

Suggest	Type	MHW_HouserulesV1.5byRemo ---Choose to apply for adding more IP features. ---Feel free to turn on/off those a.b.c. houserules.
★★★★	Time card	a. When forming the time card deck, first pick out "Monster Retreat" and put it aside, after shuffling the blue time cards, first draw 8 cards as a guarantee bottom, then shuffle Monster Retreat with the others to finish the time card deck forming. b. When resolving "Roar", players may place one card face down to stamina board to reduce 1 time card loss.
★★★★	Studied rival	Start from the 3rd time you fight the same monster, turn the first behavior card face up before placing your hunters.
★★★	Part break	a. While attacking monster part that was already broken, ignore half armour value (rounded down) if any. b. Each broken part provide ±1 modifier when rolling on a reward table.
★★★	Sharpen	a. When you choose to take a sharpen action, pick and remove any one card from your stamina board as bonus. b. After you done sharpen, exchange your hunter token with the biggest number in play.
★★★★	Palico Combat (1-2 players only)	a. When a player put their hunter miniature to the starting node, take a palico miniature and put it too. Deal hunter token to palico, as a player do. -- Before or after a hunter take his turn, the player can choose to activate his palico. -- A palico can move 1-2 nodes when activates, before or after it attacks. -- When a palico attacks, roll one die to deal damage to monster : odd for 1 damage and even for 2 damages (monster part armour value applies). If a palico rolls 6, place one break token as bonus. -- When a palico attack by monster, remove its miniature from the field and put a cooldown die as remind. The palico will return to the field after 3 turns. -- Whenever you activate a removed palico, reduce the cooldown die number for 1. The palico will return to its master hunter's node when cooldown ends. -- A palico can't use skill while it was removed from play. -- After 15th day, a player can visit the handler to adopt a new palico : draw 2 palico cards and select 1 of them. Player can always choose which palico to join next adventure. b. When you start a solo campaign, draw 4 palico cards and select 2 of them to keep. -- When selecting your hunter, don't select 2 hunters to play. Just take 2 palicos with you. Now enjoy your hunting!
★★	Downtime Bonus	In addition to the rules on downtime activities part, player can choose to add more bonus like these: a. Each time when visiting resource centre, player can get 1 bonus roll after 10th day and 2 bonus roll after 20th day. b. When visiting the provisions stockpile, player may remove any 8 common ores,bones,or hides from their character sheets to receive any 1 resource (fertile mud for example). c. When visiting the Meowscular Chef, player can get 1 well done steak(write it down like a potion). When you use a steak in preparation turn, discard all the attack cards on your stamina board and then shuffle your discarded cards into your attack deck. d. When visiting the handler, player can choose to take an arena quest they had finished (assign/investigation/tempered) before. When playing an arena quest, players use their own hunter equipments or pre-set weapons and armour to battle the specific monster. Once the monster has been slain, player check the reward tables as usual (follow the same rule as other quests). e. When player choose to pet the Poogie, they can roll a poogie die and keep the result to bring into next quest. During the next quest, player can replace any one die rolled with the poogie die. Remove it from the game after used.
★★	Trap and Capture	The hunters may trade 1 potion with a trap during the gathering phase. -- A hunter can choose to set a trap within 1 node in their preparation turn. -- Use a palico token and put one break token on it to mark the trap. -- There can only be one trap at a time, remove the old trap when you set a new one. -- When a monster moves onto a trap, end its turn immediately. -- Players can only attempt to capture when the trapped monster's hp drops to 10 or less. -- To capture, an hunter may take a preparation turn and he has one shot to roll 2D6 : if the result number bigger than monster's current hp then success or it will break the trap. If succeed, every player gets one bonus reward die during aftermath. -- If the capture failed, the monster's next move will be outraged: search the special move (with the track symbol) and apply it with minus 1 to hunter turn and attack numbers. Discard it after used. -- Teostra, Nergigante and KushalaDaola can't be captured.
★★	Campaign Mode	HunterRanking and choosing quest. -- All hunter start their campaign as hunter ranking 1, and they can only choose a quest from a pool according to their HR (check the picture below). -- Hunters collect ranking points after they finish a quest, and they can be promoted to rank 2/3/4/5/6 when paying 5/10/15/25/40 ranking points. -- When promoted, the player can get 1 bonus roll from resource centre without visiting it. -- The campaign goal is complete at least one ★★★★★ quest in 36 days or all ★★★★★ quests in 45 days HunterRanking 1-2 (2 pts each) Kulu-Ya-Ku龍馬★, ★★ Barroth土砂龙★, ★★ GreatLagiac大腕龙★, ★★ Pukei-Pukei毒怪鸟★, ★★ Tobi-Kadachi飞雷龙★, ★★ HunterRanking 3 (3 pts each) Kulu-Ya-Ku龍馬★★★ Barroth土砂龙★★★ GreatLagiac大腕龙★★★ Pukei-Pukei毒怪鸟★★★★ Tobi-Kadachi飞雷龙★★★★ Anjanath蜜獾龙★, ★★ Juratodus迟龙★, ★★ HunterRanking 4 (4 pts each) Anjanath蜜獾龙★★★ Juratodus迟龙★★★ Rathalos雄火龙★, ★★ AzureRathalos苍火龙★, ★★ Diablos角龙★, ★★ BlackDiablos黑角龙★, ★★ HunterRanking 5 (5 pts each) Rathalos雄火龙★★★★ AzureRathalos苍火龙★★★★ Diablos角龙★★★★ BlackDiablos黑角龙★★★★ Teostra炎王龙★, ★★ Nergigante天尽龙★, ★★ KushalaDaola颯龙★, ★★ HunterRanking 6 (Final Challenge) Teostra炎王龙★★★★★ Nergigante天尽龙★★★★★ KushalaDaola颯龙★★★★★
★	Turf War	Replace Monster Retreat time card rules in ★★, ★★★★★, ★★★★★★ quests. -- When Monster Retreat time card was drawn, roll a die to see which monster to be the challenger (Teostra and Nergigante will only have turf war with each other). 1-4 another monster from the same league pool. 5-6 another monster from higher league pool. Bronze League Kulu-Ya-Ku龍馬★★★ Barroth土砂龙★★★ GreatLagiac大腕龙★★★ Pukei-Pukei毒怪鸟★★★ Tobi-Kadachi飞雷龙★★★★ Anjanath蜜獾龙★, ★★ Juratodus迟龙★, ★★ Silver League Anjanath蜜獾龙★★★★ Juratodus迟龙★★★★ Rathalos雄火龙★, ★★ AzureRathalos苍火龙★, ★★ Diablos角龙★, ★★ BlackDiablos黑角龙★, ★★ Golden League Rathalos雄火龙★★★★ AzureRathalos苍火龙★★★★ Diablos角龙★★★★ BlackDiablos黑角龙★★★★ Teostra炎王龙★, ★★ Nergigante天尽龙★, ★★ KushalaDaola颯龙★, ★★ Diamond League Teostra炎王龙★★★★★ Nergigante天尽龙★★★★★ KushalaDaola颯龙★★★★★ -- The challenger will use all 13 behavior cards, and shows up in the forest node from the quest monster. -- The challenger always act before the quest monster, and its first strike target will be the quest monster. -- Monster attack will leave a break token to another monster, along with any damage. -- When checking the threat value, monsters will always count as 10. -- The challenger will stay 4 turns before it leaves, and players will get break reward of it if any monster part was broken.