATER

HEADSTRONG / INSTABLOCK

— Shogun Ceanataur ·

Atk 215

Water 752

+0% aff

ARMOR — SLOTS FOR HEADSTRONG, THEN GUARD / GUARD UP

head **Mizutsune Helm**  
Water Attack 2 · 1◆

chest **Golm Mail**  
Guard Up 1 · Guard 1 · 2◆

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

waist **Wroggi Coil**  
Guard 2 · 2◆

legs **Jagras Greaves**  
Water Attack 2 · 1◆

**Driftsmelt:** 7 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Guard 3

Guard Up 1

Water Attack 5

Advanced Water Attack 1

Lock On 1

Headstrong 0→5

Reflection 0→2

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

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

Smelt (7 slots) ◆x5: Headstrong 0→5 ◆x2: Reflection 0→2 ⚡ **Headstrong is bought with slots** and it is the biggest damage skill on this weapon (+40% at Lv5 for not evading for 10s), so the set is chosen for slot count first. **Guard Up is armour-only** (Golm Mail) and **Guard is pool-only when smelted**, so armour has to supply both. **Headstrong 5 + Guard 3 + Guard Up 1** — the community priority for Lance, verified against the official DB. Headstrong pays +40% damage for not evading for 10 seconds, which is free on a weapon that blocks instead of dodging, and **Reflection** returns damage on every successful guard. This is the Instablock / Perfect Guard pattern. Affinity is +0%, so crit pays here. **Evasion skills are deliberately excluded** — they fight Headstrong's no-evade condition. Innate: Pursuit 1.

## 4 • Thunder thunder element



### Great Demon Lance (base: Demon Lance)

THUNDER

HEADSTRONG / INSTABLOCK

— Rajang ·

Atk 1579

Thunder 1568

-30% aff

ARMOR — SLOTS FOR HEADSTRONG, THEN GUARD / GUARD UP

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

chest **Golm Mail**  
Guard Up 1 · Guard 1 · 2◆

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

waist **Wroggi Coil**  
Guard 2 · 2◆

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

**Driftsmelt:** 7 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Guard 3

Guard Up 1

Thunder Attack 5

Advanced Thunder Attack 2

Reload-Speed-1-INERT

Headstrong 0→5

Reflection 0→2

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

**Style ▶ NOT ELIGIBLE** — the official DB publishes no customizationSpec, so 1579 attack is final.

Smelt (7 slots) ◆x5: Headstrong 0→5 ◆x2: Reflection 0→2 ⚡ **Headstrong is bought with slots** and it is the biggest damage skill on this weapon (+40% at Lv5 for not evading for 10s), so the set is chosen for slot count first. **Guard Up is armour-only** (Golm Mail) and **Guard is pool-only when smelted**, so armour has to supply both. **Headstrong 5 + Guard 3 + Guard Up 1** — the community priority for Lance, verified against the official DB. Headstrong pays +40% damage for not evading for 10 seconds, which is free on a weapon that blocks instead of dodging, and **Reflection** returns damage on every successful guard. This is the Instablock / Perfect Guard pattern. Affinity is -30%, so crit skills are devalued and the set leans on Guard and raw. **Evasion skills are deliberately excluded** — they fight Headstrong's no-evade condition. Innate: Burst 2.

## 5 • Ice ice element



### Abominable Lance (base: Goss Lance)

ICE

HEADSTRONG / INSTABLOCK

— Goss Harag ·

Atk 1570

Ice 1492

-30% aff

ARMOR — SLOTS FOR HEADSTRONG, THEN GUARD / GUARD UP

head **Baan Helm**  
Guard 2 · 1◆

chest **Golm Mail**  
Guard Up 1 · Guard 1 · 2◆

arms **Barioth Vambraces**  
Ice Attack 2 · 1◆

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

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

**Driftsmelt:** 6 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Guard 3

Guard Up 1

Ice Attack 2

Attack Boost 5

Advanced Attack Boost 1

Headstrong 0→5

Reflection 0→1

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

**Style ▶ NOT ELIGIBLE** — the official DB publishes no customizationSpec, so 1570 attack is final.

Smelt (6 slots) ◆x5: Headstrong 0→5 ◆x1: Reflection 0→1 ⚡ **Headstrong is bought with slots** and it is the biggest damage skill on this weapon (+40% at Lv5 for not evading for 10s), so the set is chosen for slot count first. **Guard Up is armour-only** (Golm Mail) and **Guard is pool-only when smelted**, so armour has to supply both. **Headstrong 5 + Guard 3 + Guard Up 1** — the community priority for Lance, verified against the official DB. Headstrong pays +40% damage for not evading for 10 seconds, which is free on a weapon that blocks instead of dodging, and **Reflection** returns damage on every successful guard. This is the Instablock / Perfect Guard pattern. Affinity is -30%, so crit skills are devalued and the set leans on Guard and raw. **Evasion skills are deliberately excluded** — they fight Headstrong's no-evade condition. Innate: Critical Ferocity 1.

## 6 • Dragon dragon element



### Fiendish Tower (base: Grief Lance)

DRAGON

HEADSTRONG / INSTABLOCK

— Deviljho ·

Atk 1579

Dragon 1568

-30% aff

ARMOR — SLOTS FOR HEADSTRONG, THEN GUARD / GUARD UP

head **Stygian Helm** subspecies  
Advanced Dragon Attack 1 · Dragon Attack 2 · 1◆

chest **Golm Mail**  
Guard Up 1 · Guard 1 · 2◆

arms **Stygian Vambraces** subspecies  
Advanced Dragon Attack 1 · Lock On 1 · Dragon Attack 1 · 1◆

waist **Wroggi Coil**  
Guard 2 · 2◆

legs **Death Garon Greaves** subspecies  
Dragon Attack 2 · Evade Extender 1 · 1◆

**Driftsmelt:** 7 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Guard 3

Guard Up 1

Dragon Attack 5

Advanced Dragon Attack 2

Lock On 1

Evade Extender 1

Headstrong 0→5

Reflection 0→2

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

**Style ▶ ELIGIBLE** — Deviljho is riftborne, so this lance takes the full +300 track.

**Style at Lv5** — take **Shield Tackle** — measured: no knockback at all, and damage taken falls to 0 at Guard 4–5 (7 at Guard 0, 3 at 1–2, 2 at 3). **Insta-Guard** is the high-risk pick — big knockback until Guard 4, taking 13–14 damage at Guard 0–3. The headline though: a **perfect** guard takes ZERO damage on every style even at Guard 0, so Guard levels are insurance for mistimed blocks. *Style names are not published in the game data; community-reported (r/MHNowGame 1rdiais (tested vs 9-star Rathalos bite, defence 797)). Styles are reversible.*

**Style nodes** — **Lv10** affinity · **Lv15** element · **Lv20** element — **1 affinity** then the rest into **element**. Positive affinity plus crit skills here, so affinity nodes pay; the margin over pure element is small (~0.3%). *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (7 slots) ◆x5: Headstrong 0→5 ◆x2: Reflection 0→2 ⚡ **Headstrong is bought with slots** and it is the biggest damage skill on this weapon (+40% at Lv5 for not evading for 10s), so the set is chosen for slot count first. **Guard Up is armour-only** (Golm Mail) and **Guard is pool-only when smelted**, so armour has to supply both. **Headstrong 5 + Guard 3 + Guard Up 1** — the community priority for Lance, verified against the official DB. Headstrong pays +40% damage for not evading for 10 seconds, which is free on a weapon that blocks instead of dodging, and **Reflection** returns damage on every successful guard. This is the Instablock / Perfect Guard pattern. Affinity is -30%, so crit skills are devalued and the set leans on Guard and raw. **Evasion skills are deliberately excluded** — they fight Headstrong's no-evade condition. Innate: Offensive Guard 2.

## 7 • Poison poison element



### Basarios Venom Spear (base: Venom Lance)

POISON

HEADSTRONG / INSTABLOCK

Basarios ·

Atk 2002

Poison 357

-15% aff

ARMOR — SLOTS FOR HEADSTRONG, THEN GUARD / GUARD UP

head **Baan Helm**  
Guard 2 · 1◆

chest **Golm Mail**  
Guard Up 1 · Guard 1 · 2◆

arms **Pukei Vambraces**  
Poison Attack 2 · Poison Resistance 1 · 1◆

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

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

**Driftsmelt:** 6 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Guard 3

Guard Up 1

Attack Boost 5

Poison Attack 2

Poison Resistance 1

Advanced Attack Boost 1

Headstrong 0→5

Reflection 0→1

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

**Style ▶ NOT ELIGIBLE** — the official DB publishes no customizationSpec, so 2002 attack is final.

Smelt (6 slots) ◆x5: **Headstrong** 0→5 ◆x1: **Reflection** 0→1 ⚡ **Headstrong is bought with slots** and it is the biggest damage skill on this weapon (+40% at Lv5 for not evading for 10s), so the set is chosen for slot count first. **Guard Up is armour-only** (Golm Mail) and **Guard is pool-only when smelted**, so armour has to supply both. **Headstrong 5 + Guard 3 + Guard Up 1** — the community priority for Lance, verified against the official DB. Headstrong pays +40% damage for not evading for 10 seconds, which is free on a weapon that blocks instead of dodging, and **Reflection** returns damage on every successful guard. This is the Instablock / Perfect Guard pattern. Affinity is -15%, so crit skills are devalued and the set leans on Guard and raw. **Evasion skills are deliberately excluded** — they fight Headstrong's no-evade condition. Innate: Heroics 1.

## 8 · Paralysis paralysis element



### Volvi Sweep+ (base: Volvi Stroke)

PARALYSIS

HEADSTRONG / INSTABLOCK

Volvidon ·

Atk 1817

Paralysis 516

+0% aff

ARMOR — SLOTS FOR HEADSTRONG, THEN GUARD / GUARD UP

head **Bishaten Helm**  
Paralysis Exploit 2 · 1◆

chest **Golm Mail**  
Guard Up 1 · Guard 1 · 2◆

arms **Barroth Vambraces**  
Guard 2 · 1◆

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

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

**Driftsmelt:** 6 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Guard 3

Guard Up 1

Attack Boost 5

Paralysis Exploit 2

Advanced Attack Boost 1

Headstrong 0→5

Reflection 0→1

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

**Style ▶ NOT ELIGIBLE** — the official DB publishes no customizationSpec, so 1817 attack is final.

Smelt (6 slots) ◆x5: **Headstrong** 0→5 ◆x1: **Reflection** 0→1 ⚡ **Headstrong is bought with slots** and it is the biggest damage skill on this weapon (+40% at Lv5 for not evading for 10s), so the set is chosen for slot count first. **Guard Up is armour-only** (Golm Mail) and **Guard is pool-only when smelted**, so armour has to supply both. **Headstrong 5 + Guard 3 + Guard Up 1** — the community priority for Lance, verified against the official DB. Headstrong pays +40% damage for not evading for 10 seconds, which is free on a weapon that blocks instead of dodging, and **Reflection** returns damage on every successful guard. This is the Instablock / Perfect Guard pattern. Affinity is +0%, so crit pays here. **Evasion skills are deliberately excluded** — they fight Headstrong's no-evade condition. Innate: Evade Extender 1.

## 9 · Sleep sleep element



### Nyx Halberd

SLEEP

HEADSTRONG / INSTABLOCK

Nightshade Paolumu ·

Atk 2103

Sleep 312

+0% aff

ARMOR — SLOTS FOR HEADSTRONG, THEN GUARD / GUARD UP

head **Baan Helm**  
Guard 2 · 1◆

chest **Golm Mail**  
Guard Up 1 · Guard 1 · 2◆

arms **Lumu Phantasm Arms** subspecies  
Sleep Attack 2 · 1◆

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

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

**Driftsmelt:** 6 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Guard 3

Guard Up 1

Attack Boost 5

Sleep Attack 2

Advanced Attack Boost 1

Headstrong 0→5

Reflection 0→1

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

**Style ▶ NOT ELIGIBLE** — the official DB publishes no customizationSpec, so 2103 attack is final.

Smelt (6 slots) ◆x5: **Headstrong** 0→5 ◆x1: **Reflection** 0→1 ⚡ **Headstrong is bought with slots** and it is the biggest damage skill on this weapon (+40% at Lv5 for not evading for 10s), so the set is chosen for slot count first. **Guard Up is armour-only** (Golm Mail) and **Guard is pool-only when smelted**, so armour has to supply both. **Headstrong 5 + Guard 3 + Guard Up 1** — the community priority for Lance, verified against the official DB. Headstrong pays +40% damage for not evading for 10 seconds, which is free on a weapon that blocks instead of dodging, and **Reflection** returns damage on every successful guard. This is the Instablock / Perfect Guard pattern. Affinity is +0%, so crit pays here. **Evasion skills are deliberately excluded** — they fight Headstrong's no-evade condition. Innate: Sneak Attack 1.

## 10 · Blast blast element



### Bazel Myniad Rookslayer (base: Rookslayer Lance)

HEADSTRONG / INSTABLOCK

Bazelgeuse ·

Atk 2327

Blast 309

-30% aff

ARMOR — SLOTS FOR HEADSTRONG, THEN GUARD / GUARD UP

head **Baan Helm**  
Guard 2 · 1◆

chest **Golm Mail**  
Guard Up 1 · Guard 1 · 2◆

arms **Sinister Gauntlets**  
Blast Attack 2 · 1◆

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

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

**Driftsmelt:** 6 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Guard 3

Guard Up 1

Attack Boost 5

Blast Attack 2

Advanced Attack Boost 1

Headstrong 0→5

Reflection 0→1

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

**Style ▶ ELIGIBLE** — Bazelgeuse is riftborne, so this lance takes the full +300 track.

**Style at Lv5** — take **Shield Tackle** — measured: no knockback at all, and damage taken falls to 0 at Guard 4–5 (7 at Guard 0, 3 at 1–2, 2 at 3). **Insta-Guard** is the high-risk pick — big knockback until Guard 4, taking 13–14 damage at Guard 0–3. The headline though: a **perfect** guard takes ZERO damage on every style even at Guard 0, so Guard levels are insurance for mistimed blocks. *Style names are not published in the game data; community-reported (r/MHNowGame 1rdiais (tested vs 9-star Rathalos bite, defence 797)). Styles are reversible.*

**Style nodes** — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** for damage. This is a blast weapon: its 384 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's net affinity is negative, 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) ◆x5: **Headstrong** 0→5 (◆x1: **Reflection** 0→1 ⚡ **Headstrong is bought with slots** and it is the biggest damage skill on this weapon (+40% at Lv5 for not evading for 10s), so the set is chosen for slot count first. **Guard Up is armour-only** (Golm Mail) and **Guard is pool-only when smelted**, so armour has to supply both. **Headstrong 5 + Guard 3 + Guard Up 1** — the community priority for Lance, verified against the official DB. Headstrong pays +40% damage for not evading for 10 seconds, which is free on a weapon that blocks instead of dodging, and **Reflection** returns damage on every successful guard. This is the Instablock / Perfect Guard pattern. Affinity is -30%, so crit skills are devalued and the set leans on Guard and raw. **Evasion skills are deliberately excluded** — they fight Headstrong's no-evade condition. Innate: Offensive Guard 2.

**Confidence note.** Weapon names, armour pieces, skills, effect values, driftsmelt legality and all G10-Lv5 stats come from the **official Monster Hunter Now client database** and are machine-checked. The skill *priority* (Headstrong 5 + Guard 3-5) is community-sourced from r/MHNowGame and verified for mechanical consistency against the DB, not published officially. Lance style names are not published anywhere and are not used here.