🧬 Tech Research Guide

Hello all. This is a detailed guide to Tech Research with information I've gathered mainly through my personal experience in the game and various threads on Reddit. It's made mostly for low to mid spenders. If I've missed something, or if you have something you'd like me to add, feel free to share with me. I hope you'll find this helpful. Enjoy!

💡General advice:

- Purchasing a second tech center is one of the best game investments.
- If you have both tech centers, you should be running both at all times: one on long research and one on short research.
- Invest in valor-based trees on tech day prioritizing Alliance Duel (VS) first, then Special Forces with Intercity Truck as a filler if you're low on gold to maximize your points for using valor badges.

▪Survivor Hack: Move your best survivors between tech centers before starting research — survivors only need to be assigned to a tech center when research starts for their bonuses to apply.

- While you're overall advised to skip increasing drill grounds, this research can give you an advantage during events like DS as number of troops is based on your drill ground capacity. March speed is also nice to have (and can make a difference in repeated attacks against a target in events like DS) but shouldn't be a priority.

💠Let's take it from the very beginning. Most important research tree to max first is Alliance Duel and Squad 1.





- Alliance Duel helps you get more VS points, and Squad 1 boosts your squad in slot 1.

🔸 Now, for Squad 2, 3 and 4:



▪ To unlock Squad 3, you need to get Squad 2 to 25%. It's not a priority, but you can do that at some point. Researching Squad 3 is long and costly for no reason. Leave that for much later or don't bother at all.

▪ For Squad 4, you need to buy the monthly pass — it's the only way you'll have a fourth squad. The research items are short, so it's recommended to max it, especially if you're planning on buying the monthly pass regularly.

💡 Once Squad 4 Tree is maxed, put your second squad's heroes in Squad 4. That way, you'll be using your second best squad with the buffs of the Squad 4 Tree you have maxed.



🔸 For example, my second squad is Air. I've placed the heroes in the 4th slot and changed the Skill Chip Preset to No. 2 that has my Air skill chips.

💠 Foundation Research: Development and Economy.



▪ For Development, fully max the entire middle path down except Drill Ground Expansion. The rest of the tree is great to have, but it's secondary priority — good for maxing VS points. More space in hospitals means less troops dying if you aren't healing them fast enough, and faster training means you recover troops more quickly.

I personally had Development at around 80% and slowly maxed it after finishing with Oil, Units and Hero Tech. Others prefer to max it early — I kind of forgot about it😂

▪ For economy, rush unlocking extra farmlands, iron mines, and gold mines. Then, it's essential to max out anything related to boosting output — these directly impact how many resources your base produces. These research items are short, so use this tree for a little extra VS points or Arms Race points.

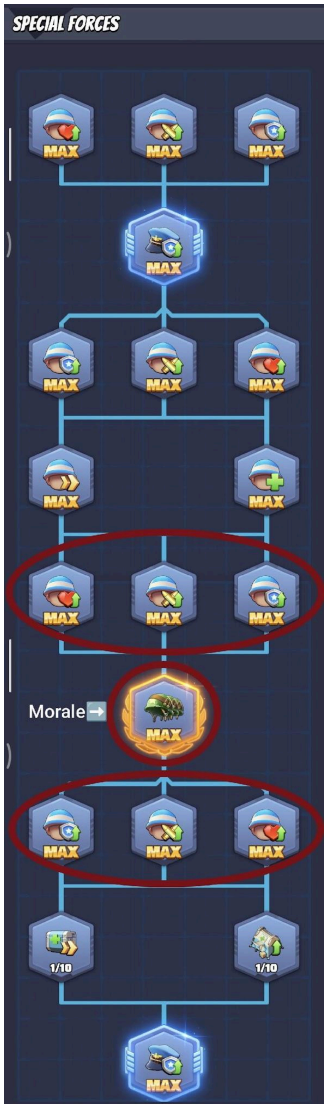
💠Next on the list: Special Forces and Intercity Truck.

▪ Work your way down Special Forces doing only the necessary to get to T10s research. Your goal is to get T10s fast, but gold will be a problem. If you're out of gold, work on your Intercity Truck Tree.

❗Get your T10s efficiently, not recklessly. Over-rushing T10s can stall progress elsewhere. And the same applies to HQ Expansion.

❗Be very careful with valor. Once you get to Mastery, Siege To Siege and Defense Fortifications, you'll be out of valor before you know it. More on that later.

▪ Once you get your T10s, priority is still on Special Forces. Max out Morale and all the atk/def/hp stats there.



- Don't waste valor for healing speed and hospital capacity in this tree. It's too expensive and valor heavy, so leave that for much later. It's also not recommended to max training speed and number of trainees in this tree until later.

- For Intercity Truck research, priority is:

Extra Truck

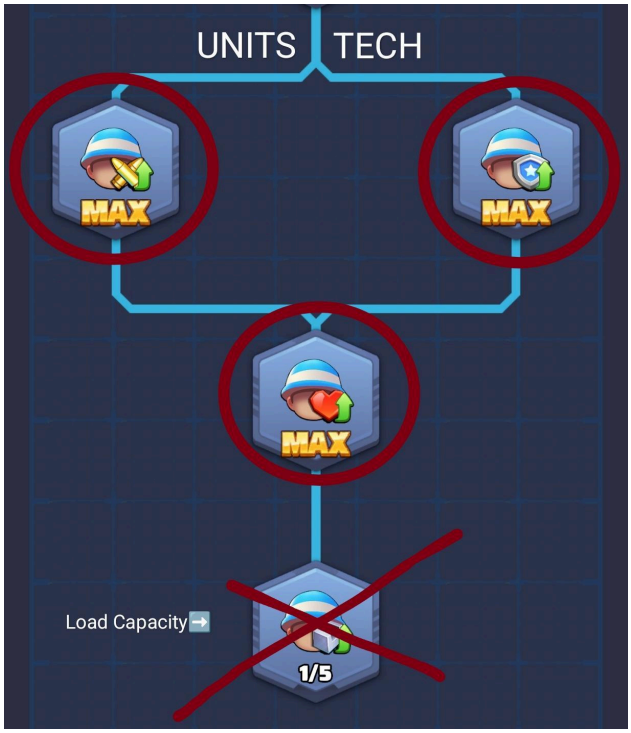
Reindeer Sleigh Ride

Plunder

Lucky

💠Next priority is Units and Hero tech.

- For Units, max all combat stats and ignore Load Capacity.



▪Hero is one of the highest-impact research in the game. Max every research item for your primary squad type (for most players, this will be tanks). For the other squad types, do only the minimum research required to progress so you can fully max the bottom four research units.

This is my Hero Tree now. I wanted to keep upgrading Air and Missile, but they're too long and expensive. Upgrading Hero Tech boosts your Total Hero Power (THP). If you're F2P and not heavily using your second and third squad, don't bother with it yet because it will drain your resources.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▪ To keep upgrading the last 4 until 3/5, you'll need to do Air and Missile research, so if your main is Tank, you'll think: why do I have to do this? Well, you do! Those 4 research items are the most important and give you a great boost in strength.

💡Start at least one long research a week, whether it's Units or Hero. The difference between the two in percentage should not be bigger than 20%. That way you're keeping the balance. For example my Units is at 96% and my Hero at 88%.

💠Age of Oil Tech Tree.

▪ If you were behind on T10s, you were behind on Units and Hero tech. And that means you'll simultaneously have to research Oil tech tree to unlock HQ Expansion.

▪ Most research items here don't let you proceed until you max the previous one. So work your way down doing only the necessary to get a 3rd Tech Center. Keep doing only the necessary until you reach the bottom of the tree and get your HQ Expansion.



▪ At some point, come back to Oil Tree and slowly bring up the ones in orange circles. It's recommended to max Construction and Research Enchantment as soon as possible.

▪ Boost Output will help you a bit with resources, so if you're struggling, prioritize it.

▪ Reduce Resource Cost is also very essential, but as you keep going, the research items are too long (over 10 days).

▪ Training Speed is always good.

❗ These become extremely important for sustainability. Oil tech isn't flashy — but it's quietly powerful mid-late game.

Personally, I'm currently on Oil Tree — I've maxed Development and finished with Economy, Units, and Hero Tech. I don't have a lot of valor, so I only push anything valor related on Wednesdays for VS points. If you have over 50k valor badges, you can do some valor-based research during the week, especially if you're behind.

💠Now onto the hot stuff: Defense Fortifications, Siege to Siege, and Mastery.

▪ I'm often being asked what to prioritize — mastery or the other two? The answer is all three! Mastery greatly boosts your main squad, but it's very valor heavy and expensive. The other two boost the stats of all squads and the research is much shorter.

❗ That means don't go fully on one or the other. Alternate.

Let's break it down:

🔸 Defense Fortifications boost stats in PvP battles as defender.

▪ Prioritize building an extra hospital as soon as this tree unlocks, which adds around 1,800–2,000 troop capacity for recovery.



- Come back to this tree and work your way down until you unlock all research items. Then, slowly max the 3 first combat stats.

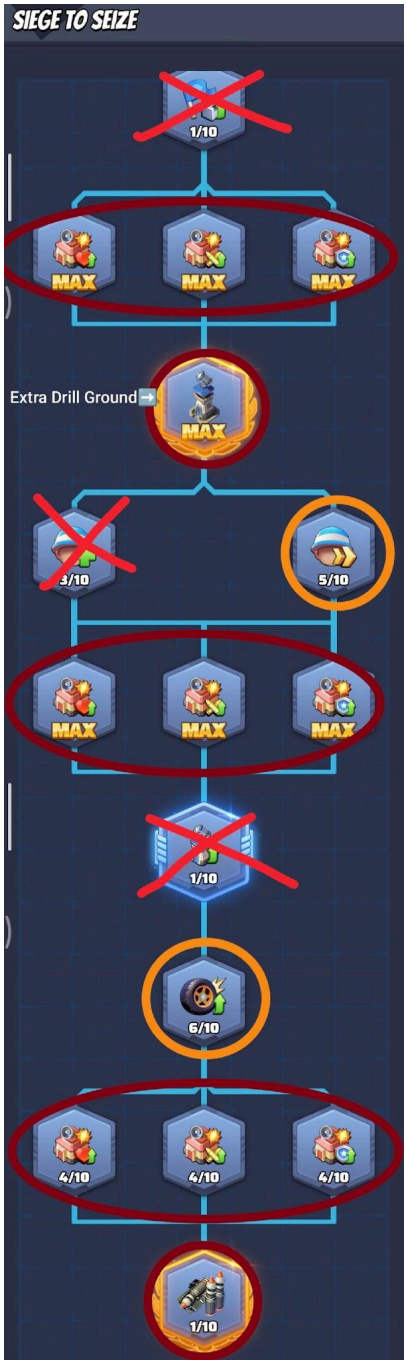
- Decrease the unit death rate at the drill ground when the commander's base is breached — it means when you have troops off wall and someone attacks you, you lose less troops from your drill grounds.

- Reduce resource cost — this needs to be maxed. Generally every resource reduction you get is great.

▪ The goal, of course, is to max all combat stats and the last research item (Survival Skills), but as you keep going further down the tree, it gets more expensive and time-consuming. Getting DF at 30% for starters is all you need. And later at 50% it's excellent. Ignore Protection research items. And hospital's capacity can be left for later.

🔸 Siege to Siege boosts stats in PvP battles as the attacker.

▪ Some players rush through the first research items to get an extra drill ground while ignoring other important research. But in truth, that's only really useful for events like DS because we can rarely fill our drill grounds most of the time. For example, don't ignore HQ Expansion for this. Prioritize what will help you in your daily routine.



- So when the time is right, get your extra drill ground. Like DF, work your way down the tree to unlock everything. The goal is to max all combat stats and the last research item (Fatal Strike). Those in orange circles can wait. Ignore trainees and extend drill ground capacity for now. Get S2S at 30%, then 50% as well.

🔸 Mastery boosts your overall effectiveness for a specific hero type and is one of the strongest tech trees in the game. When fully developed, it provides:

+30% to core stats (Attack, HP, Defense)

+20% Damage Dealt

+10% Damage Reduction

+100 Troops (boosting morale)

▪ Unlike situational upgrades from S2S and DF, Mastery bonuses are always active — they apply in both PvP and PvE and on offense and defense. While you should max every research item, your primary focus should be the middle path down — especially march size boosts. Also, any Damage Reduction boost is extremely important so don't neglect the last research item in the tree.

▪ Mastery at 25-30% for starters is excellent.

💠Overall Progression Order

▪ Alliance Duel + Squad 1

▪ Development (middle) + Economy output

▪ Special Forces

▪ Intercity Truck (when low on gold)

▪ Units & Hero (balanced growth)

▪ Oil Tree (HQ expansion, enchantments)

🔸 Rotate between:

▪ Defense Fortifications

▪ Siege to Siege

▪ Mastery

💡Pro Tips:

🔸 Research Efficiency

1 - Never Let your Tech Centers Sit Idle

Even 2–3 hours of downtime daily adds up to days lost per month.

2 - Always Start Long Research With Full Buff Stack

Assign best survivors

Activate research speed buffs

Get alliance helps ready

3 - Use Short Research as Point Farming Tools

Development, Economy, and early Intercity Truck are:

Fast

Cheap

Good for VS & Arms Race

Don't waste long combat research on low-multiplier days.

4 - Don't Rush T10 Blindly

5 - Balance Units & Hero Within 15–20%

6 - Valor Is a Long-Term Currency

Late-game trees (Mastery / DF / S2S) drain valor brutally.

Pro habit:

Spend valor mostly on Wednesdays (Tech VS day).

Avoid impulse research.

Keep a reserve buffer.

Think in months, not days.

7 - 30% Is a Sweet Spot

For:

Defense Fortifications

Siege to Siege

30% gives strong value per cost. Beyond 50%, costs spike hard.

8 - Mastery Middle Path First

March size and damage reduction give the biggest impact.

9 - Resource Reduction Is Secret OP

Anything that:

Reduces resource cost

Boosts output

Improves construction/research speed

Pays back forever.

Players underestimate this because it doesn't increase visible power.

🔸 Combat-Specific

1 - Hospital Capacity = Hidden Power

More hospital space saves troops.

Especially important before major PvP events.

2 - March Speed Is Situationally Important

Not an early priority, but during DS or repeated hits:

Faster marches = more attacks = more damage.

Advanced players leverage this.

3 - Don't Overinvest in Drill Ground Early

Unless your game style is extremely PvP heavy, leave that for later.

Capacity only matters if you can fill it.

4 - Alternate Late-Game Trees

Mastery + DF + S2S should move up together.

🔸 Strategic Mindset

1 - Power Spikes > Linear Growth

Major spikes:

T10 unlock

Hero last four research items

HQ Expansion

Mastery mid path

30% DF/S2S

Research Enchantment max

Plan toward spikes — don't randomly click nodes.

2 - Research Is a Multiplier System

Your damage formula stacks:

Units

Hero

Special Forces

Mastery

S2S/DF

Neglecting one reduces total output.

Balanced growth multiplies better.

3 - Long-Term > Short-Term Ranking

Sometimes skipping a short-term event push to finish a key long research is smarter.

Think 3–4 weeks ahead.

🔸 Elite-Level Habit

Top players ask before every big research:

"Does this increase my win rate — or just my power number?"

If it doesn't increase combat effectiveness or economy efficiency, reconsider it.

📌Main Source :
https://www.reddit.com/r/LastWarMobileGame/comments/1q5emfd/last_war_tech_guide/

Thank you for reading!

-TzoNyx.