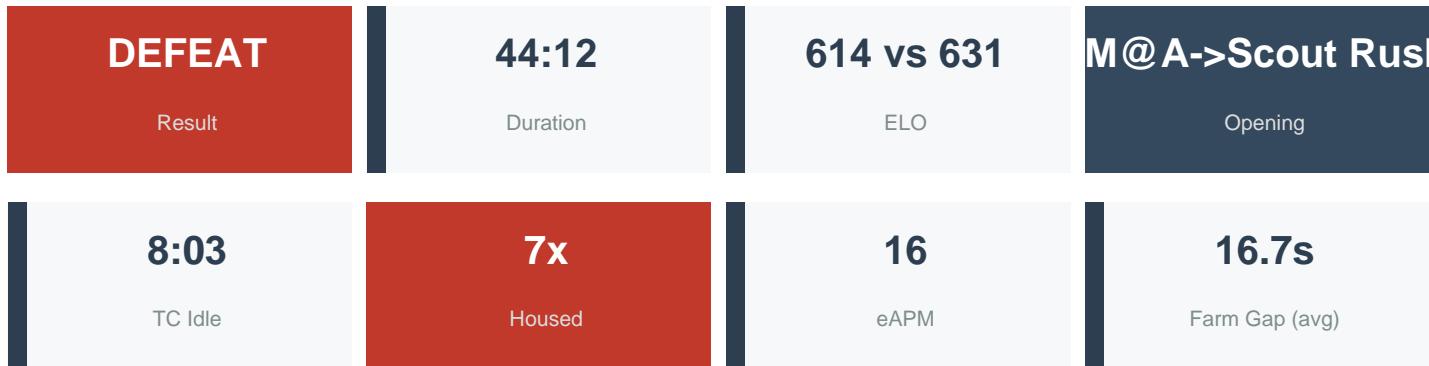


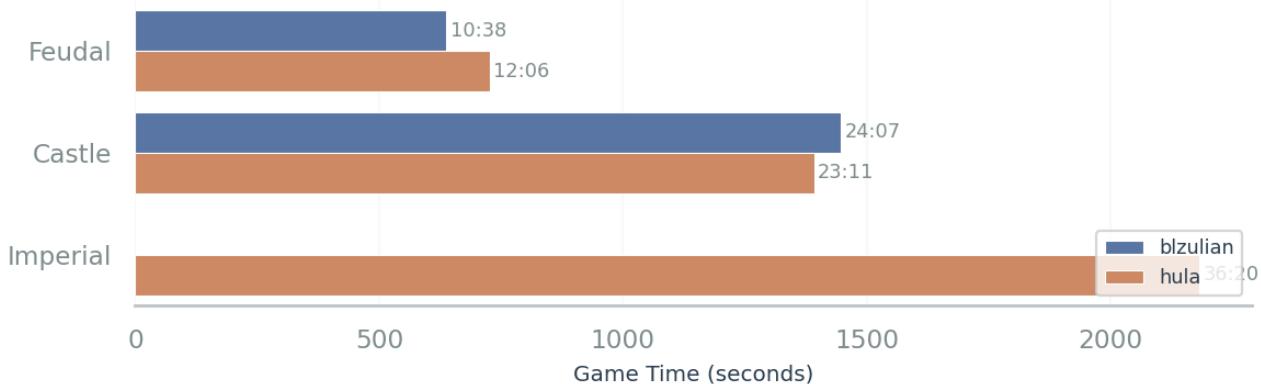
blzulian (Franks) vs hula (Mongols)

2026-02-09T16:25:01 | Arabia | 44:12 | 1v1 | Pop 200



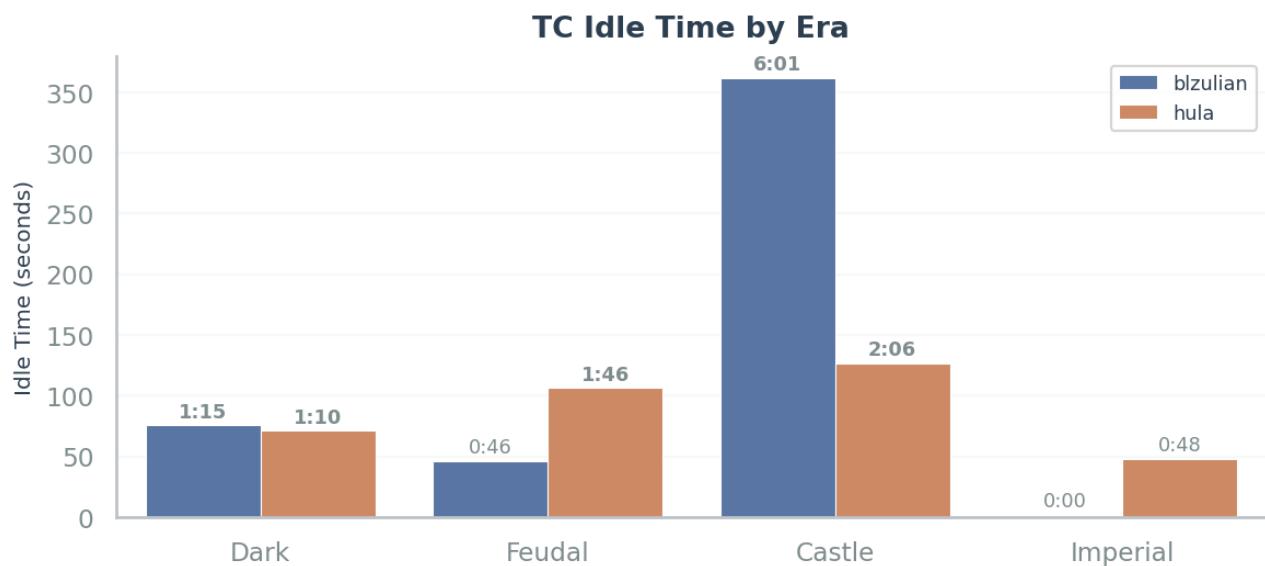
Age-Up Timeline

Age-Up Timeline



blzulian reached Feudal 88s faster (10:38).

TC Idle by Era



blzulian: **Dark 1:15, Feudal 0:46, Castle 6:01, Imp 0:00 (Total: 8:03)**

hula: **Dark 1:10, Feudal 1:46, Castle 2:06, Imp 0:48 (Total: 5:51)**

Economy

blzulian (Franks)

Villagers Produced: **84**

Farms Built: **32**

Final TCs: **3**

Farm Reseeding Gap: **16.7s avg (needs work)**

Est. Idle Villager Time: **4:04 (proxy)**

Military Timing Index: **1.26 (boom)**

hula (Mongols)

Villagers Produced: **89**

Farms Built: **27**

Final TCs: **2**

Farm Reseeding Gap: **19.0s avg (needs work)**

Est. Idle Villager Time: **0:53 (proxy)**

Military Timing Index: **0.53 (rush)**

Production Buildings by Age

blzulian

Dark: 1x Rax

Feudal: 2x Stable, 1x Rax

Castle: 1x Siege

hula

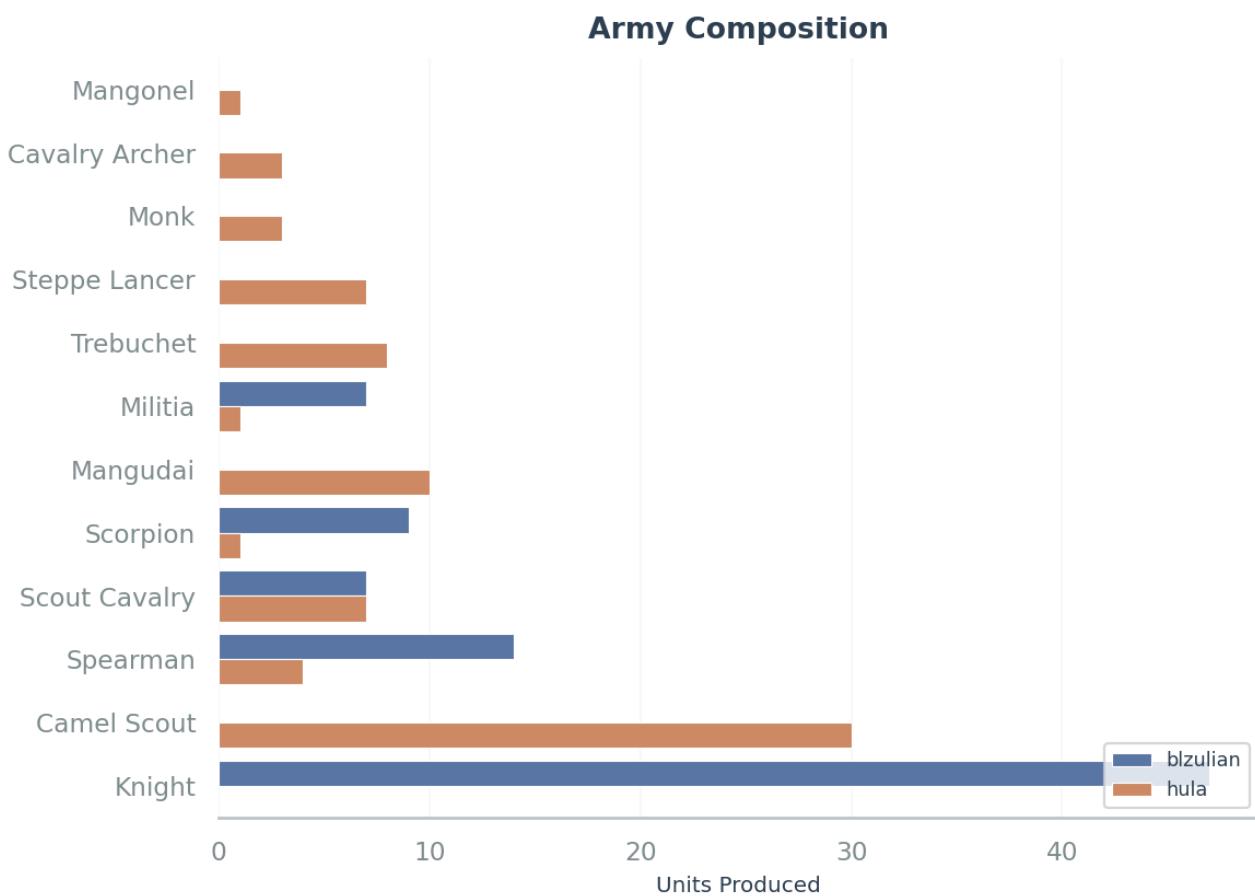
Dark: 1x Rax

Feudal: 1x Stable, 2x Range

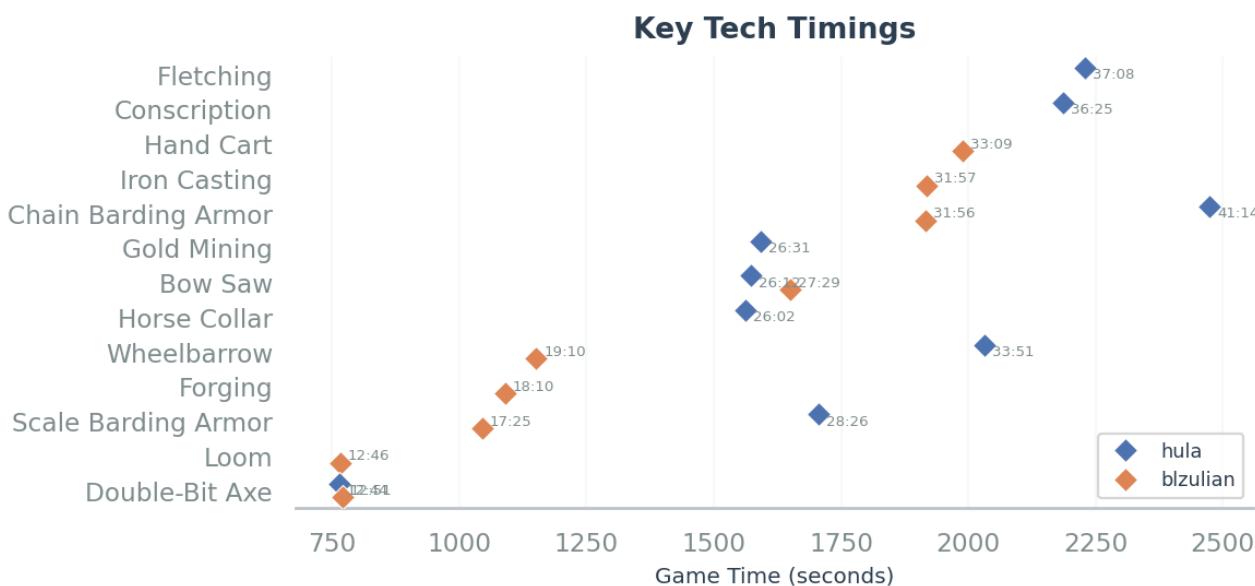
Castle: 1x Siege, 2x Stable

Imperial: 4x Stable

Army Composition



Key Tech Timings



blzulian

Economy: **Loom 12:46 [LATE], Double-Bit Axe 12:51 [LATE], Wheelbarrow 19:10 [LATE], Bow Saw 27:29 [LATE], Hand**

Military: **Man-at-Arms 30:24 [LATE], Husbandry 31:52, Long Swordsman 35:51**

Blacksmith: **Scale Barding Armor 17:25, Forging 18:10 [LATE], Chain Barding Armor 31:56, Iron Casting 31:57 [LATE]**

hula

Economy: **Double-Bit Axe 12:44 [LATE], Horse Collar 26:02 [LATE], Bow Saw 26:12 [LATE], Gold Mining 26:31, Wheel**

Military: **Bloodlines 14:11, Squires 23:22, Husbandry 24:54, Conscription 36:25, Man-at-Arms 36:54 [LATE]**

Blacksmith: **Scale Barding Armor 28:26, Padded Archer Armor 37:07, Chain Barding Armor 41:14**

Buildings

blzulian (Franks)

Economy: 2x Town Center, 32x Farm, 1x Mill, 4x Lumber Camp, 4x Mining Camp, 1x Market, 28x House

Military: 2x Barracks, 2x Stable, 1x Siege Workshop

Other: 1x Blacksmith, 1x Palisade Gate, 1x Monastery, 1x University

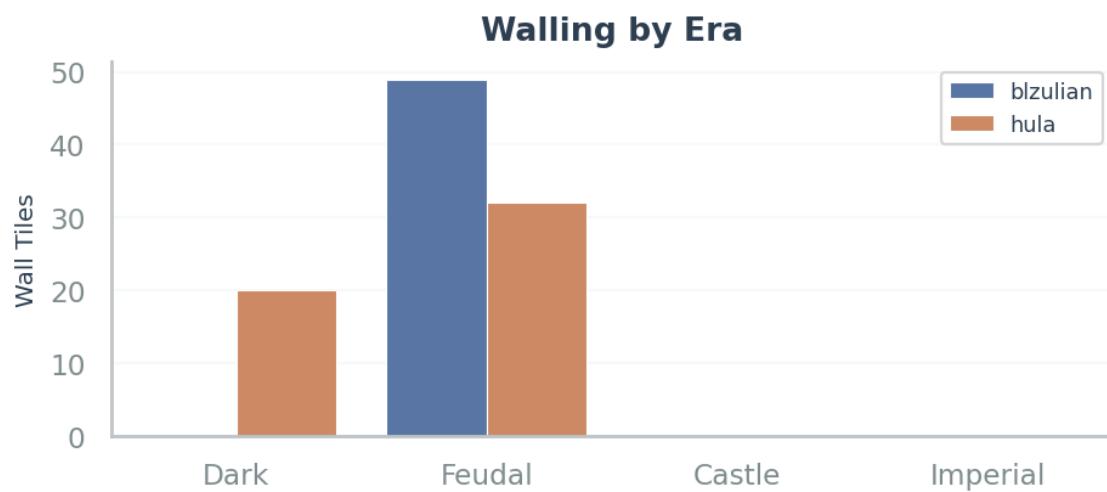
hula (Mongols)

Economy: 1x Town Center, 27x Farm, 1x Mill, 4x Lumber Camp, 4x Mining Camp, 25x House

Military: 1x Barracks, 2x Archery Range, 7x Stable, 1x Siege Workshop, 3x Castle

Other: 1x Palisade Gate, 1x Blacksmith, 1x Monastery

Walling



blzulian: Feudal: 49 (Total: 49 tiles)

hula: Dark: 20, Feudal: 32 (Total: 52 tiles)

Housed Events

blzulian: 7 times (Critical)

hula: 6 times (Warning)