

GUNNER'S GUIDE

**BOWGUN
EDITION**

for
ADVANCED
players

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CONTENTS

INTRODUCTION

I. BOWGUN WEIGHT: HEAVY, LIGHT, MEDIUM

WHAT'S IT ALL MEAN!?

II. UNDERSTANDING YOUR WEAPON

BOWGUN PARTS

THE LIMITER

III. LOCK AND LOAD!

TIME FOR A FIELD-TEST

LOADING

FEEL THE DIFFERENCE: HEAVY BOWGUN VS. LIGHT BOWGUN

STAY MOBILE

COMBINE FOR MORE AMMO

TACTICAL RELOAD

PRACTICE MAKES PERFECT

IV. UNDERSTANDING YOUR AMMUNITION

HOW DOES STATUS AFFLICTION WORK?

TURNING THE DIAL

V. KEY ARMOR SKILLS

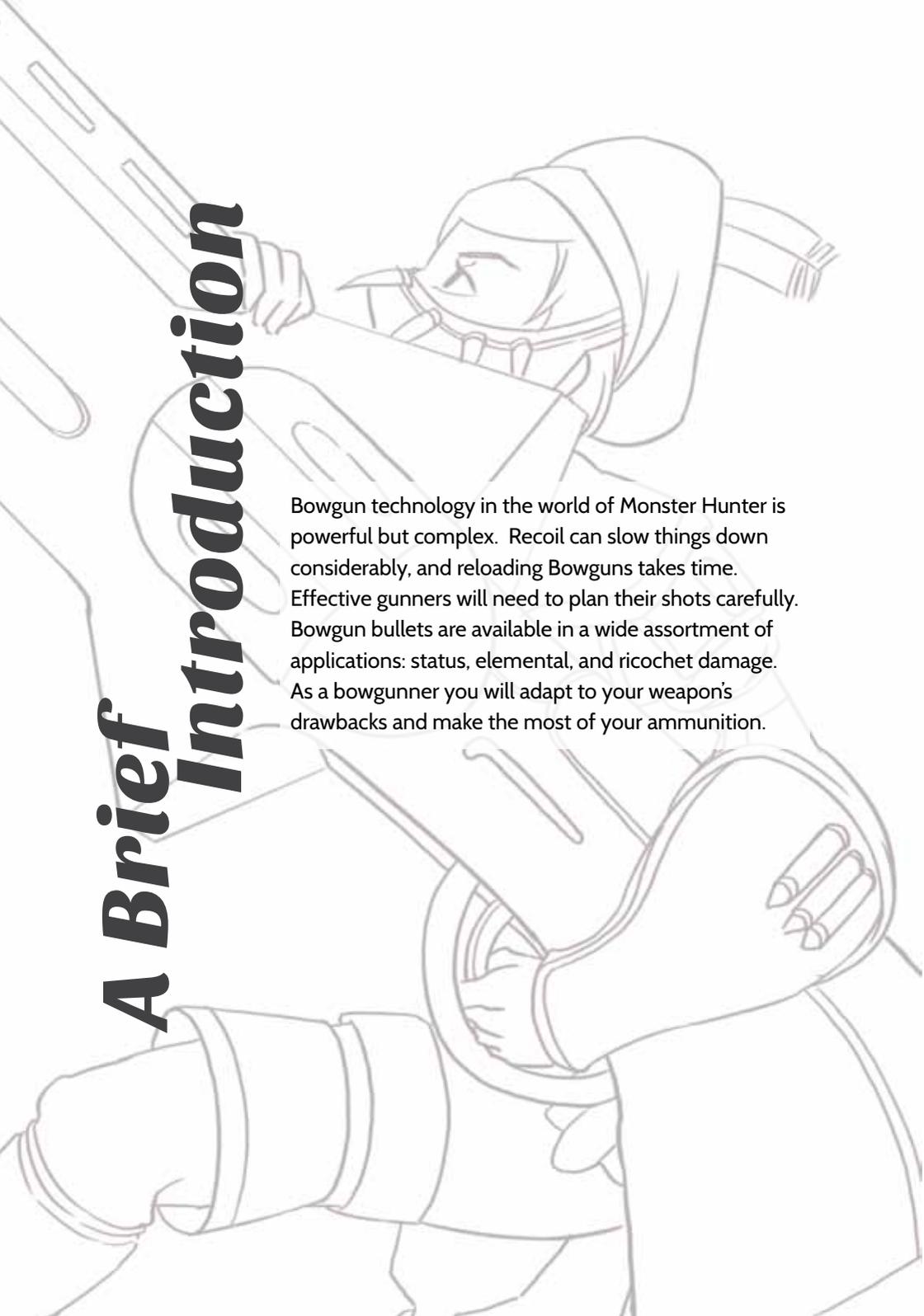
GUNNER SKILLS

RELEVANT SKILLS

HUNGRY?

VI. LET'S RECAP

CLOSING



A Brief Introduction

Bowgun technology in the world of Monster Hunter is powerful but complex. Recoil can slow things down considerably, and reloading Bowguns takes time. Effective gunners will need to plan their shots carefully. Bowgun bullets are available in a wide assortment of applications: status, elemental, and ricochet damage. As a bowgunner you will adapt to your weapon's drawbacks and make the most of your ammunition.



I. BOWGUN WEIGHT: HEAVY, LIGHT, MEDIUM



WHAT'S IT ALL MEAN!?

IT'S TRUE: there are different types of bowguns based on weight, and they are each unique enough that we should spend some time going over their differences.

HEAVY BOWGUN

These weapons hit the hardest, but have the lowest attack frequency. They are the cannon of the bowgun family. This means you'll fire fewer shots to get a kill, but spend more time reloading due to small magazine sizes. With a Heavy Bowgun drawn, your character will walk slower than with any other Gunner weapon. To make up for a lack of mobility, Heavy Bowguns can be equipped with a shield which can auto-guard most attacks. Heavy Bowguns generally have a "folding" frame, making for a lengthy drawing/sheathing animation.

A NOTE ON CROUCH FIRE



Crouch Firing is specific to Heavy Bowguns and was introduced in Monster Hunter Portable 3rd. When Crouch Firing, your magazine size increases dramatically at the cost of mobility: your character is unable to move during this animation. Each Bowgun can only Crouch Fire with certain ammo types.

LIGHT BOWGUN

Light Bowguns are the automatic rifles of the bowgun family. This means they have larger magazine sizes and rapid-fire capabilities. With a light bowgun drawn, your character will move quickly and be able to evade and sheath your weapon with ease.



I. BOWGUN WEIGHT: HEAVY, LIGHT, MEDIUM

MEDIUM BOWGUN (MONSTER HUNTER TRI ONLY)

Medium Bowguns combine the features and drawbacks of their two cousins. Damage output is higher than a Light Bowgun, and the weapon allows for better evasion compared to a Heavy Bowgun.

REGARDING BOWGUNS IN MONSTER HUNTER TRI

Monster Hunter Tri broke the mold when it came to Bowguns. Rather than simply crafting a finished weapon, Bowguns are assembled from three different parts: barrel, stock, and frame.

The combined weight of the barrel, stock, and frame determines the classification of your bowgun:

Classification	Weight
Light	29 weight or less
Medium	30 ~ 70 weight
Heavy	71 weight or more

DON'T TRY TO DECIDE ON WHICH IS BEST FOR YOU RIGHT NOW.

Later on we'll try them out to determine which is the best fit for your playstyle. »

