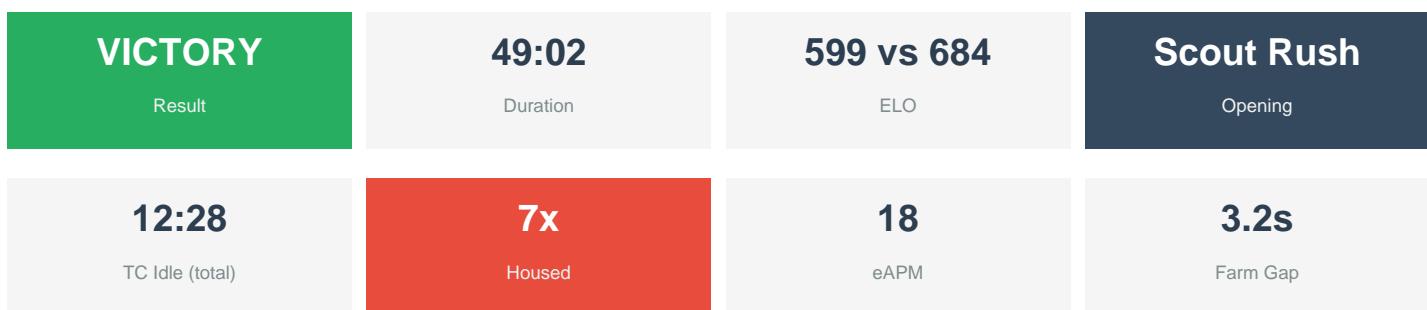
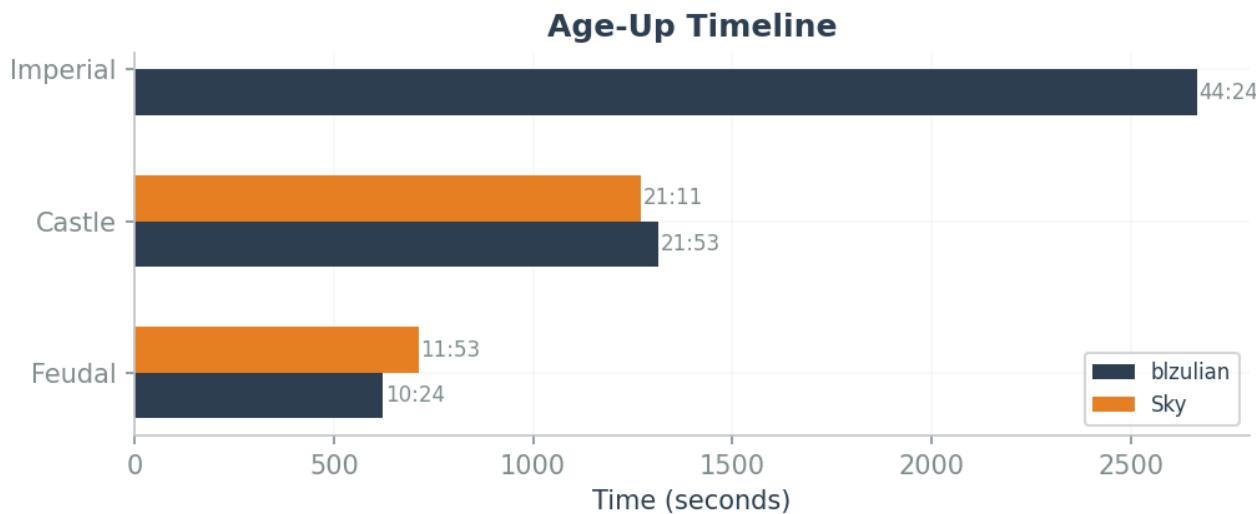


## blzulian (Franks) vs Sky (Vietnamese)

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

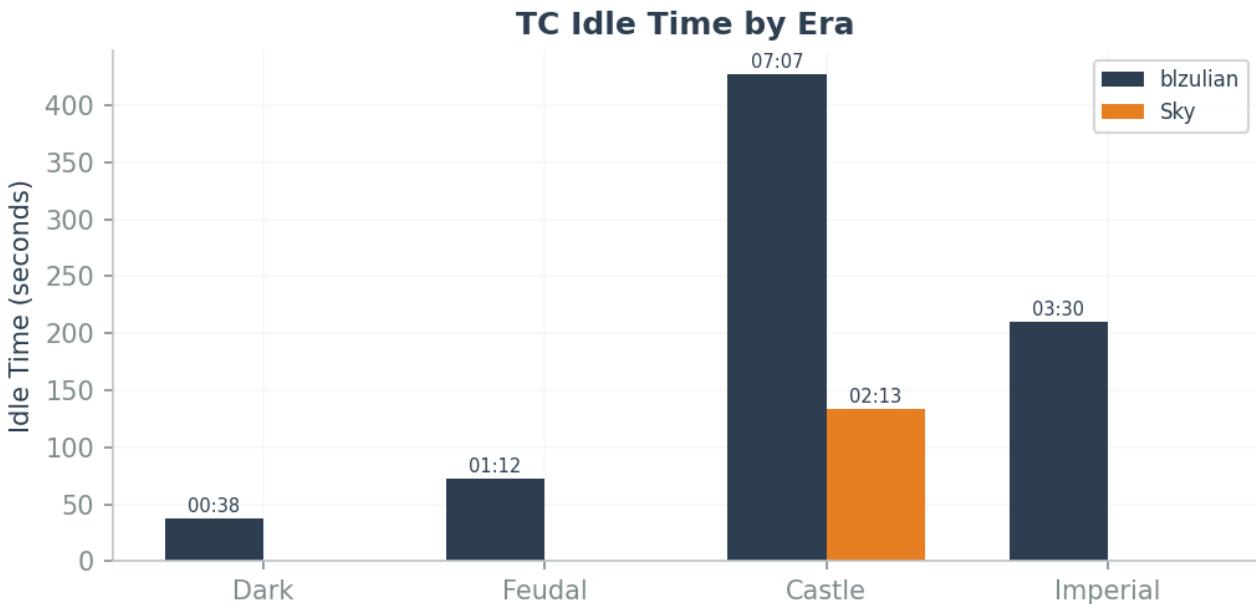


### Age-Up Timeline



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

### TC Idle by Era



blzulian: Dark: 00:38, Feudal: 01:12, Castle: 07:07, Imperial: 03:30

Sky: Castle: 02:13

## Economy

### blzulian

Villagers: 115 | Farms: 62 | Final TCs: 3

Farm Reseeding Gap: 3.2s avg (good)

Estimated Idle Villager Time: 04:13 (proxy)

Military Timing Index: 0.88 (balanced)

### Sky

Villagers: 121 | Farms: 28 | Final TCs: 3

Farm Reseeding Gap: 10.9s avg (needs work)

Estimated Idle Villager Time: 05:06 (proxy)

Military Timing Index: 0.70 (rush)

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## Production Buildings by Age

### blzulian

Dark: 1x Rax

Feudal: 1x Stable

Castle: 1x Stable, 1x Range

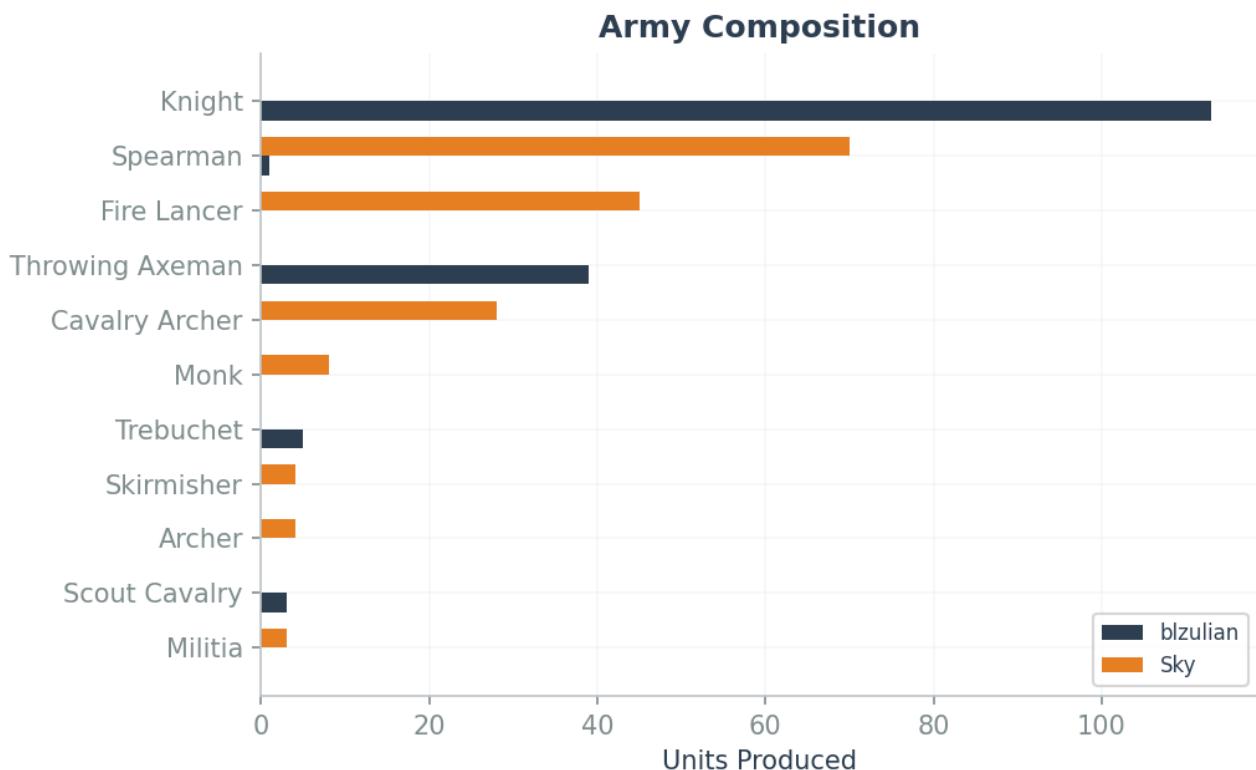
### Sky

Dark: 1x Rax

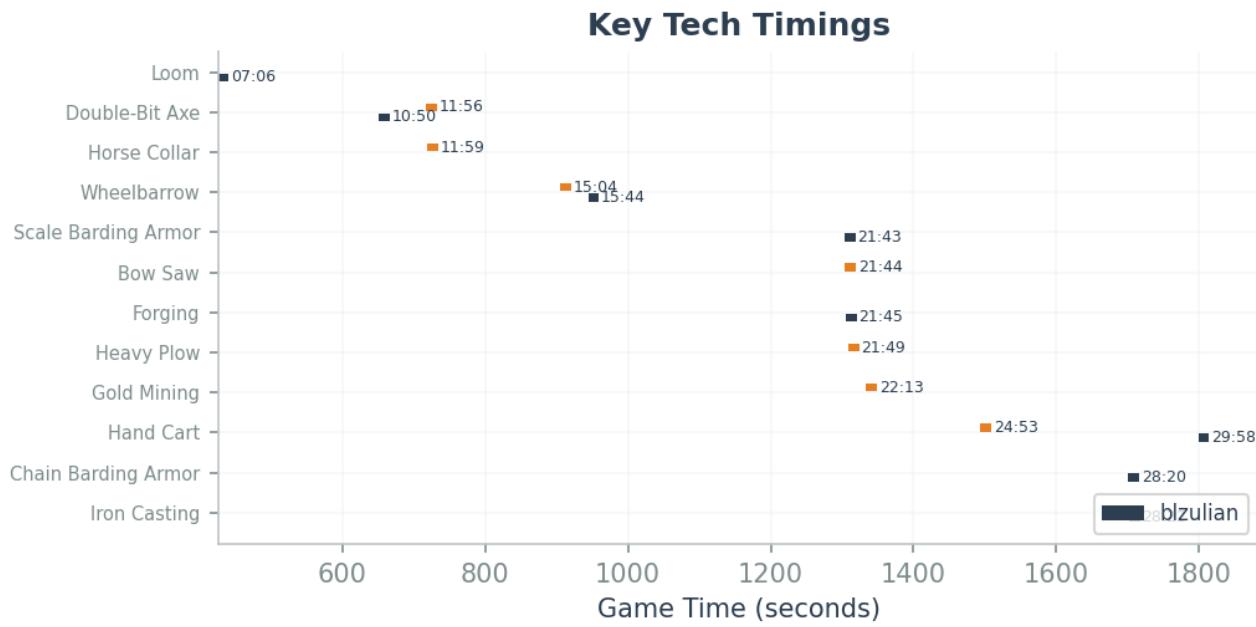
Feudal: 2x Range

Castle: 5x Rax

## Army Composition



## Key Tech Timings



### blzulian

Economy: Loom 07:06 [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

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

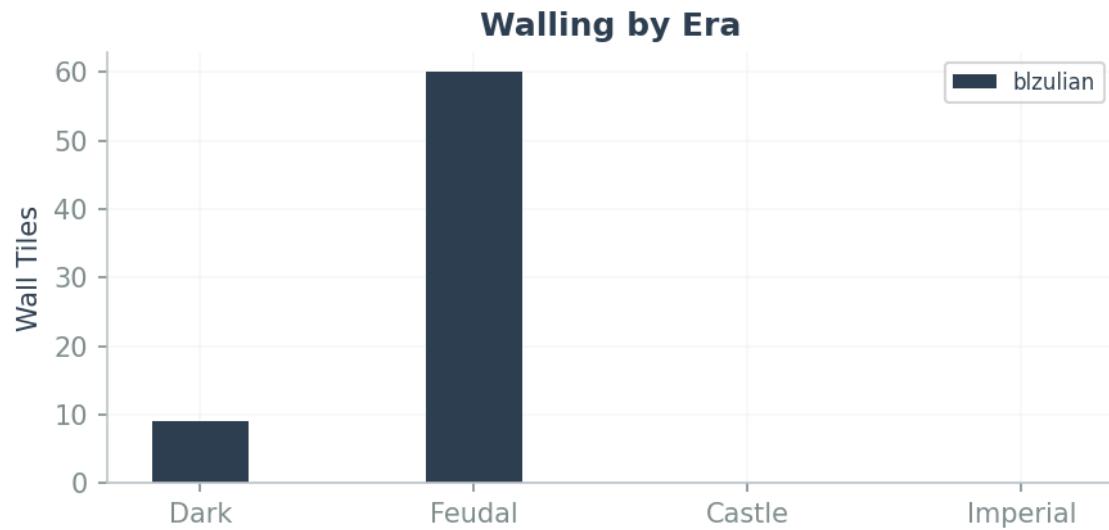
Economy: 2x Town Center, 28x Farm, 1x Mill, 4x Lumber Camp, 2x Mining Camp, 1x Market, 26x House

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

Other: 1x Monastery

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## Walling



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

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## Housed Events

blzulian: 7 times (Critical)

Sky: 5 times (Warning)