

# Monster Hunter Freedom Unite Gun Lance FAQ

by akurixs

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Game: Monster Hunter Freedom 2

Created by: Capcom

Hey, back again for another Gunlance FAQ. I'm finished updating the old one, so this one will be more of an expansion of that one. I will now add strategies and armor combos, in addition to what I already had in the first guide. Keep reading...I guarantee this will be the only Gunlance FAQ you will ever need.

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ABOUT THE GUN LANCE

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BASICS

The Gunlance is a very unique weapon. It's like a lance, but as the name suggests, it can do various melee attacks, shoot bullets, or shoot a charged shot. There are three types of GL bullets. Normal, Spread, and Long. Each GL uses ONE type of ammo. There are also five charge levels. Once again, each GL can only use ONE level. EX. The Hell Sting uses Spread with a charge level of 1. Oh, and here's something that use should remember: shooting decreases sharpness.

## CONTROLS

Reload- Hold R and hit circle  
Forward stab- triangle while standing still  
Forward uppercut- triangle while moving  
Angled stab- press triangle while holding R  
Charged shot- press both triangle and circle while holding R  
Shoot bullet- Press the circle button  
Back hop- press the X button  
Sidestep- after attacking, press the X button while  
pressing the analog stick to either the right or the left  
Uppercut- press both triangle and circle while standing still  
Back hop/sidestep reload- press both circle and X

## WEAPON STATS

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Here's how things work:

(name)  
Att: (raw attack power)  
Cost: (amount of Zenni required to make the GL)  
Bullet type: (the type of bullet that the GL uses and the charge level)  
Critical: (critical percentage)  
Max sharpness: (the sharpness when fully sharpened)  
Element: (element and elemental value)  
Slots: Amount of gem slots

### Bone Gunlance

Att: 161  
Cost: 650 z  
Bullet type: Normal lv.1  
Critical: 0%  
Max sharpness: Yellow  
Element: None  
Slots: 0

### Great Bone Gunlance

Att: 230  
Cost: 1400 z  
Bullet type: Normal lv.2  
Critical: 0%  
Max Sharpness: Yellow  
Element: None  
Slots: 0

### Wyvern Bone Gunlance

Att: 299  
Cost: 2150 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Green  
Element: None  
Slots: 0

### Hell Sting

Att: 322  
Cost: 4250 z  
Bullet type: Spread lv.1  
Critical: 10%  
Max Sharpness: Green  
Element: Ice/250  
Slots: 1

Hell Sting +

Att: 345  
Cost: 6350 z  
Bullet type: Spread lv.2  
Critical: 10%  
Max Sharpness: Green  
Element: Ice/270  
Slots: 2

Hell Stinger

Att: 414  
Cost: 50,000 z  
Bullet type: Spread lv.3  
Critical: 20%  
Max sharpness: Blue  
Element: Ice/320  
Slots: 2

Hell Blizzard

Att: 575  
Cost: 90,000 z  
Bullet Type: Spread lv. 4  
Critical: 25%  
Max Sharpness: White  
Element: Ice/340  
Slots: 2

Desert Sting

Att: 644  
Cost: 95,000 z  
Bullet Type: Normal lv.3  
Critical: -20%  
Max Sharpness: White  
Element: None  
Slots: 0

Desert Stinger

Att: 736  
Cost: 115,000 z  
Bullet Type: Normal lv.4  
Critical: -20%  
Max Sharpness: White  
Element: None  
Slots: 0

Average Hitter

Att: 299  
Cost: 3100 z  
Bullet type: Normal lv.2  
Critical: 0%  
Max Sharpness: Yellow  
Element: poison/180  
Slots: 1

#### Grand Slam

Att: 391  
Cost: 5600  
Bullet type: Normal lv.2  
Critical: 0%  
Max Sharpness: Green  
Element: Poison/240  
Slots: 1

#### Hard Hitter

Att: 437  
Cost: 35,000 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Green  
Element: Poison/290  
Slots: 1

#### Big Slugger

Att: 460  
Cost: 50,000 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Green  
Element: Poison/320  
Slots: 2

#### Triple Crown

Att: 506  
Cost: 105,000 z  
Bullet Type: Normal lv.4  
Critical: 0%  
Max Sharpness: Blue  
Element: Poison/400  
Slots: 3

#### Venom De Cologne

Att: 483  
Cost: 90,000 z  
Bullet Type: Long lv.2  
Critical: 0%  
Max Sharpness Blue  
Element: Poison/160  
Slots: 1

#### Venom De Toilette

Att: 575  
Cost: 110,000 z  
Bullet Type: Long lv.3  
Critical: 0%  
Max Sharpness: White  
Element: Poison/200  
Slots: 1

Venom De Parfum

Att: 644  
Cost: 130,000 z  
Bullet Type: Long lv.4  
Critical: 0%  
Max Sharpness: White  
Element: Poison/240  
Slots: 1

Iron Gunlance

Att: 207  
Cost: 1100 z  
Bullet type: Normal lv.1  
Critical: 0%  
Max Sharpness: Green  
Element: None  
Slots: 0

Iron Gunlance+

Att: 253  
Cost: 1750 z  
Bullet type: Normal lv.1  
Critical: 0%  
Max Sharpness: Green  
Element: None  
Slots: 1

Steel Gunlance

Att: 276  
Cost: 2150 z  
Bullet type: Normal lv.2  
Critical: 0%  
Max Sharpness: Green  
Element: None  
Slots: 1

Special Ops Gunlance

Att: 322  
Cost: 3100 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Green  
Element: None  
Slots: 2

Imperial Gunlance

Att: 391  
Cost: 5600 z  
Bullet type: Long lv.3  
Critical: 0%  
Max Sharpness: Green  
Element: None  
Slots: 2

Silver Rook

Att: 414  
Cost: 65,000 z  
Bullet type: Long lv.3  
Critical: 0%  
Max Sharpness: Green  
Element: Dragon/250  
Slots: 2

Gun Chariot

Att: 437  
Cost: 75,000 z  
Bullet type: Long lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Dragon/320  
Slots: 2

Gun Chariot+

Att: 529  
Cost: 100,000 z  
Bullet Type: Long lv.3  
Critical: 0%  
Max Sharpness: White  
Element: Dragon/350  
Slots: 2

Devout End

Att: 575  
Cost: 125,000 z  
Bullet Type: Long lv.4  
Critical: 0%  
Max Sharpness: White  
Element: Dragon/370  
Slots: 2

Luna's Howl

Att: 345  
Cost: 5600 z  
Bullet type: Spread lv.1  
Critical: 0%  
Max Sharpness: Green  
Element: Fire/350  
Slots: 0

Luna's Roar

Att: 368  
Cost: 35,000 z  
Bullet type: Spread lv.2  
Critical: 0%  
Max Sharpness: Blue  
Element: Fire/400  
Slots: 0

#### Luna's Flare

Att: 414  
Cost: 90,000 z  
Bullet type: Spread lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Fire/480  
Slots: 0

#### Luna's Soleil

Att: 575  
Cost: 130,000 z  
Bullet Type: Spread lv.4  
Critical: 0%  
Max Sharpness: White  
Element: Fire/500  
Slots: 0

#### White Gunlance

Att: 368  
Cost: 4,900 z  
Bullet type: Long lv.1  
Critical: 0%  
Max Sharpness: Green  
Element: Defense +8

#### White Cannon

Att: 414  
Cost: 30,000 z  
Bullet type: Long lv.2  
Critical: 0%  
Max Sharpness: Blue  
Element: Defense +8  
Slots: 1

#### Black Cannon

Att: 483  
Cost: 60,000z  
Bullet type: Long lv.2  
Critical: -5%  
Max Sharpness: Blue  
Element: Defense +8  
Slots: 1

#### Black Gore Cannon

Att: 529  
Cost: 75,000 z  
Bullet type: Long lv.3  
Critical: -10%  
Max Sharpness: Blue  
Element: Defense +8  
Slots: 1

Black Gore Buster

Att: 690  
Cost: 115,000 z  
Bullet Type: Long lv.4  
Critical: 0%  
Max Sharpness: White  
Element: Defense +10  
Slots: 1

Snow Gunlance

Att: 207  
Cost: 1400 z  
Bullet type: Normal lv.1  
Critical: 0%  
Max Sharpness: Yellow  
Element: Ice/100  
Slots: 0

Snow Gunlance mk.II

Att: 253  
Cost: 2,150 z  
Bullet type: Normal lv.2  
Critical: 0%  
Max Sharpness: Green  
Element: Ice/120  
Slots: 0

Blizzard Gunlance

Att: 437  
Cost: 40,000 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Ice/150  
Slots: 0

Marine Fisher

Att: 299  
Cost: 3100 z  
Bullet type: Long lv.1  
Critical: 0%  
Max Sharpness: Green  
Element: Water/100  
Slots: 0

Deep Fisher



Att: 368  
Cost: 5600 z  
Bullet type: Long lv.1  
Critical: 0%  
Max Sharpness: Green  
Element: Water/200  
Slots: 0

Deep Ocean

Att: 391  
Cost: 40,000 z  
Bullet type: Long lv.2  
Critical: 0%  
Max Sharpness: Green  
Element: Water/300  
Slots: 0

Sea King Gunlance

Att: 437  
Cost: 55,000 z  
Bullet type: Long lv. 3  
Critical: 0%  
Max Sharpness: Blue  
Element: Water/350  
Slots: 0

Poseidon Gunlance

Att: 506  
Cost: 90,000 z  
Bullet Type: Long lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Water/370  
Slots: 0

Oceanic Abyss

Att: 575  
Cost: 110,000 z  
Bullet Type: Long lv.4  
Critical: 0%  
Max Sharpness: White  
Element: Water/400  
Slots: 0

Volcano Gunlance

Att: 598  
Cost: 100,000 z  
Bullet Type: Long lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Fire/200  
Slots: 2

Volganos Smelter

Att: 644  
Cost: 120,000 z  
Bullet Type: Long lv.4  
Critical: 0%  
Max Sharpness: White  
Element: Fire/240  
Slots: 2

Scissor Gunlance  
Att: 437  
Cost: 40,000 z  
Bullet type: Normal lv.2  
Critical: 0%  
Sharpness: Green  
Element: Defense +28  
Slots: 2

Scissor Cannon

Att: 460  
Cost: 50,000 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Defense +28  
Slots: 2

Violet Cannon

Att: 529  
Cost: 85,000 z  
Bullet Type: Normal lv.4  
Critical: 0%  
Max Sharpness: Blue  
Element: Defense +40  
Slots: 2

Violet Buster

Att: 621  
Cost: 115,000 z  
Bullet Type: Normal lv.4  
Critical: 0%  
Max Sharpness: White  
Element: Defense +40  
Slots: 2

Rex Blast

Att: 391  
Cost: 35,000 z  
Bullet type: Spread lv.2  
Critical: -30%  
Max Sharpness: Blue  
Element: None  
Slots: 0

Tigrex Gunlance

Att: 506

Cost: 80,000 z  
Bullet type: Spread lv.3  
Critical: -30%  
Max Sharpness: white  
Element: None  
Slots: 0

#### Gigarex Gunlance

Att: 667  
Cost: 125,000 z  
Bullet Type: Spread lv.4  
Critical: -30%  
Max Sharpness: Purple  
Element: None  
Slots: 0

#### Shadow Gunlance

Att: 437  
Cost: 80,000 z  
Bullet Type: Normal lv.3  
Critical: 50%  
Max Sharpness: White  
Element: None  
Slots: 1

#### Shadow Gunlance "Lunar"

Att: 552  
Cost: 120,000 z  
Bullet Type: Normal lv. 4  
Critical: 50%  
Max Sharpness: Purple  
Element: None  
Slots: 2

#### Dragonwood Spear

Att: 299  
Cost: 20,000 z  
Bullet type: Normal lv.2  
Critical: 0%  
Max Sharpness: Green  
Element: Stun/180  
Slots: 1

#### Gold Dragonwood spear

Att: 368  
Cost: 75,000 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Stun/230  
Slots: 2

#### Ancient Dragonwood Gunlance

Att: 460  
Cost: 120,000 z  
Bullet Type: Normal lv.3  
Critical: 0%  
Max Sharpness: White  
Element: Stun/250  
Slots: 2

#### Holy Burial

Att: 529  
Cost: 145,000 z  
Bullet Type: Normal lv.3  
Critical: 0%  
Max Sharpness: White  
Element: Stun/270  
Slots: 2

#### Akantor Gunlance

Att: 575  
Cost: 100,000 z  
Bullet type: Normal lv.1  
Critical: 40%  
Max Sharpness: Green  
Element: None  
Slots: 0

#### Akantor Cannon

Att: 729  
Cost: 145,000 z  
Bullet Type: Normal lv. 4  
Critical: 40%  
Max Sharpness: Green  
Element: None  
Slots: 0

#### Corn Cannon

Att: 414  
Cost: 40,000 z  
Bullet Type: Spread lv.3  
Critical: 0%  
Max Sharpness: Green  
Element: None  
Slots: 3

#### Corn Blaster

Att: 598  
Cost: 75,000 z  
Bullet Type: Spread lv.5  
Critical: 0%  
Max Sharpness: Blue  
Element: None  
Slots: 3

#### Ucamulbas Cannon

Att: 805 (omfg)  
Cost: 150,000 z  
Bullet Type: Long lv.5  
Critical: -30%  
Max Sharpness: Blue  
Element: Ice/120 and Defense +10  
Slots: 0

#### Dark Gunlance

Att: 345  
Cost: 15,000 z  
Bullet Type: Spread lv.1  
Critical: 0%  
Max Sharpness: Green  
Element: 250/Dragon  
Slots: 0

#### Dark Dragon Gunlance

Att: 460  
Cost: 100,000 z  
Bullet Type: Spread lv.3  
Critical: -20%  
Max Sharpness: Blue  
Element: Dragon/310  
Slots: 0

#### True Dragon Gunlance

Att: 621  
Cost: 150,000 z  
Bullet Type: Spread lv.4  
Critical: -20%  
Max Sharpness: White  
Element: Dragon/380  
Slots: 0

#### Elder Dragon Gunlance

Att: 598  
Cost: 350 z  
Bullet Type: Long lv.5  
Critical: 0%  
Max Sharpness: White  
Element: None  
Slots: 1

#### Heavy Bone Gunlance

Att: 506  
Cost: 75,000 z  
Bullet Type: Normal lv.4  
Critical: 0%  
Max Sharpness: Blue  
Element: None  
Slots: 1

#### Hard Bone Gunlance

Att: 598  
Cost: 100,000 z  
Bullet Type: Normal lv.5  
Critical: 0%  
Max Sharpness: White  
Element: None  
Slots: 2

#### Full Voltage

Att: 460  
Cost: 50,000 z  
Bullet Type: Long lv.2  
Critical: 0%  
Max Sharpness: Green  
Element: Thunder/180  
Slots: 1

#### Volt Generator

Att: 529  
Cost: 85,000 z  
Bullet Type: Long lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Thunder/220  
Slots:1

#### Max Electrocannon

Att: 644  
Cost: 120,000 z  
Bullet Type: Long lv.4  
Critical: 0%  
Max Sharpness: White  
Element: Thunder/260  
Slots: 1

#### Feather Gunlance

Att: 368  
Cost: 50,000 z  
Bullet Type: Spread lv.2  
Critical: 0%  
Max Sharpness: Green  
Element: Sleep/100  
Slots: 0

#### Feather Gunlance+

Att: 460  
Cost: 80,000 z  
Bullet Type: Spread lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Sleep/120 and Defense +10  
Slots: 1

#### Hypnotic Cannon

Att: 506  
Cost: 105,000 z  
Bullet Type: Spread lv.3  
Critical: 0%  
Max Sharpness: White  
Element: Sleep/140 and Defense +10  
Slots: 2

Extinction Gunlance

Att: 552  
Cost: 80,000 z  
Bullet Type: Spread lv. 3  
Critical: 0%  
Max Sharpness: Blue  
Element: None  
Slots: 1

Genesis

Att: 621  
Cost: 115,000 z  
Bullet Type: Spread lv.4  
Critical: 0%  
Max Sharpness: White  
Slots: 3

WEAPON TREES

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~BONE PATH

Bone Gunlance  
|  
Large Bone Gunlance  
|  
Wyvern Bone Gunlance  
|           |  
|    Average Hitter  
|           |  
|    Grand Slam  
|           |  
|    Hard Hitter  
|           |  
|    Big Slugger-----  
|           |           |  
|    Triple Crown       |  
|           |           |  
|                    Venom De Cologne  
Hell Sting            |  
|                    Venom De Toilette  
Hell Sting+           |  
|                    Venom De Parfum  
Hellstinger  
|  
Hell Blizzard  
|  
Desert Sting  
|

Desert Stinger

~IRON PATH

Iron Gunlance

|

Iron Gunlance +

|

Steel Gunlance

|

-Special Ops Gunlance ---

|                   |                   |

|       Luna's Howl       |                   |

|                   |                   |

|       Luna's Roar       |                   |

|                   |                   |

|       Luna's Flare       |                   |

|                   |                   |

|       Luna's Soleil       |                   |

|                   |                   |

Imperial Gunlance       |                   |

                  |                   |

Silver Rook               |                   |

                  |                   |

Gun Chariot               |                   |

                  |                   |

Gun Chariot+       White Gunlance

                  |                   |

Devout End               White Cannon

|

Black Gunlance

|

Black Gore Cannon

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Black Gore Buster

~SNOW PATH

Iron Gunlance

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Snow Gunlance

|

- Snow Gunlance mk.II --

|                   |                   |

|   Scissor Gunlance   |                   |

|                   |                   |

|   Scissor Cannon    |                   |

|                   |                   |

|   Violet Cannon     |                   |

|                   |                   |

|   Violet Buster     |                   |

|                   Blizzard Gunlance

Marine Fisher

|

Deep Fisher

|

Deep Ocean

|



Sea King Gunlance  
|  
Poseidon Gunlance-----  
| |  
Oceanic Abyss |  
|  
Volcano Cannon  
|  
Volganos Smelter

~TIGREX PATH

Rex Blast-----  
| |  
Tigrex Gunlance |  
| |  
Gigarex Gunlance |  
| |  
Shadow Gunlance  
|  
Shadow Gunlance "Lunar"

~DRAGONWOOD PATH

Dragonwood spear  
|  
Gold Dragonwood Spear  
|  
Ancient Dragonwood Gunlance  
|  
Holy Burial

~AKANTOR PATH

Akantor Gunlance  
|  
Akantor Cannon

~UCAMULBAS PATH

Ucamulbas Cannon

~CORN PATH

Corn Cannon  
|  
Corn Blaster

~DARK PATH

Dark Gunlance  
|  
Dark Dragon Gunlance  
|  
True Dragon Gunlance

~ELDER DRAGON PATH

Elder Dragon Gunlance

~FEATHER PATH

(Knight Lance)

|

Feather Gunlance

|

Feather Gunlance+

|

Hypnotic Cannon

~EXTINCTION PATH

(Babel Spear)

|

Extinction Gunlance

|

Genesis

~VOLTAGE PATH

(Hard Bone Lance+)

|

Full Voltage

|

Volt Generator

|

Max Electrocannon

BEST OF THE BEST

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That's right, a Gunlance competition. I will compare all of the fully upgraded Gunlances to determine which is the best Gunlance. In addition to that, I'll determine the best of the elemental gunlances, and which has the highest raw attack.

FULLY UPGRADED

Time to compare all of the fully upgraded Gunlances. I will have a short summary and a score out of 5 for each GL. The score will be underneath the summary.

Desert Stinger

Att: 736

Cost: 115,000 z

Bullet Type: Normal lv.4

Critical: -20%

Max Sharpness: White

Element: None

Slots: 0

It's got great raw, but the negative critical drops it's value. It also lost the Ice element when it transferred over to Brown Blango materials. To sum it up: it's good, but it had more potential as an ice GL.

4.5

Triple Crown

Att: 506

Cost:105,000 z

Bullet Type: Normal lv.4

Critical: 0%

Max Sharpness: Blue

Element: Poison/400

Slots: 3

Good all around GL. Decent attack, poison, sharpness, shot level, and 3 slots. However, this is also it's biggest flaw. It's just not that great. It's nice, but it's not complete, if you know what I mean.

4

Venom De Parfum

Att: 644

Cost: 130,000 z

Bullet Type: Long lv.4

Critical: 0%

Max Sharpness: White

Element: Poison/240

Slots: 1

This GL is basically an improvement upon the Triple Crown, with the exception of poison. It's got better attack and sharpness, and it has a stronger shot type. It's lower amount of poison isn't enough to drop it's score.

4.5

Devout End

Att: 575

Cost: 125,000 z

Bullet Type: Long lv.4

Critical: 0%

Max Sharpness: White

Element: Dragon/370

Slots: 2

It's almost sad to see the once great Gun Chariot get an upgrade that isn't as powerful as it could be. It's not horrible, mind you, but it could be better. It's still great for Akantor runs, however.

4.5

Luna's Soleil

Att: 575  
Cost: 130,000 z  
Bullet Type: Spread lv.4  
Critical: 0%  
Max Sharpness: White  
Element: Fire/500  
Slots: 0

Return of the Khezu Blender! It's not the best  
Fire Gunlance out there, but it's worth the trouble.  
Other than that, there's not much to say about it.  
A good all around Fire Gunlance.  
4.75

#### Black Gore Buster

Att: 690  
Cost: 115,000 z  
Bullet Type: Long lv.4  
Critical: 0%  
Max Sharpness: White  
Element: Defense +10  
Slots: 1

This GL is a vast improvement from it's previous  
form, the Black Gore Cannon. It's lost the negative  
critical, and gained more power, a stronger charge,  
and more sharpness. A great raw Gunlance, though  
there are better ones.  
4.5

#### Blizzard Gunlance

Att: 437  
Cost: 40,000 z  
Bullet type: Normal lv.3  
Critical: 0%  
Max Sharpness: Blue  
Element: Ice/150  
Slots: 0

I'm surprised that this one didn't get an upgrade,  
seeing as how the Blango Gunlance loses it's  
element after being upgraded to the Desert Sting.  
It's just not worth it, so make something else.  
2

#### Oceanic Abyss

Att: 575  
Cost: 110,000 z  
Bullet Type: Long lv.4  
Critical: 0%  
Max Sharpness: White  
Element: Water/400  
Slots: 1

No noticeable flaws. Best water GL. It could  
use some more slots, though....

4.75

Volganos Smelter

Att: 644

Cost: 120,000 z

Bullet Type: Long lv.4

Critical: 0%

Max Sharpness: White

Element: Fire/240

Slots: 2

The great thing about this GL is that you can use it on just about anything, and it will still kill it pretty quickly, regardless of elemental factors.

5

Violet Buster

Att: 621

Cost: 115,000 z

Bullet Type: Normal lv.4

Critical: 0%

Max Sharpness: White

Element: Defense +40

Slots: 2

Something about this GL feels incomplete. It's really not that great, but it's far from useless.

4

Gigarex Gunlance

Att: 667

Cost: 125,000 z

Bullet Type: Spread lv.4

Critical: -30%

Max Sharpness: Purple

Element: None

Slots: 0

Negative critical is still a problem, but it's got great sharpness and 667 raw, so it's not all bad.

4.25

Shadow Gunlance "Lunar"

Att: 552

Cost: 120,000 z

Bullet Type: Normal lv. 4

Critical: 50%

Max Sharpness: Purple

Element: None

Slots: 2

My favorite raw GL. It's not as strong as most, but it's got great sharpness and a 50% critical. Combo that with RA+3...

4.5

### Holy Burial

Att: 529  
Cost: 145,000 z  
Bullet Type: Normal lv.3  
Critical: 0%  
Max Sharpness: White  
Element: Stun/270  
Slots: 2

Still not that great. It is the only stun GL there is, however.

3.75

### Akantor Cannon

Att: 729  
Cost: 145,000 z  
Bullet Type: Normal lv. 4  
Critical: 40%  
Max Sharpness: Green  
Element: None  
Slots: 0

This is everything the Akantor GL should have been. It's actually got enough sharpness to make it usable!

4.75

### Ucamulbas Cannon

Att: 805 (omfg)  
Cost: 150,000 z  
Bullet Type: Long lv.5  
Critical: -30%  
Max Sharpness: Blue  
Element: Ice/120 and Defense +10  
Slots: 0

805. RA+3. Nuff said.

4.75

### True Dragon Gunlance

Att: 621  
Cost: 150,000 z  
Bullet Type: Spread lv.4  
Critical: -20%  
Max Sharpness: White  
Element: Dragon/380  
Slots: 0

Better than Devout End, but it's got a -20% critical. RA+3 should fix that, however.

4.75

### Corn Blaster

Att: 598

Cost: 75,000 z  
Bullet Type: Spread lv.5  
Critical: 0%  
Max Sharpness: Blue  
Element: None  
Slots: 3

Joke weapon.  
4?

#### Elder Dragon Gunlance

Att: 598  
Cost: 350 z  
Bullet Type: Long lv.5  
Critical: 0%  
Max Sharpness: White  
Element: None  
Slots: 1

Decent raw GL. Nothing special.  
4.25

#### Hard Bone Gunlance

Att: 598  
Cost: 100,000 z  
Bullet Type: Normal lv.5  
Critical: 0%  
Max Sharpness: White  
Element: None  
Slots: 2

Same as above.  
4.25

#### Max Electrocannon

Att: 644  
Cost: 120,000 z  
Bullet Type: Long lv.4  
Critical: 0%  
Max Sharpness: White  
Element: Thunder/260  
Slots: 1

Like the Volganos Smelter, this GL can  
be used on anything. No flaws, but it's only  
got one slot.  
5

#### Hypnotic Cannon

Att: 506  
Cost: 105,000 z  
Bullet Type: Spread lv.3  
Critical: 0%  
Max Sharpness: White  
Element: Sleep/140 and Defense +10

Slots: 2

Bad sleep, bad raw, and a  
bad defense bonus. Not really worth it.  
3.25

Genesis

Att: 621  
Cost: 115,000 z  
Bullet Type: Spread lv.4  
Critical: 0%  
Max Sharpness: White  
Slots: 3

Most balanced of the raw GLs. Good for  
multiple situations due to the 3 slots  
and balanced stats.  
4.5

Both the Volganos Smelter and the Max Electrocannon  
got perfect fives, because they aren't battle specific.  
The Blizzard GL got a 2, however, because it wasn't  
improved and just can't keep up with G-rank monsters.

-ELEMENTS

Here's a simple list of the best elemental GLs.  
Should help narrow your list if you don't know  
what to make.

Fire- Volganos Smelter  
Water- Oceanic Abyss  
Ice- Ucamulbas Cannon  
Thunder- Max Electrocannon  
Dragon- True Dragon Gunlance  
Stun- Holy Burial  
Sleep- Hypnotic Cannon  
Poison- Venom De Parfum  
Raw- Ucanmulbas Cannon

FAQ

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Well....yeah. This is an FAQ...I guess...  
(Yes, some of these are CP'd from the other FAQ,  
but they do get asked a lot, so whatever)

Q: Where do I find <insert item>

A: I dunno. This is a Gunlance FAQ. I don't know  
that much about item locations, carves, etc.

Q: Why did it take you so long to reply to my email?

A: I have a life. I only check my email every other day.  
I'm sure you can wait one frikkin' day for my response.

Q: Some of the names are wrong...why?



A: I translated the names of the weapons.

Q: "lol u sux! lern how to mak a faq! LOL!"

A: Good, now keep it to your yourself, because no one cares about you or your inability to type in English

Q: Are you Akubarix?

A: NO! For the love of God NO!

Q: Are gunlances better than lances?

A: NO. In some cases they are, but in others, they're not.

Q: If you're not Akubarix and you're not an Akubarix fanboy, why is your name "Akurixs"?

A: It goes like this:

A-1  
K-11  
U-22  
R-19  
I-9  
X-25  
S-20

$1+11+22+20+25-19+9= 69$

Yup.

THANKS TO...

~~~~~

Me- For.....making this FAQ  
Capcom- For making this game  
Gamefaqs- For hosting my FAQ  
Skies of Croda- For the names of several Gunlance's that I  
couldn't translate, and for the Corn Gunlance stats

Thanks to all who have helped.

LEGAL STUFF

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CONTACT INFO

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You can email me at [akurixs@comcast.net](mailto:akurixs@comcast.net).

Thanks for reading. You can expect to see me with another Gunlance FAQ in future Monster Hunter installments! Or...you would...if there were Gunlances in Monster Hunter Tri.

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