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

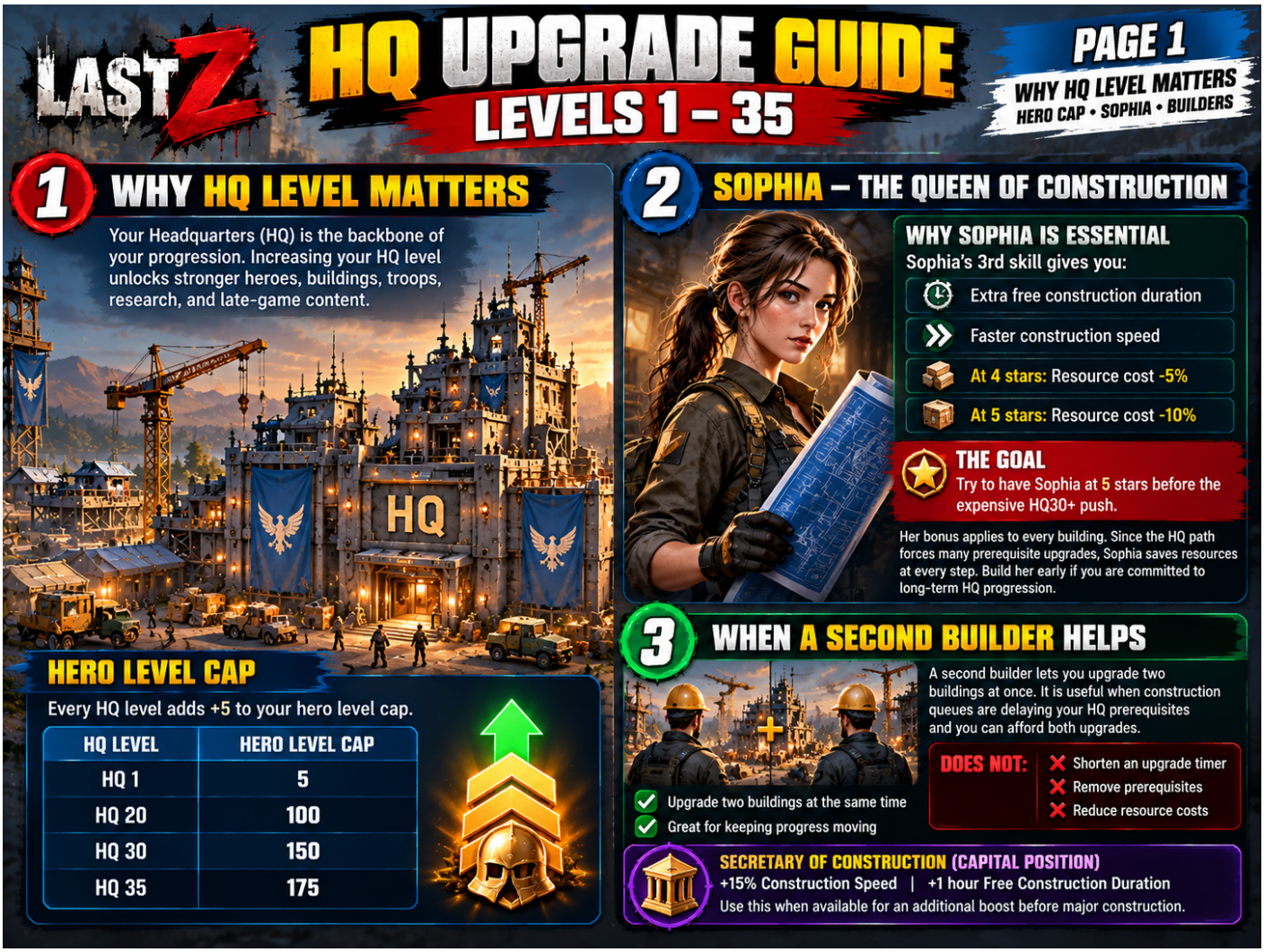
Use the additional queue strategically rather than upgrading unnecessary buildings simply to keep it occupied.

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.



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