

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.

LAST Z

HQ UPGRADE GUIDE

LEVELS 1 - 35

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BUILDING REQUIREMENTS & UPGRADE TIPS



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

+

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

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