



# MONSTER HUNTER WORLD

THE BOARD GAME

❖ HUNTERS' ARSENAL ❖

## RULEBOOK



**CAPCOM**

# Introduction

*There's always a need for new hunters. It's a dangerous job, after all. So, fresh recruits are always welcome, and that's exactly what we've got here. New characters, ready to brave the wilderness in order to bring down the ferocious monsters that dwell there; ready to risk everything for a taste of glory; ready to become legends. Of course, nothing is that simple. They'll need to hone their skills, improve their weapons, and gain the kind of vital experience needed to take down the most dangerous beasts conceivable. Best hope they're up to the challenge!*

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# Components

## Hunters

When choosing a hunter, you should be aware that each hunter creates a dramatically different playing experience through their unique weaponry and fighting style. The six hunters in this set are:



**Gunlance Hunter** provides explosive offense courtesy of shelling attacks, combined with a staunch shield, to be both brutal and effective.



**Hammer Hunter** unleashes swathes of bludgeoning strikes thrown with huge stunning power, all while remaining surprisingly mobile.



**Lance Hunter** is a mobile fortress. Methodical, disciplined, the lance hunter deals consistent damage with efficient and effective strikes.



**Hunting Horn Hunter** isn't content with simply slaying monsters. When you play, your allies get bolder, stronger, and more accurate.



**Light Bowgun Hunter** fires a variety of powerful ammo types from a distance, capable of inflicting serious damage and supporting other hunters.



**Longsword Hunter** uses a nimble weapon capable of extended combos, which charges up energy with each swing to access incredibly powerful spirit attacks.

## Forge Reference Cards

Each hunter has their own set of new weapons and armour they can forge during the game, noted on the hunter's forge reference card. This card also tells you which monster parts and other resources you'll need to gather to be able to forge each weapon or piece of armour. These cards are numbered 426-437.



## Armour Cards

Hunters mainly protect themselves by leaping out of the way of monster attacks. Should they make a miscalculation, their armour is the last line of defence. These cards are numbered:

- 2-4 for the gunlance hunter
- 32-34 for the hammer hunter
- 57-59 for the hunting horn hunter
- 89-91 for the lance hunter
- 114-116 for the light bowgun hunter
- 155-157 for the longsword hunter



## Special Rules Cards

The gunlance, hammer, hunting horn, lance, light bowgun, and longsword hunters have a number of special rules specific to their weapon. These are explained on the special rules card. These cards are numbered 5, 35, 60, 92, 117, 158.



## Weapon Cards

Each hunter is defined by the weapon they carry. Weapon cards determine what attacks a hunter can make as well as how much damage they cause. These cards are numbered:

- 1 and 180-192 for the gunlance hunter
- 31 and 217-229 for the hammer hunter
- 56 and 260-272 for the hunting horn hunter
- 88 and 300-312 for the lance hunter
- 113 and 342-354 for the light bowgun hunter
- 154 and 388-400 for the longsword hunter



## Attack Cards

These cards represent the attacks a hunter can perform and are played one at a time to cause the hunter's miniature to move and attack the monster. Multiple attack cards may be played in sequence to perform powerful combinations. These cards are numbered:

- 11-30 and 193-216 for the gunlance hunter
- 36-55 and 230-259 for the hammer hunter
- 68-87 and 273-299 for the hunting horn hunter
- 93-112 and 313-341 for the lance hunter
- 134-153 and 355-387 for the light bowgun hunter
- 160-179 and 401-425 for the long sword hunter



## Shelling Cards

These cards represent the shells used by the gunlance hunter. These cards are numbered 6-10.



## Spirit Card

This card represents the spirit gauge used by the longsword hunter. This card is numbered 159.



## Deviation Cards

These cards represent the deviation of attacks made by the light bowgun hunter. These cards are numbered 118-133.



## Perform Card

This card represents when songs are played by the hunting horn hunter. This card is numbered 67.



## Song Cards

These cards list the different songs the hunting horn hunter can play. These cards are numbered 61-66.



## Song Tokens

These tokens are used to mark which hunters have been affected by the hunting horn hunter's songs.



# Adding Hunters' Arsenal to your Campaign



*Monster Hunter World: The Board Game – Hunters' Arsenal*, known as the Hunters' Arsenal set, can be played with *Monster Hunter World: The Board Game - The Ancient Forest* and *Monster Hunter World: The Board Game - The Wildspire Waste*, known as the Ancient Forest set and Wildspire Waste set.

This gives you new hunters to experience and equipment to forge!

If including hunters from the Hunters' Arsenal set in your Ancient Forest set or Wildspire Waste set campaign, follow the below steps in order:

1. When selecting your hunter, you may select any of the six hunters from the Hunters' Arsenal set.
2. If you've selected a hunter from the Hunters' Arsenal set, follow the steps shown in the hunter setup section shown on the next page.

# Hunter Set Up

Starting with the youngest, players select a hunter to use during the game. The hunter you select will have a unique symbol identifying which cards are used to play that hunter:

 for the **gunlance hunter**, numbered 1-30

 for the **hammer hunter**, numbered 31-55

 for the **hunting horn hunter**, numbered 56-87

 for the **lance hunter**, numbered 88-112

 for the **light bowgun hunter**, numbered 113-153

 for the **longsword hunter**, numbered 154-179



Starting Weapon Cards

Each weapon card will list a number of cards using this symbol . These are the weapon's *damage cards*. Take the combination of damage cards shown on the weapon card from the game box. These cards form your hunter's damage deck.

These are the starting cards for your hunter. Each hunter's starting cards will include:

1. 1 weapon card
2. 3 armour cards
3. 20 attack cards
4. 1 special rules card
5. 5 shelling cards - gunlance hunter only, see page 9.
6. 1 perform card - hunting horn hunter only, see page 10.
7. 1 song card - hunting horn hunter only, see page 10.
8. 16 deviation cards - light bowgun hunter only, see page 11.
9. 1 spirit gauge card - longsword hunter only, see page 12.



For example, the hammer hunter starts with 10x 1 damage cards, 1x 2 damage card, and 1x 4 damage card in their damage deck.

Take the miniature and starting cards belonging to your hunter, marked by their symbol.

There are 3 types of **armour** – head , body , and legs .

Take your hunter's 3 starting armour cards and place each one on the matching slot of your stamina board to equip them.

Take a character sheet\* and write your name and your hunter's name at the top. Take a hunter health dial and set it to 8, your hunter's full health. Set up your playing area as shown below.

\*Ran out of character sheets?  
Download a printable sheet from [www.steamforged.com](http://www.steamforged.com)



Attack deck      Hunter health dial      Damage deck

Stamina board

Weapon card      Armour cards      Special rules card

**Iron Hammer**  
Use all attack cards with  to create your hunter attack deck.

**Leather Headgear**  
0

**Leather Mail**  
1

**Leather Trousers**  
0

**Hammer Special Rules**  
When you play an attack card that inflicts damage, if you select a head body part to attack, the attack card gains .  
You have attack cards with  or  in your deck. Some of your attack cards have special rules that allow additional damage cards for these symbols.

# Hunter Special Rules

Each hunter has their own unique skills and fighting style. Additional rules for each hunter are shown below as well as on each hunter's special rules card:

## Gunlance Hunter

**Setup** - During setup, place the 5 shelling cards face up in a row above your stamina board.

**During the Hunting Phase** - When you play an attack card with one or more , flip a number of shelling cards face down equal to the number of  on the attack card. If there aren't enough face up shelling cards for the attack, flip as many as you can.

Draw an additional +1  for each shelling card flipped face down while resolving the attack card.

When you sharpen your weapon, flip all your shelling cards face up.



Shelling card front



Shelling card back

## Shelling Cards

1. **Card Title** - This marks this card as a Shelling card.
2. **Starting Weapon Symbol** - Cards with this symbol are part of the weapon's starting deck, featuring a hexagonal border.
3. **Damage Card Symbol** - The amount of damage cards drawn that inflict physical damage to the monster.



## Hammer Hunter

**During the Hunting Phase** - When you play an attack card that inflicts damage, if you select a head body part to attack, the attack card gains +1 .

You have attack cards with  or  in your deck. Some of your attack cards have special rules that draw additional damage cards for these symbols.

## Hunting Horn Hunter

**Setup** - During setup, locate the Song List card shown on your weapon card. Place the Song List and Perform cards face up near your stamina board.

**During the Hunting Phase** - During your turn you may play a song by following the instructions on the Perform card.

Song effects last until the start of your next turn.



## Perform Card

Once per turn you may choose a song from your Song List card to play. You must have the notes for your chosen song on face up attack cards on your stamina board.

After choosing a song, place the numbered token for the song on the weapon card of each hunter within [hexagon symbol]. Counting the nodes from this hunter to each other hunter.

Flip this card face down. Then flip one of the face up attack cards on your stamina board which has a note for your chosen song face down.



## Song List Cards

- Card Title** - This marks this card as a Song List card.
- Starting Weapon Symbol** - Cards with this symbol are part of the weapon's starting deck, featuring a hexagonal border.
- Numbered Songs** - While you have this song card, you may play one of these songs during each of your turns.
- Note Symbols** - To play this song, you must have these notes on face up attack cards on your stamina board.
- Song Effects** - When you play a song, hunters within the song's [hexagon symbol] gain this effect until the start of your next turn.



## Lance Hunter

**During the Hunting Phase** - After you resolve an attack card, if there are at least 3 face up attack cards with [hexagon symbol] on your stamina board you may discard 3 face up attack cards with [hexagon symbol] from your stamina board.

## Light Bowgun Hunter

**Setup** - During setup, create a deviation deck using the table below and the  deck using the table below and the deviation rating shown on the weapon card. Shuffle the deviation cards and place the deck face down to the side of your stamina board.

Deviation Rating	Deck Composition
 None	<b>12 Deviation Cards</b> (2 Front, 2 Sides, 2 Rear, 4 Your Choice, 2 Miss)
 Low	<b>10 Deviation Cards</b> (2 Front, 2 Sides, 2 Rear, 2 Your Choice, 2 Miss)
 Average	<b>12 Deviation Cards</b> (2 Front, 2 Sides, 2 Rear, 2 Your Choice, 4 Miss)
 High	<b>14 Deviation Cards</b> (2 Front, 2 Sides, 2 Rear, 2 Your Choice, 6 Miss)

**During the Hunting Phase** - When you play attack cards, you ignore monster arcs. When you play each attack card, also draw 2 deviation cards and choose 1 deviation card to resolve. Then select one of the monster arcs shown on the deviation card. Resolve your attack as if your hunter were in the selected monster arc.

If the deviation card you choose is a miss, don't resolve your attack card. However, still place the attack card face up on your stamina board.

After placing the attack card face up on your stamina board, discard both deviation cards. When the deviation deck is empty, shuffle its discard pile to create a new deviation deck.

## Deviation Cards

- Card Title** - This marks this card as a deviation card.
- Starting Weapon Symbol** - Cards with this symbol are part of the weapon's starting deck, featuring a hexagonal border.
- Monster Arc Diagram** - The monster arcs that can be attacked by choosing this card.
- Deviation Card Type** - The type of deviation card.
- Critical Distance** - A bonus effect applied to your attack card.



## Long Sword Hunter

**Setup** - During setup, place the spirit card next to your stamina board with the white-only side at the top. Your attack cards have a spirit symbol with colours matching sides of the spirit card.

**During the Hunting Phase** - Attack cards will instruct you when to rotate the spirit card, and in which direction. The spirit card is always rotated 90 degrees at a time.

You may only play attack cards with a spirit symbol if all the colours in the symbol are currently at the top of the spirit card.

When the white-only spirit symbol is at the top, the spirit card can't be rotated anti-clockwise. When the red spirit symbol is at the top, the spirit card can't be rotated clockwise.



## Spirit Card

1. **Card Title** - This marks the card as the spirit card.
2. **Starting Weapon Symbol** - Cards with this symbol are part of the weapon's starting deck, featuring a hexagonal border.
3. **White Spirit Symbol Side** - standard longsword attacks.
4. **White and Yellow Spirit Symbol Side** - accesses enhanced attacks.
5. **White, Yellow, and Orange Spirit Symbol Side** - accesses charged attacks.
6. **White, Yellow, Orange, and Red Spirit Symbol Side** - accesses spirit attacks.



# Arena Quests (Alternative Play Mode)





# Great Jagras Assigned Quest



Time Limit: 25 time cards

	Bone Shovel	Chainmail Headgear	Chainmail Vest	Chainmail Trousers
	Bone Bludgeon	Leather Headgear	Leather Mail	Leather Trousers
	Bone Gunlance	Chainmail Headgear	Chainmail Vest	Chainmail Trousers
	Hunters Rifle	Leather Headgear	Leather Mail	Leather Trousers
	Bone Lance	Chainmail Headgear	Chainmail Vest	Chainmail Trousers
	Bone Horn	Leather Headgear	Leather Mail	Leather Trousers

	2 Hunters	3 Hunters	4 Hunters
	1 Potion	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos

# Great Jagras Investigation Quest



Time Limit: 25 time cards

				
	Hard Bone Shotel	Alloy Helm	Chainmail Vest	Chainmail Trousers
	Fossil Bludgeon	Bone Helm	Leather Mail	Leather Trousers
	Bone Cannon	Alloy Helm	Chainmail Vest	Chainmail Trousers
	Power Rifle	Bone Helm	Leather Mail	Leather Trousers
	Hard Bone Lance	Alloy Helm	Chainmail Vest	Chainmail Trousers
	Hard Bone Horn	Bone Helm	Leather Mail	Leather Trousers

	2 Hunters	3 Hunters	4 Hunters
	1 Potion	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos



# Great Jagras Tempered Investigation Quest



Time Limit: 25 time cards

	Bone Reaper	Alloy Helm	Chainmail Vest	Jagras Greaves
	Grandrock	Bone Helm	Jagras Mail	Leather Trousers
	Great Bone Gunlance	Alloy Helm	Chainmail Vest	Jagras Greaves
	Sniper Shot	Bone Helm	Jagras Mail	Leather Trousers
	Heavy Bone Lance	Alloy Helm	Chainmail Vest	Jagras Greaves
	Heavy Bone Horn	Bone Helm	Jagras Mail	Leather Trousers

	2 Hunters	3 Hunters	4 Hunters
	2 Potion	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos



# Tobi-Kadachi Assigned Quest



Time Limit: 30 time cards

	Bone Reaper	Bone Helm	Jagras Mail	Bone Greaves
	Grandrock	Alloy Helm	Alloy Mail	Jagras Greaves
	Great Bone Gunlance	Alloy Helm	Alloy Mail	Jagras Greaves
	Sniper Shot	Bone Helm	Jagras Mail	Bone Greaves
	Heavy Bone Lance	Alloy Helm	Alloy Mail	Jagras Greaves
	Heavy Bone Horn	Bone Helm	Jagras Mail	Bone Greaves

	2 Hunters	3 Hunters	4 Hunters
	1 Potion	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos

# Tobi-Kadachi Investigation Quest



Time Limit: 30 time cards

				
	Bone Reaper	Kadachi Helm	Jagras Mail	Bone Greaves
	Grandrock	Kadachi Helm	Alloy Mail	Jagras Greaves
	Jagras Gunlance	Alloy Helm	Kadachi Mail	Jagras Greaves
	Jagras Blitz	Jagras Helm	Kadachi Mail	Bone Greaves
	Heavy Bone Lance	Kadachi Helm	Alloy Mail	Jagras Greaves
	Heavy Bone Horn	Kadachi Helm	Jagras Mail	Bone Greaves

	2 Hunters	3 Hunters	4 Hunters
	2 Potion	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos

# ★★★ Tobi-Kadachi Tempered Investigation Quest ★★★



Time Limit: 30 time cards

				
	Pulsar Shotel	Bone Helm	Kadachi Mail	Kadachi Greaves
	Grandrock	Kadachi Helm	Kadachi Mail	Bones Greaves
	Jagras Gunlance	Kadachi Helm	Kadachi Mail	Bone Greaves
	Jagras Blitz	Kadachi Helm	Kadachi Mail	Bone Greaves
	Thunder Lance	Alloy Helm	Kadachi Mail	Kadachi Greaves
	Thunder Gaida	Bone Helm	Kadachi Mail	Kadachi Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potion	2 Potion	1 Potion
	Palicos	No Palicos	No Palicos



# Anjanath Assigned Quest



Time Limit: 30 time cards

	Kadachi Fang	Bone Helm	Jagras Mail	Kadachi Greaves
	Grandrock	Jagras Helm	Kadachi Mail	Jagras Greaves
	Glutton Gunlance	Jagras Helm	Kadachi Mail	Bone Greaves
	Jagras Fire	Jagras Helm	Kadachi Mail	Bone Greaves
	Lightning Spire	Jagras Helm	Alloy Mail	Kadachi Greaves
	Lightning Drum	Bone Helm	Kadachi Mail	Kadachi Greaves

	2 Hunters	3 Hunters	4 Hunters
	2 Potion	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos

# Anjanath Investigation Quest



Time Limit: 30 time cards

				
	Kadachi Fang	Jagras Helm	Anja Mail	Kadachi Greaves
	Blazing Hammer	Anja Helm	Kadachi Mail	Jagras Greaves
	Glutton Gunlance	Jagras Helm	Anja Mail	Jagras Greaves
	Jagras Fire	Jagras Helm	Anja Mail	Jagras Greaves
	Lightning Spire	Jagras Helm	Anja Mail	Kadachi Greaves
	Lightning Drum	Jagras Helm	Anja Mail	Kadachi Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potion	2 Potion	1 Potion
	Palicos	No Palicos	No Palicos



# Anjanath Tempered Investigation Quest



Time Limit: 30 time cards

	Anja Scimitar	Anja Helm	Anja Mail	Jagras Greaves
	Anja Striker	Anja Helm	Anja Mail	Jagras Greaves
	Glutton Gunlance	Jagras Helm	Anja Mail	Anja Greaves
	Jagras Fire	Jagras Helm	Anja Mail	Anja Greaves
	Lightning Spire	Anja Helm	Anja Mail	Jagras Greaves
	Anja Barone	Anja Helm	Anja Mail	Jagras Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potion	3 Potion	2 Potion
	Palicos	No Palicos	No Palicos



# Rathalos Assigned Quest



Time Limit: 35 time cards

	Anja Scimitar	Anja Helm	Anja Mail	Jagras Greaves
	Anja Striker	Anja Helm	Anja Mail	Jagras Greaves
	Glutton Gunlance	Jagras Helm	Anja Mail	Anja Greaves
	Jagras Fire	Jagras Helm	Anja Mail	Anja Greaves
	Lightning Spire	Jagras Helm	Anja Mail	Anja Greaves
	Anja Barone	Anja Helm	Anja Mail	Jagras Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potion	2 Potion	1 Potion
	Palicos	No Palicos	No Palicos

# Rathalos Investigation Quest



Time Limit: 35 time cards

				
 Anja Scimitar	Anja Helm	Anja Mail	Rathalos Greaves	
 Anja Striker	Anja Helm	Anja Mail	Rathalos Greaves	
 Glutton Gunlance	Jagras Helm	Rathalos Mail	Anja Greaves	
 Jagras Fire	Jagras Helm	Rathalos Mail	Anja Greaves	
 Lightning Spire	Jagras Helm	Rathalos Mail	Anja Greaves	
 Anja Barone	Anja Helm	Anja Mail	Rathalos Greaves	

	2 Hunters	3 Hunters	4 Hunters
 3 Potion	3 Potion	2 Potion	
 Palicos	No Palicos	No Palicos	

# Rathalos Tempered Investigation Quest



Time Limit: 40 time cards

				
 Wyvern Blade "Blood"	Rathalos Helm	Anja Mail	Rathalos Greaves	
 Anja Striker	Rathalos Helm	Rathalos Mail	Anja Greaves	
 Red Rook	Rathalos Helm	Anja Mail	Rathalos Greaves	
 Rathbuster	Rathalos Helm	Anja Mail	Rathalos Greaves	
 Red Tail	Rathalos Helm	Anja Mail	Rathalos Greaves	
 Anja Barone	Rathalos Helm	Rathalos Mail	Anja Greaves	

	2 Hunters	3 Hunters	4 Hunters
 3 Potion	3 Potion	3 Potion	3 Potion
 Palicos	No Palicos	No Palicos	No Palicos



## Azure Rathalos Assigned Quest



Time Limit: 35 time cards

	Anja Scimitar	Anja Helm	Anja Mail	Jagras Greaves
	Anja Striker	Anja Helm	Anja Mail	Jagras Greaves
	Glutton Gunlance	Jagras Helm	Anja Mail	Anja Greaves
	Jagras Fire	Jagras Helm	Anja Mail	Anja Greaves
	Lightning Spire	Jagras Helm	Anja Mail	Anja Greaves
	Anja Barone	Anja Helm	Anja Mail	Jagras Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potion	2 Potion	1 Potion
	Palicos	No Palicos	No Palicos

# Azure Rathalos Investigation Quest



Time Limit: 35 time cards

				
 Anja Scimitar	Anja Helm	Anja Mail	Rath Soul Greaves	
 Anja Striker	Anja Helm	Anja Mail	Rath Soul Greaves	
 Glutton Gunlance	Jagras Helm	Rath Soul Mail	Anja Greaves	
 Jagras Fire	Jagras Helm	Rath Soul Mail	Anja Greaves	
 Lightning Spire	Jagras Helm	Rath Soul Mail	Anja Greaves	
 Anja Barone	Anja Helm	Anja Mail	Rath Soul Greaves	

	2 Hunters	3 Hunters	4 Hunters
 3 Potion	3 Potion	2 Potion	
 Palicos	No Palicos	No Palicos	



# Azure Rathalos Tempered Investigation Quest



Time Limit: 40 time cards

	Wyvern Blade "Blood"	Rath Soul Helm	Anja Mail	Rath Soul Greaves
	Anja Striker	Rath Soul Helm	Rath Soul Mail	Rath Soul Greaves
	Red Rook	Rath Soul Helm	Anja Mail	Rath Soul Greaves
	Rathbuster	Rath Soul Helm	Anja Mail	Rath Soul Greaves
	Red Tail	Rath Soul Helm	Anja Mail	Rath Soul Greaves
	Anja Barone	Rath Soul Helm	Rath Soul Mail	Rath Soul Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potion	3 Potion	3 Potion
	Palicos	No Palicos	No Palicos



## Barroth Assigned Quest



Time Limit: 25 time cards

	Bone Shotel	Chainmail Headgear	Chainmail Vest	Chainmail Trousers
	Bone Bludgeon	Leather Headgear	Leather Mail	Leather Trousers
	Bone Gunlance	Chainmail Headgear	Chainmail Vest	Chainmail Trousers
	Hunters Rifle	Leather Headgear	Leather Mail	Leather Trousers
	Bone Lance	Chainmail Headgear	Chainmail Vest	Chainmail Trousers
	Bone Horn	Leather Headgear	Leather Mail	Leather Trousers

	2 Hunters	3 Hunters	4 Hunters
	1 Potion	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos

## Barroth Investigation Quest



Time Limit: 25 time cards

				
 Hard Bone Shotel	Alloy Helm	Chainmail Vest	Chainmail Trousers	
 Fossil Bludgeon	Bone Helm	Leather Mail	Leather Trousers	
 Bone Cannon	Alloy Helm	Chainmail Vest	Chainmail Trousers	
 Power Rifle	Bone Helm	Leather Mail	Leather Trousers	
 Hard Bone Lance	Alloy Helm	Chainmail Vest	Chainmail Trousers	
 Hard Bone Horn	Bone Helm	Leather Mail	Leather Trousers	

	2 Hunters	3 Hunters	4 Hunters
 1 Potion	1 Potion	1 Potion	1 Potion
 Palicos	No Palicos	No Palicos	No Palicos



# Barroth Tempered Investigation Quest



Time Limit: 25 time cards

	Bone Reaper	Alloy Helm	Chainmail Vest	Barroth Greaves
	Grandrock	Bone Helm	Barroth Mail	Leather Trousers
	Great Bone Gunlance	Barroth Helm	Chainmail Vest	Chainmail Trousers
	Sniper Shot	Bone Helm	Barroth Mail	Leather Trousers
	Heavy Bone Lance	Barroth Helm	Chainmail Vest	Chainmail Trousers
	Heavy Bone Horn	Bone Helm	Barroth Mail	Leather Trousers

	2 Hunters	3 Hunters	4 Hunters
	2 Potion	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos



## Pukei-Pukei Assigned Quest



Time Limit: 30 time cards

	Bone Reaper	Bone Helm	Barroth Mail	Bone Greaves
	Grandrock	Alloy Helm	Alloy Mail	Barroth Greaves
	Great Bone Gunlance	Barroth Helm	Alloy Mail	Chainmail Trousers
	Sniper Shot	Bone Helm	Barroth Mail	Bone Greaves
	Heavy Bone Lance	Barroth Helm	Alloy Mail	Chainmail Trousers
	Heavy Bone Horn	Bone Helm	Barroth Mail	Bone Greaves

	2 Hunters	3 Hunters	4 Hunters
	1 Potion	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos

## Pukei-Pukei Investigation Quest



Time Limit: 30 time cards

				
	Bone Reaper	Pukei Hood	Barroth Mail	Alloy Greaves
	Carapace Sledge	Pukei Hood	Alloy Mail	Barroth Greaves
	Carapace Cannon	Barroth Helm	Pukei Mail	Chainmail Trousers
	Carapace Rifle	Bone Helm	Barroth Mail	Barroth Greaves
	Carapace Lance	Barroth Helm	Pukei Mail	Chainmail Trousers
	Heavy Bone Horn	Pukei Hood	Barroth Mail	Alloy Greaves

	2 Hunters	3 Hunters	4 Hunters
	2 Potion	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos



# Pukei-Pukei Tempered Investigation Quest



Time Limit: 30 time cards

	Bone Reaper	Alloy Helm	Barroth Mail	Pukei Greaves
	Blooming Hammer	Pukei Hood	Alloy Mail	Barroth Greaves
	Carapace Cannon	Barroth Helm	Pukei Mail	Chainmail Trousers
	Carapace Rifle	Bone Helm	Barroth Mail	Barroth Greaves
	Carapace Lance	Barroth Helm	Pukei Mail	Chainmail Trousers
	Blooming Horn	Pukei Hood	Barroth Mail	Bone Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potion	2 Potion	1 Potion
	Palicos	No Palicos	No Palicos



# Jyuratodus Assigned Quest



Time Limit: 30 time cards

	Bone Reaper	Pukei Hood	Barroth Mail	Pukei Greaves
	Buon Fiore	Pukei Hood	Alloy Mail	Barroth Greaves
	Barroth Blaster	Barroth Helm	Pukei Mail	Chainmail Trousers
	Barroth Shot	Bone Helm	Barroth Mail	Barroth Greaves
	Barroth Stinger	Barroth Helm	Pukei Mail	Chainmail Trousers
	Datura Horn	Pukei Hood	Barroth Mail	Bone Greaves

	2 Hunters	3 Hunters	4 Hunters
	2 Potion	1 Potion	1 Potion
	Palicos	No Palicos	No Palicos

# Jyuratodus Investigation Quest



Time Limit: 30 time cards

				
 Jyura Shotel	Pukei Hood	Jyura Mail	Barroth Greaves	
 Buon Fiore	Jyura Helm	Barroth Mail	Barroth Greaves	
 Barroth Blaster	Barroth Helm	Jyura Mail	Pukei Greaves	
 Barroth Shot	Jyura Helm	Barroth Mail	Barroth Greaves	
 Barroth Stinger	Barroth Helm	Jyura Mail	Pukei Greaves	
 Datura Horn	Jyura Helm	Barroth Mail	Pukei Greaves	

	2 Hunters	3 Hunters	4 Hunters
 3 Potion	2 Potion	1 Potion	
 Palicos	No Palicos	No Palicos	



# Jyuratodus Tempered Investigation Quest



Time Limit: 30 time cards

				
	Dipterus	Jyura Helm	Jyura Mail	Barroth Greaves
	Buon Fiore	Jyura Helm	Barroth Mail	Barroth Greaves
	Jyura Buster	Barroth Helm	Jyura Mail	Pukei Greaves
	Jyura Bullet	Jyura Helm	Jyura Mail	Barroth Greaves
	Water Spike	Barroth Helm	Jyura Mail	Pukei Greaves
	Water Tamtam	Jyura Helm	Barroth Mail	Pukei Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potion	3 Potion	2 Potion
	Palicos	No Palicos	No Palicos



# Diablos Assigned Quest



Time Limit: 35 time cards

	Dipterus	Jyura Helm	Jyura Mail	Barroth Greaves		
	Buon Fiore	Jyura Helm	Barroth Mail	Barroth Greaves		
	Jyura Buster	Barroth Helm	Jyura Mail	Pukei Greaves		
	Jyura Bullet	Jyura Helm	Jyura Mail	Barroth Greaves		
	Water Spike	Barroth Helm	Jyura Mail	Pukei Greaves		
	Water Tamtam	Jyura Helm	Barroth Mail	Pukei Greaves		

	2 Hunters	3 Hunters	4 Hunters
	3 Potion	2 Potion	1 Potion
	Palicos	No Palicos	No Palicos

# Diablos Investigation Quest



Time Limit: 35 time cards

				
	Dipterus	Diablos Helm	Jyura Mail	Barroth Greaves
	Buon Fiore	Diablos Helm	Barroth Mail	Barroth Greaves
	Jyura Buster	Barroth Helm	Diablos Mail	Pukei Greaves
	Jyura Bullet	Diablos Helm	Jyura Mail	Barroth Greaves
	Water Spike	Barroth Helm	Diablos Mail	Pukei Greaves
	Water Tamtam	Diablos Helm	Barroth Mail	Pukei Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potion	3 Potion	2 Potion
	Palicos	No Palicos	No Palicos

# Diablos Tempered Investigation Quest



Time Limit: 40 time cards

				
	Dipterus	Diablos Helm	Diablos Mail	Diablos Greaves
	Diablos Shatterer	Diablos Helm	Jyura Mail	Diablos Greaves
	Jyura Buster	Diablos Helm	Diablos Mail	Diablos Greaves
	Jyura Bullet	Diablos Helm	Diablos Mail	Diablos Greaves
	Water Spike	Diablos Helm	Diablos Mail	Diablos Greaves
	Water Tamtam	Diablos Helm	Diablos Mail	Diablos Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potion	3 Potion	3 Potion
	Palicos	No Palicos	No Palicos



# Black Diablos Assigned Quest



Time Limit: 35 time cards

	Dipterus	Jyura Helm	Jyura Mail	Barroth Greaves
	Buon Fiore	Jyura Helm	Barroth Mail	Barroth Greaves
	Jyura Buster	Barroth Helm	Jyura Mail	Pukei Greaves
	Jyura Bullet	Jyura Helm	Jyura Mail	Barroth Greaves
	Water Spike	Barroth Helm	Jyura Mail	Pukei Greaves
	Water Tamtam	Jyura Helm	Barroth Mail	Pukei Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potion	2 Potion	1 Potion
	Palicos	No Palicos	No Palicos

# Black Diablos Investigation Quest



Time Limit: 35 time cards

				
	Dipterus	Jyura Helm	Diablos Nero Mail	Barroth Greaves
	Buon Fiore	Jyura Helm	Diablos Nero Mail	Barroth Greaves
	Jyura Buster	Barroth Helm	Diablos Nero Mail	Pukei Greaves
	Jyura Bullet	Jyura Helm	Diablos Nero Mail	Barroth Greaves
	Water Spike	Barroth Helm	Diablos Nero Mail	Pukei Greaves
	Water Tamtam	Jyura Helm	Diablos Nero Mail	Pukei Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potion	3 Potion	2 Potion
	Palicos	No Palicos	No Palicos



# Black Diablos Tempered Investigation Quest



Time Limit: 40 time cards

	Dipterus	Diablos Nero Helm	Diablos Nero Mail	Diablos Nero Greaves
	Diablos Shatterer	Jyura Helm	Diablos Nero Mail	Diablos Nero Greaves
	Jyura Buster	Diablos Nero Helm	Diablos Nero Mail	Diablos Nero Greaves
	Jyura Bullet	Diablos Nero Helm	Diablos Nero Mail	Diablos Nero Greaves
	Water Spike	Diablos Nero Helm	Diablos Nero Mail	Diablos Nero Greaves
	Water Tamtam	Diablos Nero Helm	Diablos Nero Mail	Diablos Nero Greaves

	2 Hunters	3 Hunters	4 Hunters
	3 Potion	3 Potion	3 Potion
	Palicos	No Palicos	No Palicos

