

HQ Upgrade & Progression Guide

Plan your Headquarters progression from HQ1 through HQ35. Learn which buildings matter, how HQ level affects your heroes, how to prepare for the Steel requirements at HQ31-35, and how to use Sophia, construction bonuses, speed-ups, and event timing to make expensive upgrades more efficient.

- [Why HQ Level Matters](#)
- [Fastest HQ Upgrade Path: HQ1-30](#)
- [HQ31-35 & Steel Requirements](#)
- [Construction Speed & Event Strategy](#)
- [Which Buildings Should You Upgrade?](#)

Why HQ Level Matters

Your **Headquarters (HQ)** is the backbone of your progression in Last Z. Increasing your HQ level opens the path to stronger heroes, buildings, troops, research, and late-game content.

Hero Level Cap

Every HQ level adds **+5 to your hero level cap**.

HQ Level	Hero Level Cap
HQ 1	5
HQ 20	100
HQ 30	150
HQ 35	175

This makes HQ progression directly connected to the strength of your heroes.

Sophia — The Queen of Construction

Sophia is especially valuable for players planning long-term HQ progression.

Her **3rd skill** provides construction benefits including:

- Extra free construction duration
- Faster construction speed
- **4 Stars:** Resource cost -5%
- **5 Stars:** Resource cost -10%

The Goal

Try to have Sophia at 5 stars before making the expensive HQ30+ push.

Her bonuses apply across your building upgrades. Since HQ progression forces you to upgrade prerequisite buildings along the way, those savings can add up.

When a Second Builder Helps

A second builder allows you to upgrade **two buildings at the same time**.

It is most useful when prerequisite buildings are holding up your next HQ upgrade and you have enough resources to keep both construction queues working.

A second builder **does not**:

- Shorten an individual construction timer
- Remove building prerequisites
- Reduce the resources required

Use the additional queue strategically rather than upgrading unnecessary buildings simply to keep it occupied.

Secretary of Construction

The **Secretary of Construction** Capital position provides:

+15% Construction Speed

+1 hour Free Construction Duration

When available, this can provide another useful boost before beginning major construction.

1

WHY HQ LEVEL MATTERS

Your Headquarters (HQ) is the backbone of your progression. Increasing your HQ level unlocks stronger heroes, buildings, troops, research, and late-game content.

HERO LEVEL CAP

Every HQ level adds +5 to your hero level cap.

HQ LEVEL	HERO LEVEL CAP
HQ 1	5
HQ 20	100
HQ 30	150
HQ 35	175



2

SOPHIA – THE QUEEN OF CONSTRUCTION

WHY SOPHIA IS ESSENTIAL

Sophia's 3rd skill gives you:

- Extra free construction duration
- Faster construction speed
- At 4 stars: Resource cost -5%
- At 5 stars: Resource cost -10%

THE GOAL

Try to have Sophia at 5 stars before the expensive HQ30+ push.

Her bonus applies to every building. Since the HQ path forces many prerequisite upgrades, Sophia saves resources at every step. Build her early if you are committed to long-term HQ progression.

3

WHEN A SECOND BUILDER HELPS

A second builder lets you upgrade two buildings at once. It is useful when construction queues are delaying your HQ prerequisites and you can afford both upgrades.

DOES NOT:

- Shorten an upgrade timer
- Remove prerequisites
- Reduce resource costs

- Upgrade two buildings at the same time
- Great for keeping progress moving

SECRETARY OF CONSTRUCTION (CAPITAL POSITION)

+15% Construction Speed | +1 hour Free Construction Duration

Use this when available for an additional boost before major construction.

Fastest HQ Upgrade Path: HQ1-30

The fastest route to a higher HQ isn't upgrading every building equally.

Focus on the buildings required for your next HQ level and save your major resources and speed-ups for later progression.

Phase 1 — HQ1-18: Fast & Easy

Early progression moves quickly.

- Can be completed in **a few days**
- With bonuses, **less than 2 days may be possible**
- Resource costs remain relatively low

Keep moving through your required upgrades rather than trying to maximize every building.

Phase 2 — HQ18-24: Reality Check

This is where construction times begin becoming much more noticeable.

Some upgrades can take **a week or more**.

Plan your resources and construction queues instead of upgrading buildings randomly.

Phase 3 — HQ24-27: Smart Play Required

At this stage:

- Start saving speed-ups

- Upgrade buildings required for the next HQ
- Plan resources ahead
- Don't upgrade something simply because it has a blue upgrade arrow

Every unnecessary upgrade consumes resources and construction time that could have gone toward your next HQ.

Phase 4 — HQ30: Major Milestone

HQ30 is an important late-game progression point.

It:

- Raises your hero level cap to **150**
- Opens the path toward HQ31–35
- Is required for progression toward **T10 troops**
- Marks the beginning of preparation for Steel-based HQ upgrades

If HQ31–35 isn't available to you yet, use the waiting period to prepare.

HQ30 Preparation

Start stacking:

Resources • Speed-ups • Construction bonuses

You can also begin strengthening important formation buildings and Hall of Honor buildings once your immediate HQ rush is under control.

1

HQ 1 - 18
FAST & EASY



HQ 1

- ✓ Can be done in a few days
- ✓ With bonuses: less than 2 days possible
- ✓ Resource costs stay low

2

HQ 18 - 24
REALITY CHECK



HQ 20

- ✓ Upgrade times get longer
- ✓ Some upgrades take a week or more
- ✓ Take advantage of early game chaos and gather resources

3

HQ 24 - 27
SMART PLAY REQUIRED



HQ 25

- ✓ Start saving speed-ups
- ✓ Only upgrade buildings required for the next HQ
- ✓ Don't waste resources on buildings with blue arrows

4

HQ30
MAJOR MILESTONE



HQ 30

- ✓ Raises hero level cap to 150
- ✓ Required for T10 troops
- ✓ Prepares you for HQ31-35
- ✓ Stack resources, speed-ups and construction bonuses
- ✓ Upgrade Hall of Honor and formation buildings

5

HQ 31 - 35
STEEL PHASE



HQ 35

- ✓ Much slower and more expensive
- ✓ Requires large amounts of Steel
- ✓ Coordination and planning are essential
- ✓ Longest unbuffed timers can take several months

KEY TIPS FOR FASTER PROGRESSION



FOCUS ON REQUIRED BUILDINGS

Only upgrade what your next HQ level requires.



SAVE MAJOR RESOURCES

Keep larger resources and speed-ups for later levels.



PLAN AHEAD

Construction times increase at higher levels. Be ready before you start.



AVOID UNNECESSARY UPGRADES

Don't waste resources on buildings with blue arrows.

HQ30 PREPARATION CHECKLIST

- ✓ Stack resources (food, wood, Zent, Steel)
- ✓ Save speed-ups
- ✓ Collect construction bonuses
- ✓ Upgrade formation buildings
- ✓ Upgrade Hall of Honor buildings
- ✓ Be ready for T10 troops
- ✓ Prepare for HQ31-35 when available

HQ31-35 & Steel Requirements

HQ31-35 begins a significantly more expensive stage of Headquarters progression.

HQ31-35 Requirements at a Glance

Steel values below are in **millions**.

HQ	Required Building	Steel	Planning Note
HQ31	Rider Camp	2.2M	First Steel requirement
HQ32	City Walls	3.1M	0.9M more than HQ31
HQ33	Alliance Center	4.1M	Keep it on your critical upgrade path
HQ34	Assaulter Camp	5.3M	First Steel requirement above 5M
HQ35	Shooter Camp	6.4M	Largest Steel requirement

Total Steel: HQ31-35

21.1 Million Steel

Don't begin one of these HQ levels just because you've unlocked it.

Make sure its **required building is ready** and plan for the Steel requirement before committing your resources and speed-ups.

Steel — The New Resource

Steel appears as part of progression beyond HQ30.

Sources listed in the supplied guide include:

- **Orange Bounties**
- **Steel Mine and Steel nodes**
- **Hub Shop**
- **Seasonal rewards**
- **Furylord**, when active
- **HQ31-35 launch event**, when available

Important

Don't automatically count **Tyrant** as a Steel source. Check the live rewards on your server to see whether Steel is actually included.

Take Advantage of the Launch Event

The supplied information describes a special event around the HQ31-35 rollout that can provide significant Steel through daily tasks.

If this event is active on your server, **take advantage of it before it disappears.**

That Steel can make the push to HQ31 considerably easier.

Steel Isn't Your Only Problem

Having enough Steel doesn't mean you're ready.

The other major bottleneck is:

Construction Time

HQ31-35 construction timers can become extremely long. According to the supplied guide, the longest unbuffered timers can reach **several months**.

That's why construction bonuses become increasingly important after HQ30.

HQ31 – 35 REQUIREMENTS AT A GLANCE

HQ	REQUIRED BUILDING	STEEL (M)	PLANNING NOTE
HQ31	 Rider Camp	2.2M	First Steel requirement.
HQ32	 City Walls	3.1M	Steel rises by 0.9M from HQ31.
HQ33	 Alliance Center	4.1M	Keep Alliance Center on the critical upgrade path.
HQ34	 Assaulter Camp	5.3M	First Steel cost above 5M.
HQ35	 Shooter Camp	6.4M	Largest Steel step; HQ31–35 uses 21.1M Steel in total.



TOTAL STEEL (HQ31–35)
21.1 MILLION

For wood, food, Zent, hero caps, and base build times for every level, use the full HQ Construction Cost Table.



STEEL – THE NEW RESOURCE

Steel only exists after reaching HQ30. Once you hit 30 and unlock the HQ31–35 update, steel suddenly appears everywhere. It is a major requirement for HQ31–35.

HOW TO GET STEEL



Orange Bounties

High steel per bounty in late game.



Steel Mine and steel nodes

Steady daily income once unlocked.



Hub Shop and seasonal rewards

Useful supporting sources.



Furylord (when active)

Event source.



HQ31–35 launch event

Temporary steel boost when available on your server.



SPECIAL EVENT

Around Season 3, right after the HQ31–35 update, there's a special event to help players climb from 30 to 31. You earn lots of steel just for daily tasks.



DO NOT COUNT TYRANT

Do not count Tyrant as a steel source unless your live reward screen shows steel.



STEEL IS NOT THE ONLY BOTTLENECK

Steel adds pressure after HQ30, but it is not the only HQ31–35 blocker. The other major bottleneck is speedups.



* THE LONGEST UNBUFFERED HQ31–35 TIMERS CAN RUN FOR SEVERAL MONTHS. USE EVERY CONSTRUCTION BONUS YOU CAN BEFORE COMMITTING TO THESE LEVELS.

Construction Speed & Event Strategy

Before beginning a major HQ31–35 upgrade, stack as many useful construction bonuses as possible.

Construction Speed Setup

Prepare:

- **Villa** — Construction bonuses
- **Refugees for Villa** — Additional construction-speed boosts
- **Sophia at 5 Stars** — Construction/resource benefits
- **Lab buffs** — Check available construction bonuses
- **Alliance City 4** — Useful if held by your alliance
- **Alliance Lab** — Prioritize relevant construction research
- **Speed-ups** — Save and collect them before major builds

The goal is to apply these bonuses **before committing to the longest construction timers**.

Alliance Duel Day 2 Strategy

You can also time a major HQ completion around **Alliance Duel Day 2**.

The Strategy

Start your HQ upgrade ahead of time.

When construction finishes and the **green checkmark** appears:

DON'T TAP IT YET.

Hold the completed HQ until Day 2, then finish it when the upgrade can contribute toward your event points.

Be Careful

One accidental tap can complete the upgrade early and cost you the opportunity to use that HQ completion for Day 2 scoring.

Double-Dip Your Upgrade

When possible, also align the completion with **Full Preparedness**.

This allows the same major construction completion to contribute toward multiple scoring opportunities when the applicable events overlap.

HQ Upgrade Checklist

Before starting an expensive HQ upgrade:

- ✓ **Required building ready**
- ✓ **Required resources/Steel available**
- ✓ **Sophia prepared**
- ✓ **Construction bonuses active**
- ✓ **Speed-ups available**
- ✓ **Event timing considered**



CONSTRUCTION SPEED SETUP

STACK EVERY BONUS BEFORE STARTING MAJOR HQ UPGRADES



VILLA
Gives construction bonuses



REFUGEES FOR VILLA
Boost construction speed a lot



SOPHIA 5 STARS
Reduces costs and speeds up construction



LAB BUFFS
Check for construction bonuses



ALLIANCE CITY 4
Make sure your alliance holds it



ALLIANCE LAB
Prioritize construction research



ALL SPEEDUPS
Collect and save every one you can



ALLIANCE DUEL DAY 2 STRATEGY

Keep your HQ upgrade ready, but **DO NOT** finish it until Alliance Duel Day 2.

- ✓ Start the upgrade anytime
- ✓ When it's ready, you'll see a green checkmark
- ✓ One accidental tap = points gone forever
- ✓ Hold until Day 2, then complete for massive points



BE CAREFUL!

One accidental tap can complete the upgrade early and cost you the event points.



DOUBLE BONUS

Try to align your HQ completion with Full Preparedness on the same day.



ALLIANCE DUEL



FULL PREPAREDNESS

You get bonus points from both sides.



Check the Alliance Duel Guide for full details.



HQ UPGRADE CHECKLIST

- ✓ Required building ready
- ✓ Required resources/Steel available
- ✓ Sophia prepared (5 stars)
- ✓ Construction bonuses active
- ✓ Speed-ups available
- ✓ Event timing considered

Which Buildings Should You Upgrade?

One of the easiest ways to slow your HQ progression is spending resources on buildings that don't help unlock your next HQ.

HQ8–30 Requirement Pattern

From **HQ8 through HQ30**, the supplied guide identifies the **Laboratory as mandatory for every HQ upgrade**.

The second required building rotates among:

- City Walls
- Alliance Center
- Assaulter Camp
- Shooter Camp
- Rider Camp

Think of your progression as:

Laboratory + Required Rotating Building → HQ Upgrade

For HQ31–35, requirements should instead be planned **level by level** using the later-game requirements.

Buildings to Avoid Upgrading Too Early

Unless they're required for your next HQ or serve an immediate strategic purpose, avoid pouring resources into:

- Resource production buildings
- Hall of Honor buildings early in progression

- Random buildings simply because they show a blue upgrade arrow

A blue arrow means you **can** upgrade something—not necessarily that you **should**.

Useful Optional Upgrades

When resources and construction time allow, the supplied guide identifies these as useful:

- Formation buildings
- Military Center
- Bookstore
- Restaurant
- Production Center
- Rally buildings
- Radar

The HQ Progression Rule

For players trying to reach higher HQ levels efficiently:

Upgrade what your next HQ requires first.

Then use spare construction time and resources for secondary buildings that provide meaningful benefits.

Final HQ35 Planning

By the time you're approaching HQ35, your progression should be deliberate rather than reactive.

Remember the big numbers:

HQ30 → Hero Cap 150

HQ35 → Hero Cap 175

HQ31-35 → 21.1M Total Steel

Plan the required buildings, Steel, speed-ups, construction bonuses, and event timing **before** pressing Upgrade.



HQ8 - 30 REQUIREMENT PATTERN

From HQ8 to HQ30, the Laboratory is required for every upgrade. The second required building rotates among the following:

Laboratory
REQUIRED
for every HQ8 - 30 upgrade

+

Rotates between these buildings:

City Walls

Alliance Center

Assaulter Camp

Shooter Camp

Rider Camp

For HQ31 - 35, check the full HQ Construction Cost Table for exact requirements and Steel costs.

WHAT NOT TO UPGRADE EARLY

Avoid upgrading these buildings unless they are directly required for your next HQ or serve an immediate strategic purpose.

Resource production buildings
Tempting, but slow down your HQ progression.

✗

Hall of Honor buildings
Bonuses are too small early on. Save for later.

✗

Random buildings with blue arrows
Just because you can upgrade it doesn't mean you should.

✗

USEFUL OPTIONAL UPGRADES

When resources and construction time allow, these buildings are worth upgrading:

Formation Buildings

Military Center

Bookstore

Restaurant

Production Center

Rally Buildings

Radar

FINAL TIPS & REMINDERS

- ✓ Upgrade what your next HQ requires first.
- ✓ Keep required buildings on the upgrade path.
- ✓ Save resources and speed-ups for later levels.
- ✓ Plan your Steel for HQ31 - 35.
- ✓ Use construction bonuses before starting.
- ✓ Time completions with events when possible.
- ✓ Focus on long-term progression, not blue arrows.

KEY NUMBERS TO REMEMBER

HQ30	→	Hero level cap 150
HQ35	→	Hero level cap 175
HQ31 - 35	→	21.1 Million Steel total