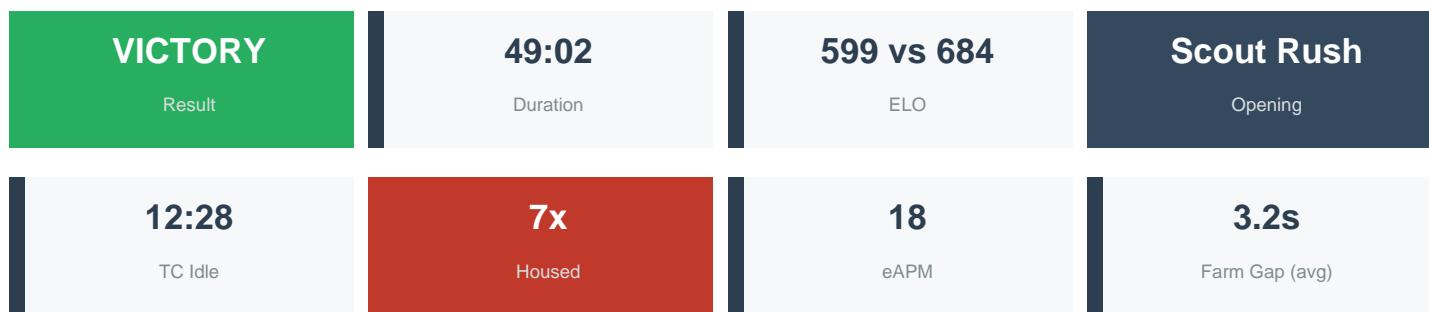
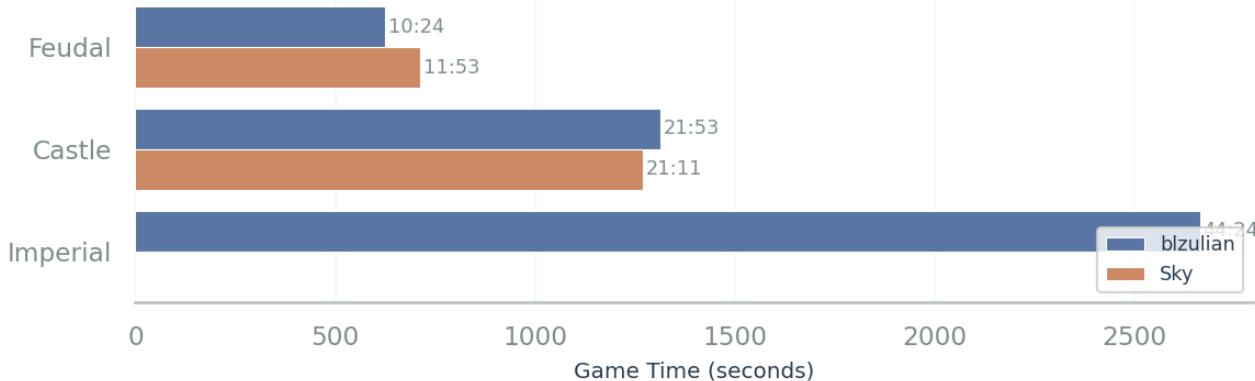
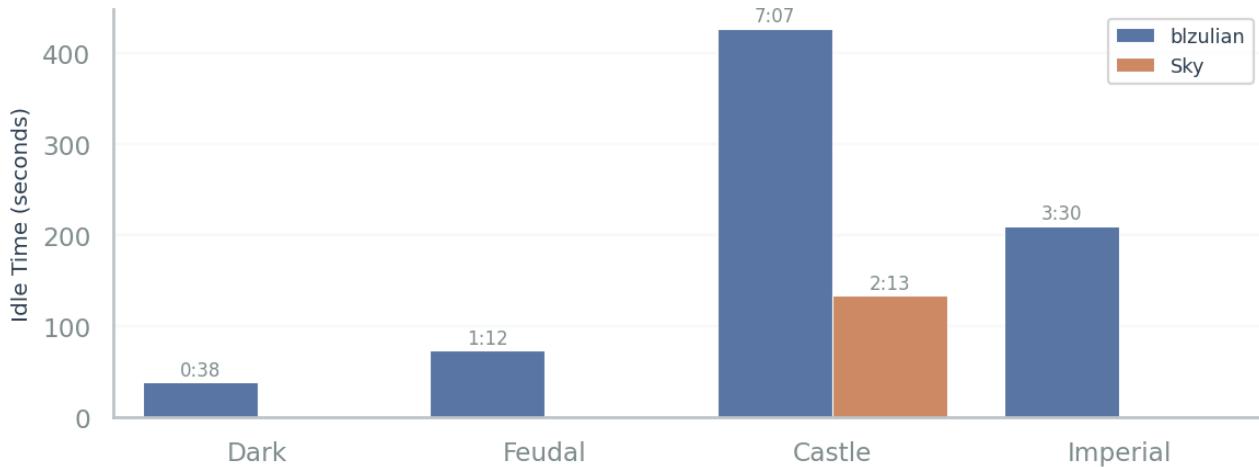


blzulian (Franks) vs Sky (Vietnamese)

2026-02-10T17:24:59 | Arabia | 49:02 | 1v1 | Pop 200

**Age-Up Timeline****Age-Up Timeline**

blzulian reached Feudal 89s faster (10:24).

TC Idle by Era**TC Idle Time by Era**

blzulian: Dark 0:38, Feudal 1:12, Castle 7:07, Imp 3:30 (Total: 12:28)

Sky: Castle 2:13 (Total: 2:13)

Economy

blzulian (Franks)

Villagers: 115 | Farms: 62 | Final TCs: 3
Farm Reseeding Gap: 3.2s avg (good)
Estimated Idle Villager Time: 4:13 (proxy)
Military Timing Index: 0.88 (balanced)

Sky (Vietnamese)

Villagers: 121 | Farms: 28 | Final TCs: 3
Farm Reseeding Gap: 10.9s avg (needs work)
Estimated Idle Villager Time: 5:06 (proxy)
Military Timing Index: 0.70 (rush)

Production Buildings by Age

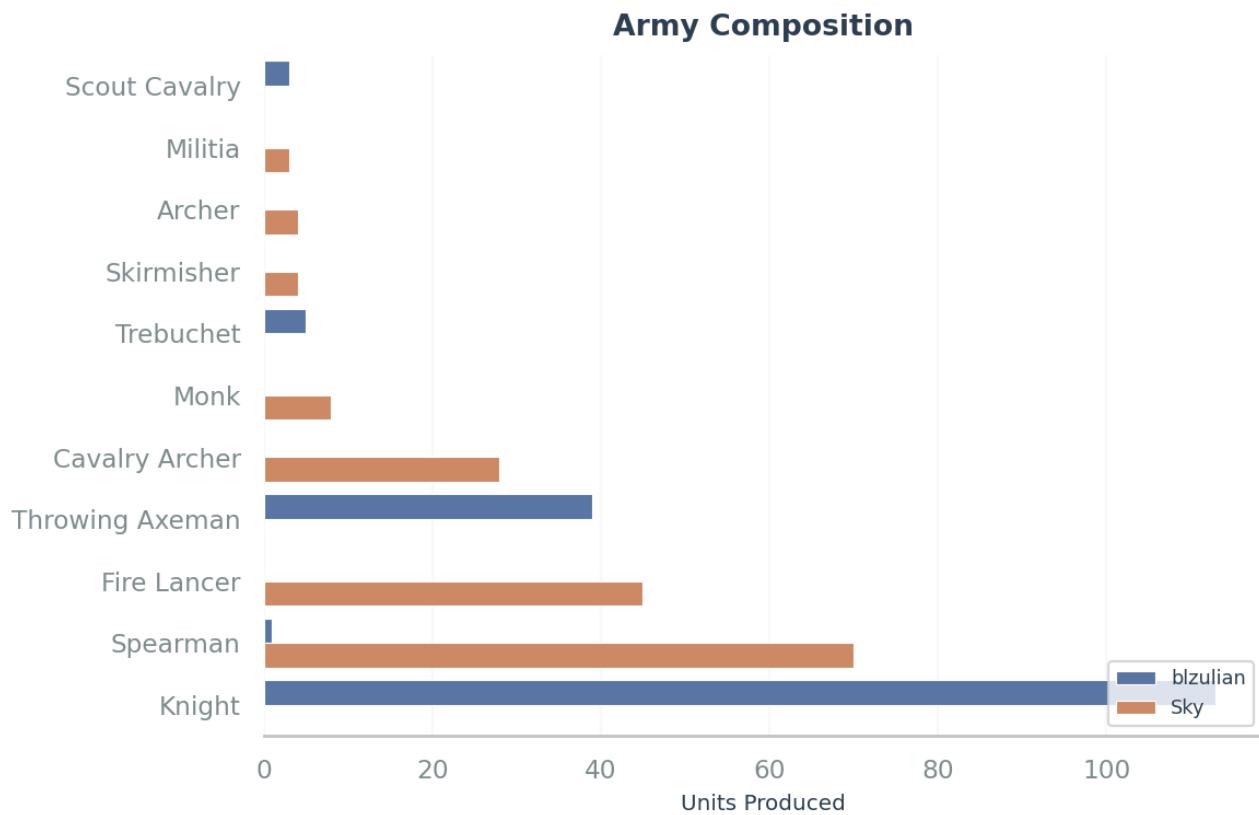
blzulian

Dark: 1x Rax
Feudal: 1x Stable
Castle: 1x Stable, 1x Range

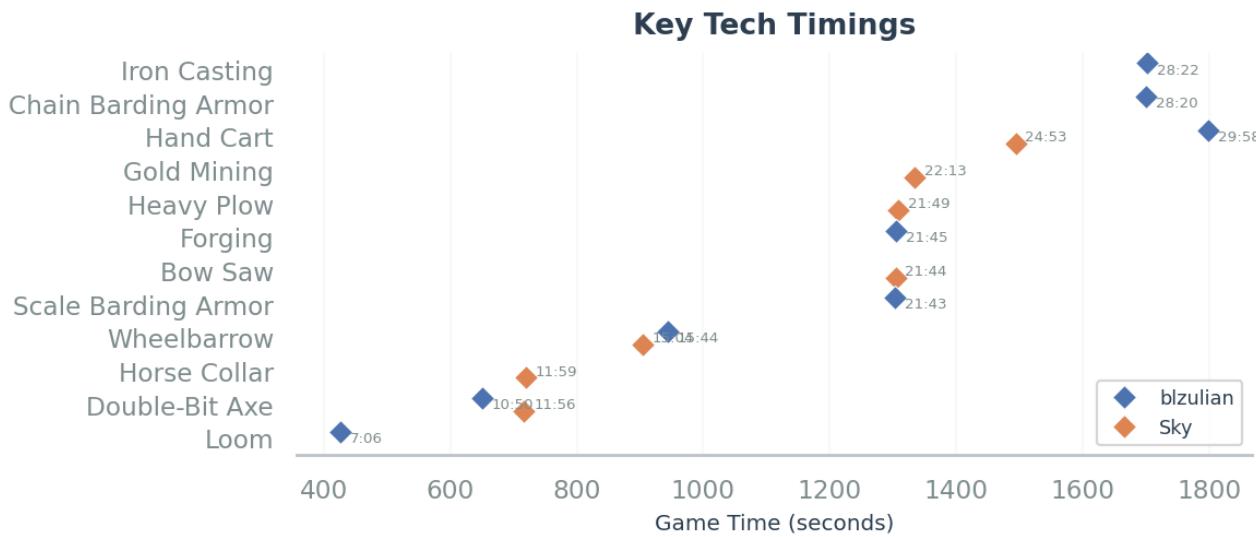
Sky

Dark: 1x Rax
Feudal: 2x Range
Castle: 5x Rax

Army Composition



Key Tech Timings



blzulian

Economy: Loom 7:06 [LATE], Double-Bit Axe 10:50 [LATE], Wheelbarrow 15:44 [LATE], Hand Cart 29:58 [LATE]

Military: Husbandry 22:47

Blacksmith: Scale Barding Armor 21:43, Forging 21:45 [LATE], Chain Barding Armor 28:20, Iron Casting 28:22 [LATE]

Sky

Economy: Double-Bit Axe 11:56 [LATE], Horse Collar 11:59 [LATE], Wheelbarrow 15:04 [LATE], Bow Saw 21:44 [LATE], Heavy Plow 21:49 [LATE]

Military: Man-at-Arms 20:20 [LATE], Squires 30:59, Thumb Ring 31:03

Buildings

blzulian (Franks)

Economy: 2x Town Center, 62x Farm, 1x Mill, 4x Lumber Camp, 6x Mining Camp, 25x House

Military: 1x Barracks, 1x Archery Range, 2x Stable, 2x Castle

Other: 1x Blacksmith, 1x Palisade Gate

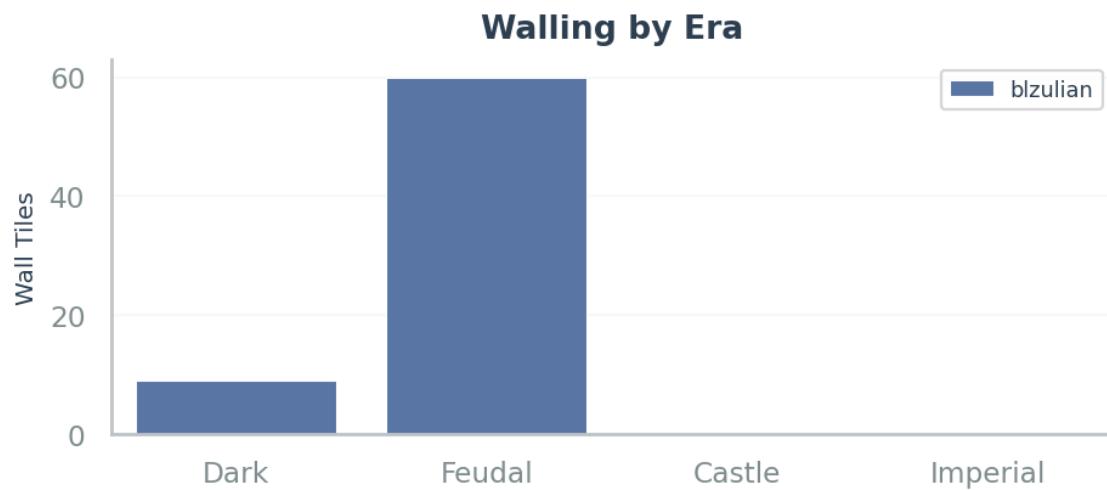
Sky (Vietnamese)

Economy: 2x Town Center, 28x Farm, 1x Mill, 4x Lumber Camp, 2x Mining Camp, 1x Market, 26x House

Military: 6x Barracks, 2x Archery Range, 1x Castle

Other: 1x Monastery

Walling



blzulian: Dark: 9, Feudal: 60 (Total: 69 tiles)

Housed Events

blzulian: 7 times (Critical)

Sky: 5 times (Warning)