

The Core Shelter Progression Loop

Step 1: Prioritize Headquarters (HQ)

Your **Headquarters should drive your shelter progression**.

HQ upgrades unlock buildings and determine the maximum level available for both heroes and buildings, making your Headquarters the primary progression bottleneck.

Your Basic Progression Loop

Check next HQ requirement → Upgrade prerequisites → Upgrade HQ → Repeat

Don't try to keep every building at the same level as your Headquarters.

Instead, determine what your **next HQ upgrade actually requires** and focus your construction resources there first.

For detailed HQ progression, refer to our:

HQ Upgrade & Progression Guide — Levels 1-35

Step 2: Track HQ Prerequisites

Starting at **HQ8**, the Laboratory becomes part of the core HQ upgrade path.

The basic pattern is:

Laboratory + Required Building → Next HQ

The second required building rotates between:

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

Important

Keep the building required for your **next HQ level** ready.

The other buildings **do not need to stay equal to your HQ level** unless they're needed for another reason.

Laboratory

The Laboratory unlocks at **HQ7** and is used to research technologies.

Because it becomes a recurring HQ prerequisite, keeping your Laboratory on the progression path helps prevent it from becoming a roadblock later.

Page 1 Rule

Don't upgrade everything. Upgrade what gets you to the next HQ.

SHELTER UPGRADE ORDER & PROGRESSION GUIDE

What to Upgrade • What to Delay • How to Progress

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THE CORE SHELTER PROGRESSION LOOP

1

PRIORITIZE HEADQUARTERS (HQ)

Your Headquarters should drive your shelter progression.

HQ upgrades unlock buildings and determine the maximum level for both heroes and buildings, making it the primary progression bottleneck.

YOUR BASIC PROGRESSION LOOP

Check next HQ requirement

Upgrade prerequisites

Upgrade HQ

Repeat

For detailed HQ progression, see the [HQ Upgrade & Progression Guide — Levels 1–35](#).

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TRACK HQ PREREQUISITES

From HQ8 onward, the Laboratory is always required, plus a second prerequisite that rotates through:

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

KEY POINT

Keep the building required for your next HQ ready. The others do not need to match HQ at every stage.

The Laboratory unlocks at HQ7 and is required to research technologies.

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KEEP CORE RESOURCE BUILDINGS RUNNING

Farmhouse
= Food

Lumberyard
= Wood

Wind Turbine
= Electricity

These resources power construction, upgrades and troop training. Early progress usually comes from HQ prerequisites, events, gathering and rewards more than maxing production buildings.

Use the [Resources Guide](#) to balance gathering and production.

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PUSH SHOOTER STAGES FOR REWARDS AND HERO XP

Shooter stages provide rewards and XP crates that level heroes, and both modes feed into each other for long-term progression.

Use the [Shooter Stages Guide](#) for a dedicated breakdown.

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UPGRADE OTHER BUILDINGS BY NEED

Once the next HQ requirement is covered, choose the building that solves your current problem. Focus on what helps your account most at this stage.

DON'T UPGRADE EVERYTHING. UPGRADE WHAT GETS YOU TO THE NEXT HQ.

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