blzulian (Franks) vs Sky (Vietnamese)
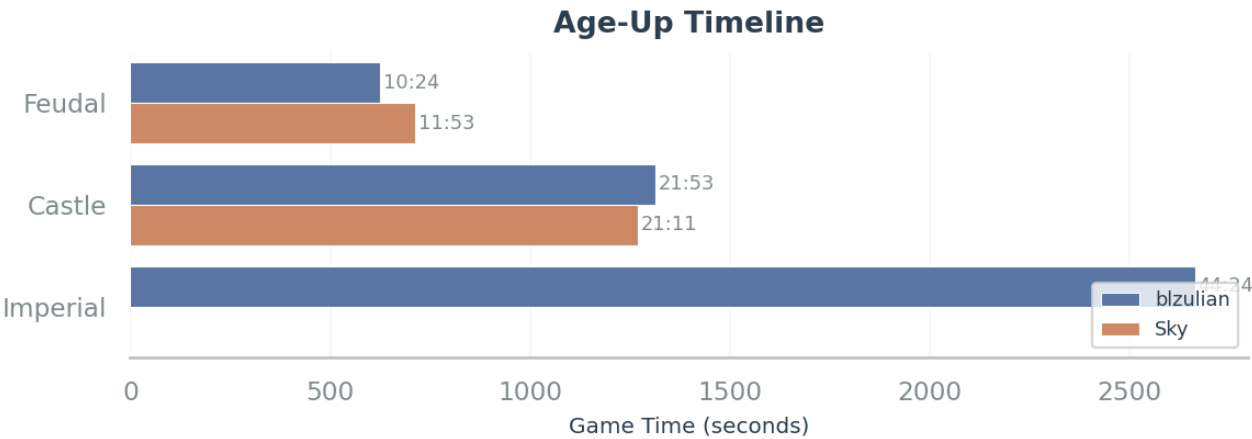
2026-02-10T17:24:59 | Arabia | 49:02 | 1v1 | Pop 200
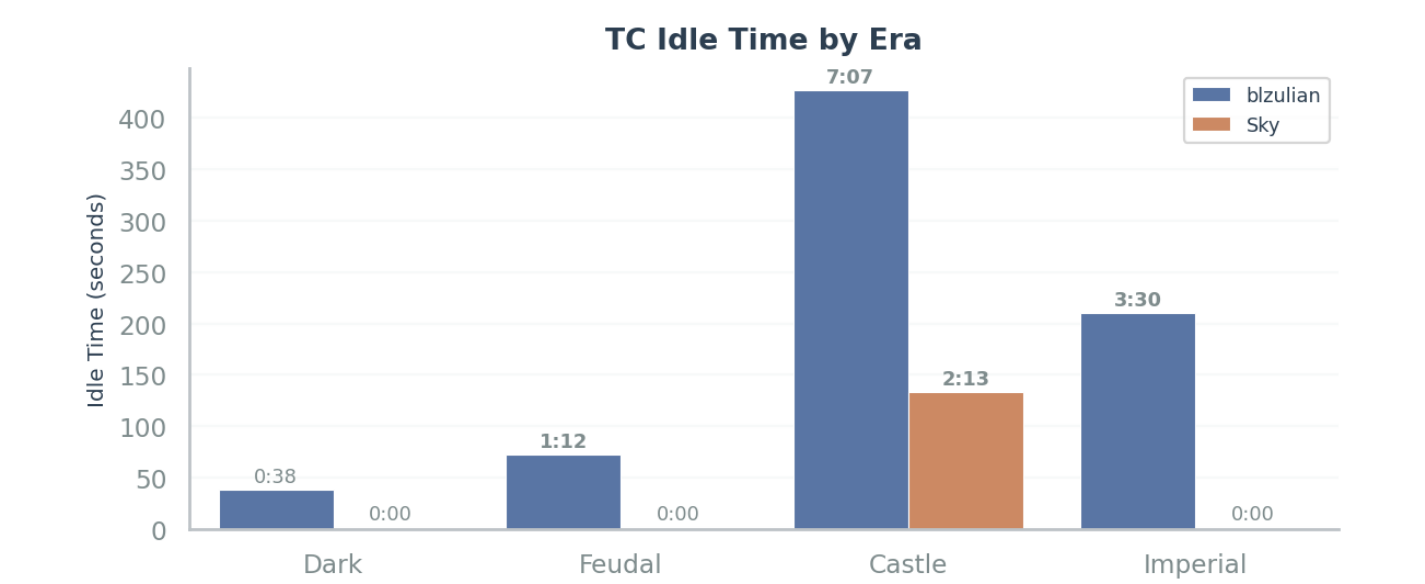
VICTORY	49:02	599 vs 684	Scout Rush
Result	Duration	ELO	Opening

12:28	7x	18	3.2s
TC Idle	Housed	eAPM	Farm Gap (avg)

Age-Up Timeline

Age-Up Timeline

	blzulian	Sky
Feudal	10:24	11:53
Castle	21:53	21:11
Imperial	44:24	

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: **Dark 0:00, Feudal 0:00, Castle 2:13, Imp 0:00 (Total: 2:13)**

Economy

blzulian (Franks)

Villagers Produced: **115**

Farms Built: **62**

Final TCs: **3**

Farm Reseeding Gap: **3.2s avg (good)**

Est. Idle Villager Time: **4:13 (proxy)**

Military Timing Index: **0.88 (balanced)**

Sky (Vietnamese)

Villagers Produced: **121**

Farms Built: **28**

Final TCs: **3**

Farm Reseeding Gap: **10.9s avg (needs work)**

Est. Idle Villager Time: **5:06 (proxy)**

Military Timing Index: **0.70 (rush)**

Production Buildings by Age

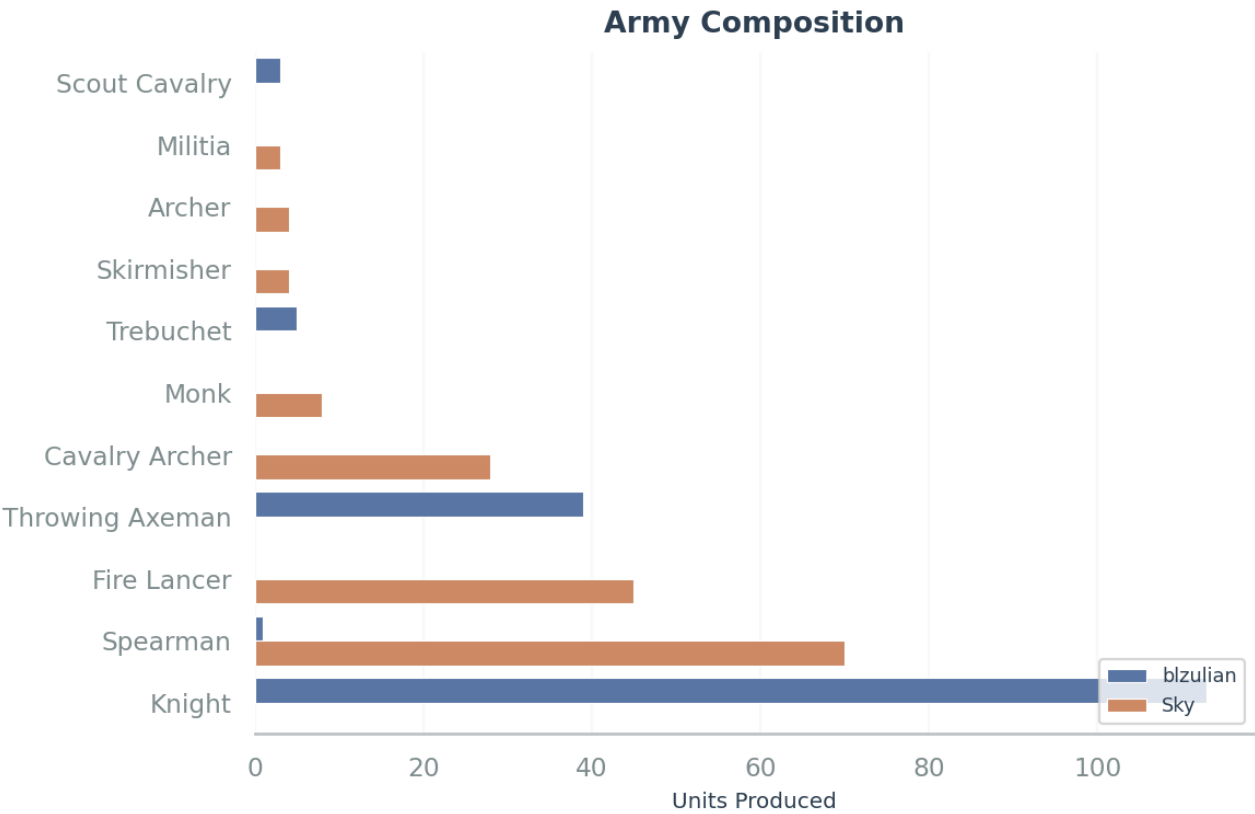### blzulian

Dark: 1x Rax

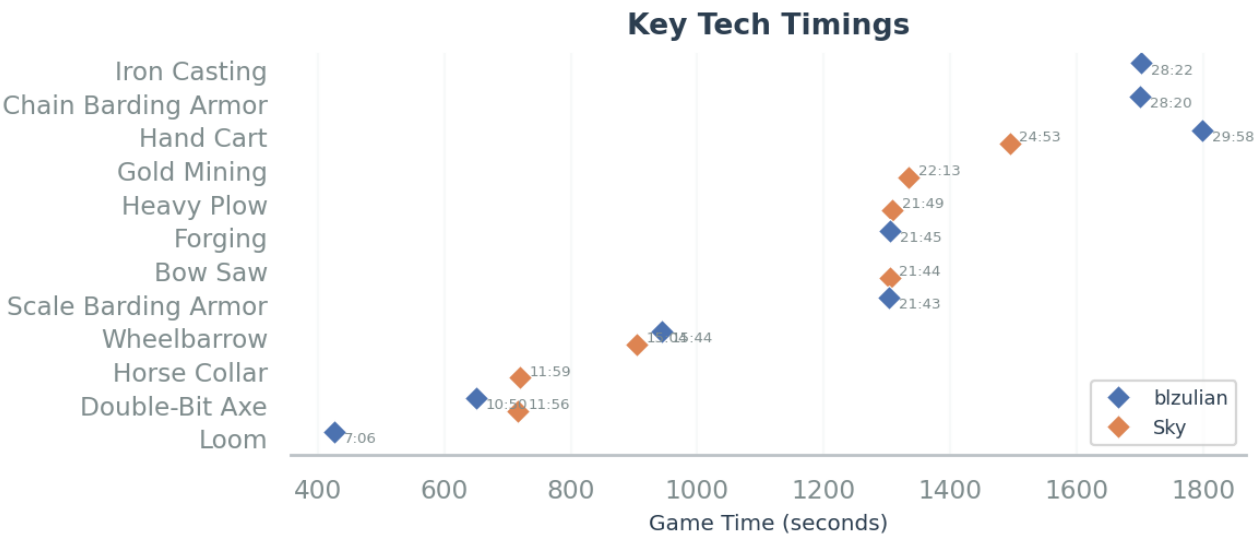Feudal: 1x Stable

Castle: 1x Stable, 1x Range

Sky

Dark: 1x Rax

Feudal: 2x Range

Castle: 5x Rax

Army Composition

Army Composition

Units Produced

Horizontal bar chart (blzulian vs Sky) showing:
- Scout Cavalry (blzulian)
- Militia (Sky)
- Archer (Sky)
- Skirmisher (Sky)
- Trebuchet (blzulian)
- Monk (Sky)
- Cavalry Archer (Sky)
- Throwing Axeman (blzulian)
- Fire Lancer (Sky)
- Spearman (blzulian, Sky)
- Knight (blzulian)

Key Tech Timings

Key Tech Timings

Game Time (seconds)

Tech	blzulian	Sky
Iron Casting	28:22	
Chain Barding Armor	28:20	
Hand Cart	29:58	24:53
Gold Mining		22:13
Heavy Plow		21:49
Forging	21:45	
Bow Saw		21:44
Scale Barding Armor	21:43	
Wheelbarrow	15:44	15:05
Horse Collar		11:59
Double-Bit Axe	10:50	11:56
Loom	7:06	

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**

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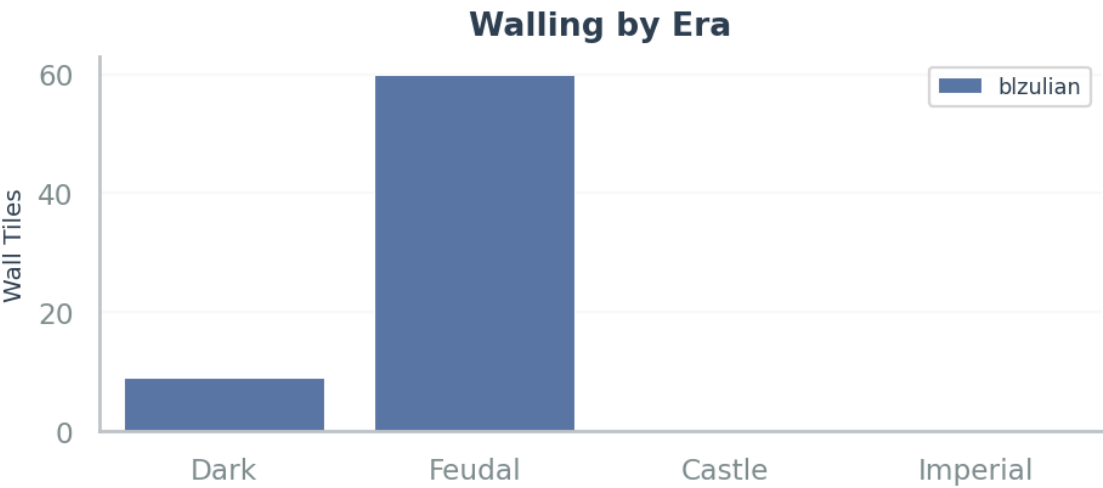
Buildings

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

Walling by Era

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

Housed Events

blzulian: 7 times (Critical)

Sky: 5 times (Warning)