

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.

