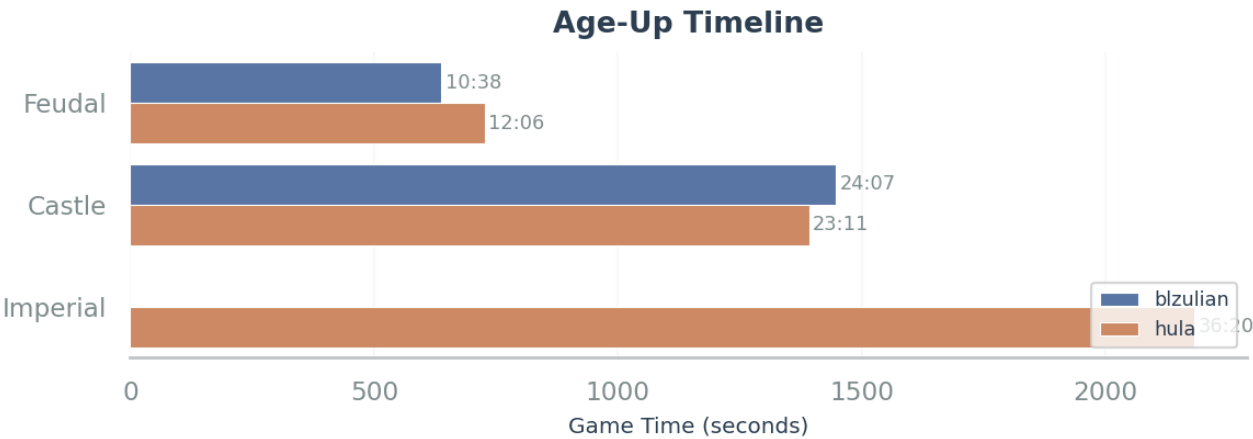


blzulian (Franks) vs hula (Mongols)

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

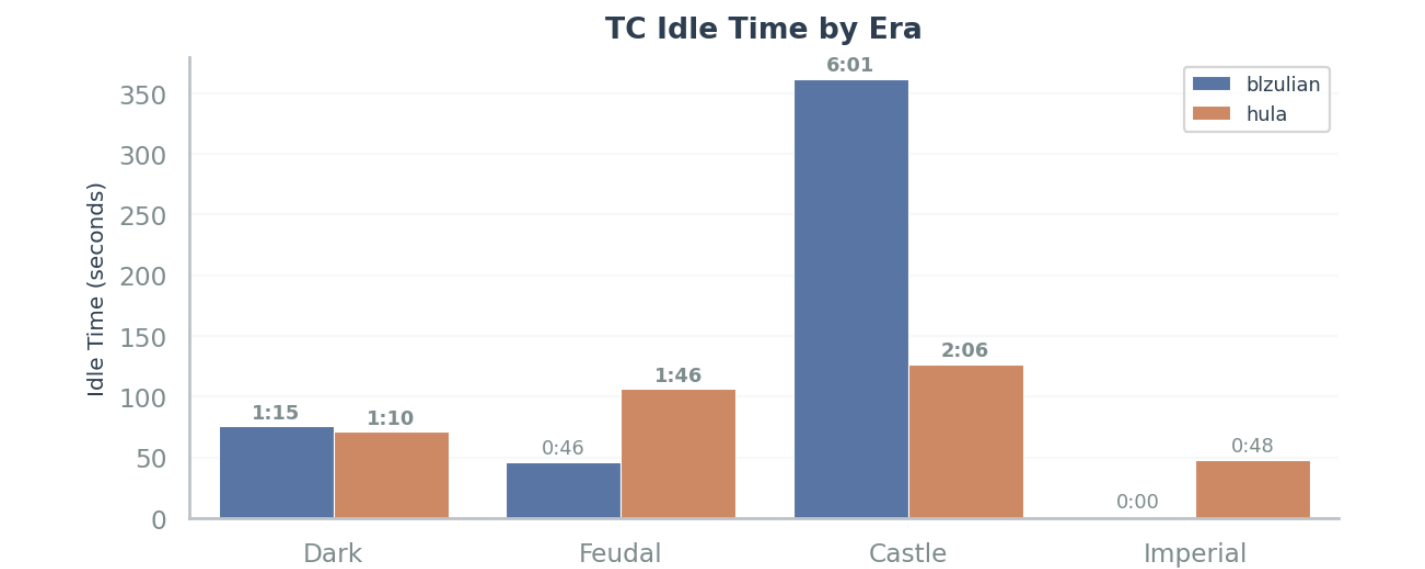
<div>DEFEAT</div> <div>Result</div>	<div>44:12</div> <div>Duration</div>	<div>614 vs 631</div> <div>ELO</div>	<div>M@A->Scout Rusl</div> <div>Opening</div>
<div>8:03</div> <div>TC Idle</div>	<div>7x</div> <div>Housed</div>	<div>16</div> <div>eAPM</div>	<div>16.7s</div> <div>Farm Gap (avg)</div>

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

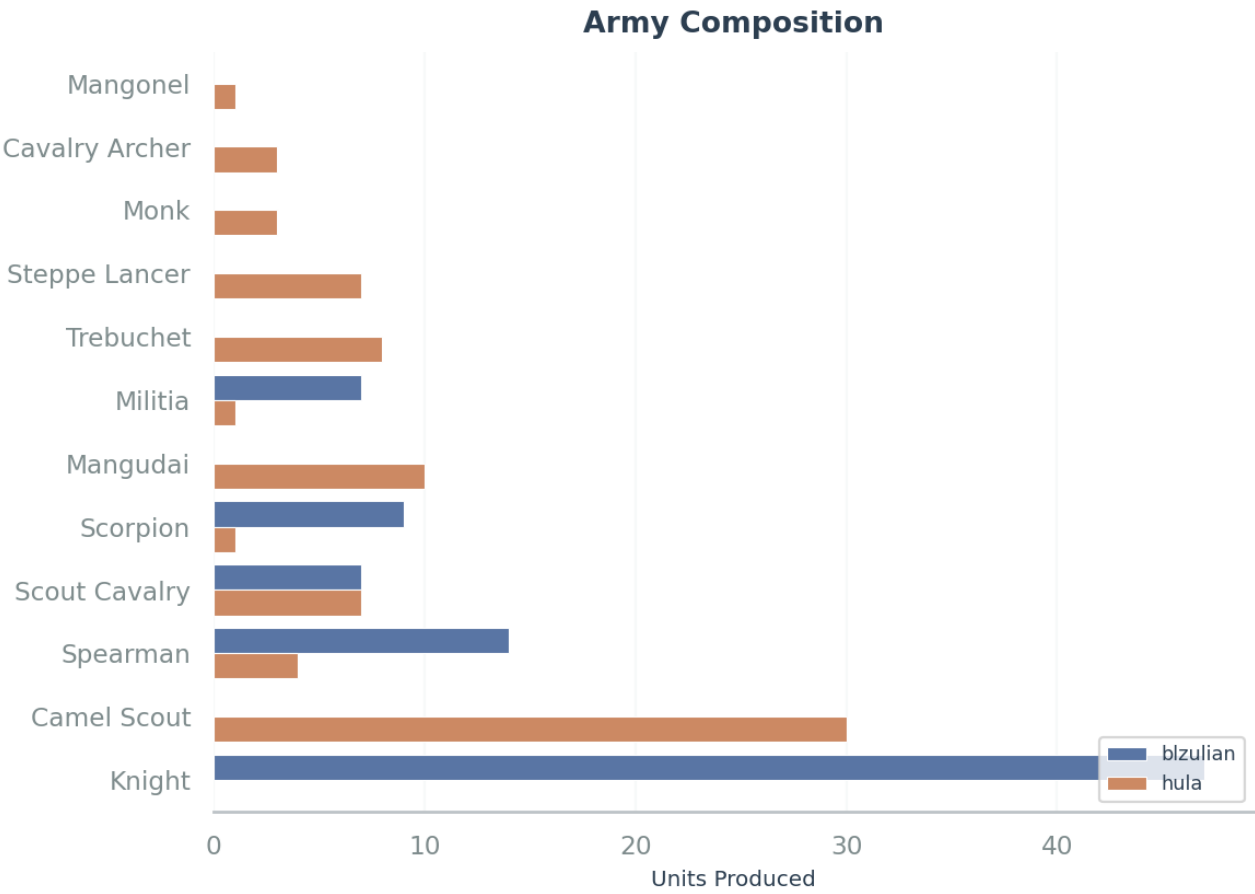
blzulian

Dark: 1x Rax
Feudal: 2x Stable, 1x Rax
Castle: 1x Siege

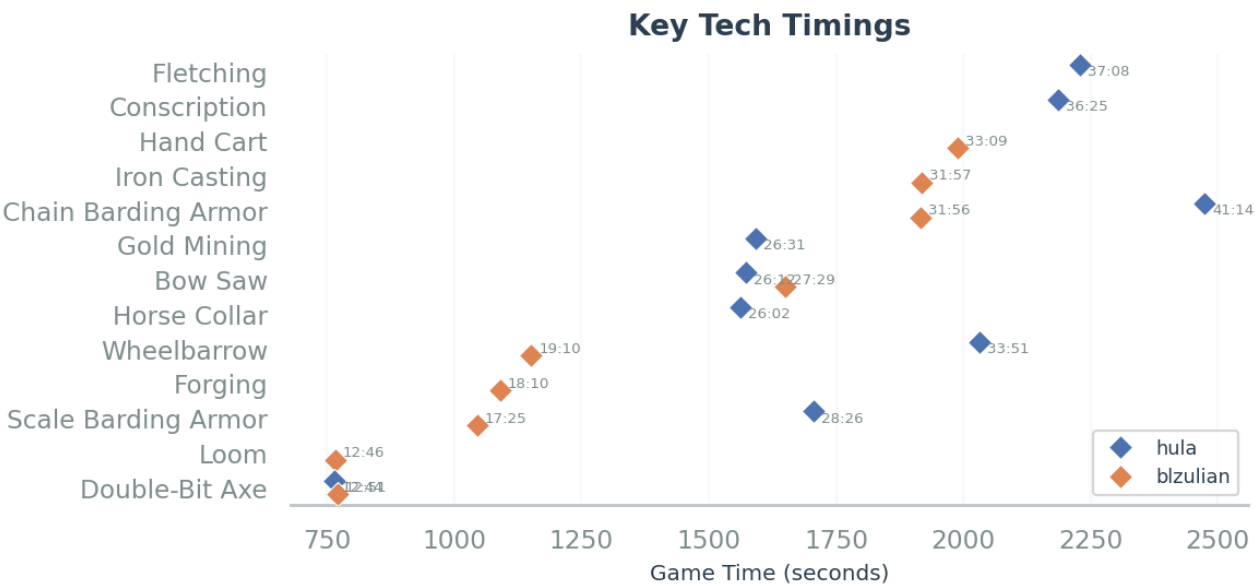
hula

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

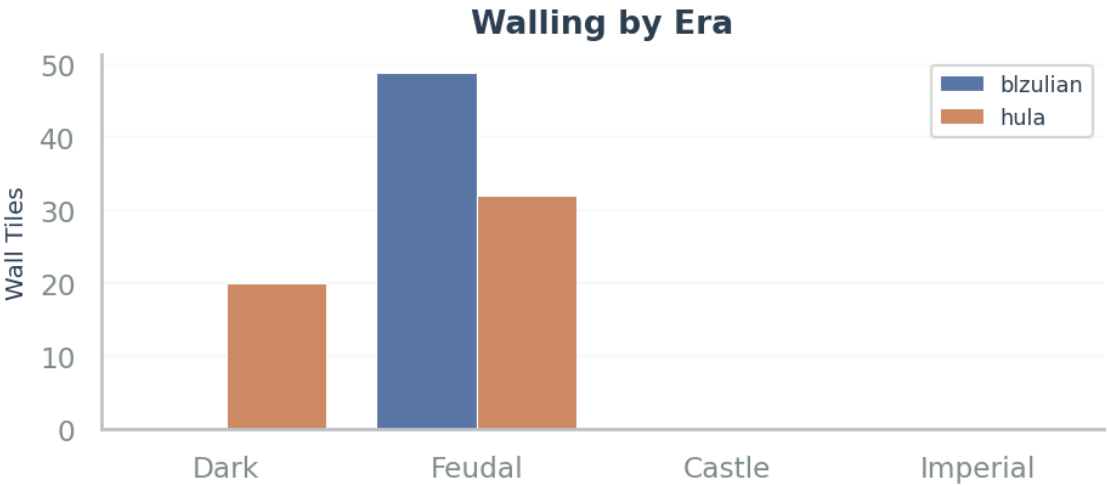
blzulian (Franks)

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)