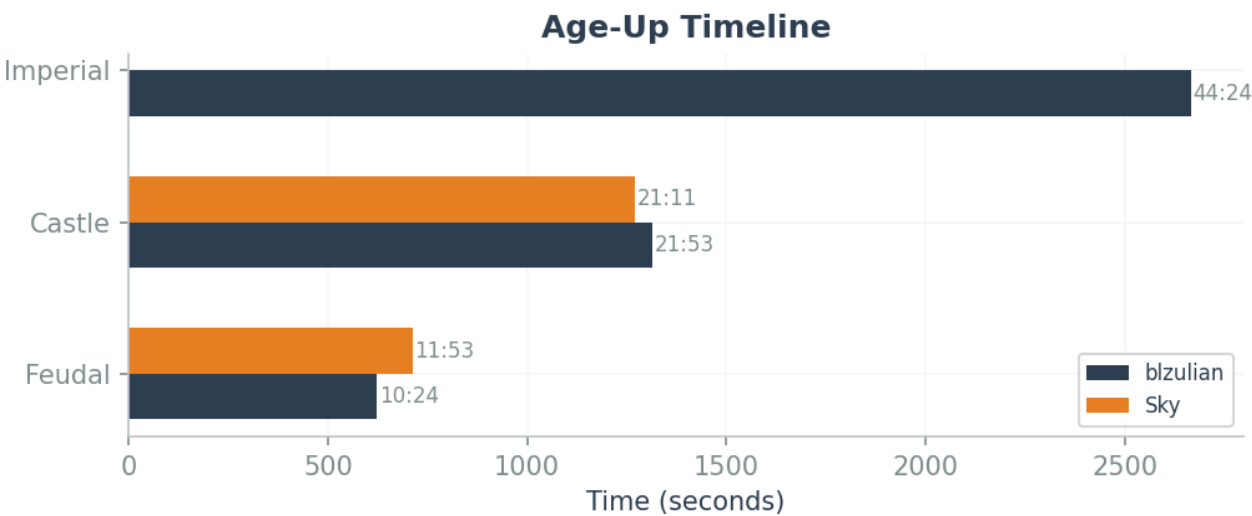


blzulian (Franks) vs Sky (Vietnamese)

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

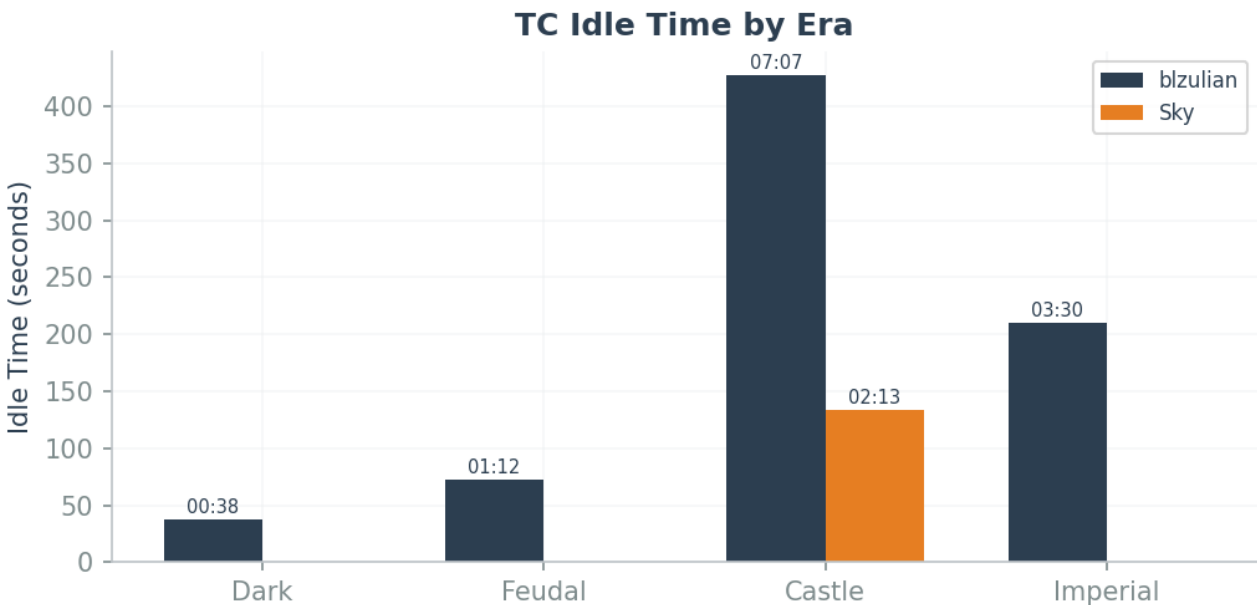
|   |                                      |                                      |  |
|---|--------------------------------------|--------------------------------------|--|
| <div>VICTORY</div> <div>Result</div>        | <div>49:02</div> <div>Duration</div> | <div>599 vs 684</div> <div>ELO</div> | <div>Scout Rush</div> <div>Opening</div> |
| <div>12:28</div> <div>TC Idle (total)</div> | <div>7x</div> <div>Housed</div>      | <div>18</div> <div>eAPM</div>        | <div>3.2s</div> <div>Farm Gap</div>      |

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)

Production Buildings by Age

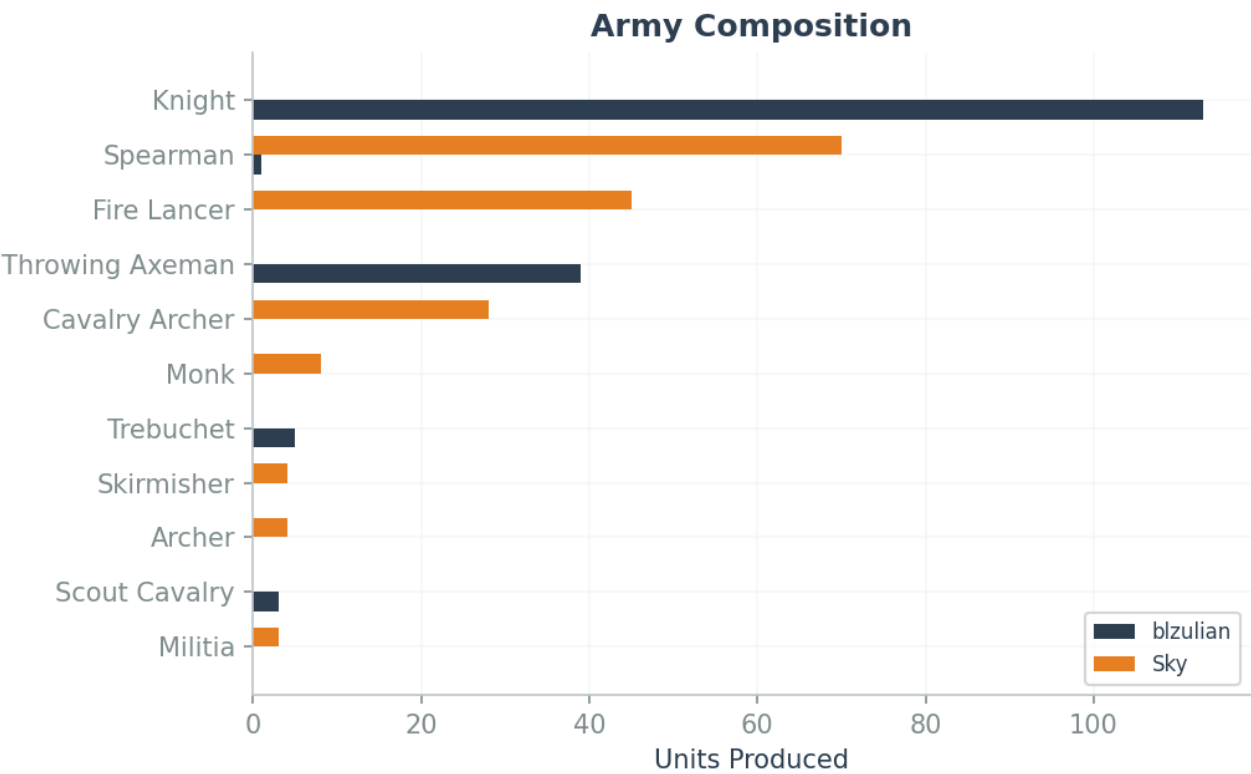
blzulian

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

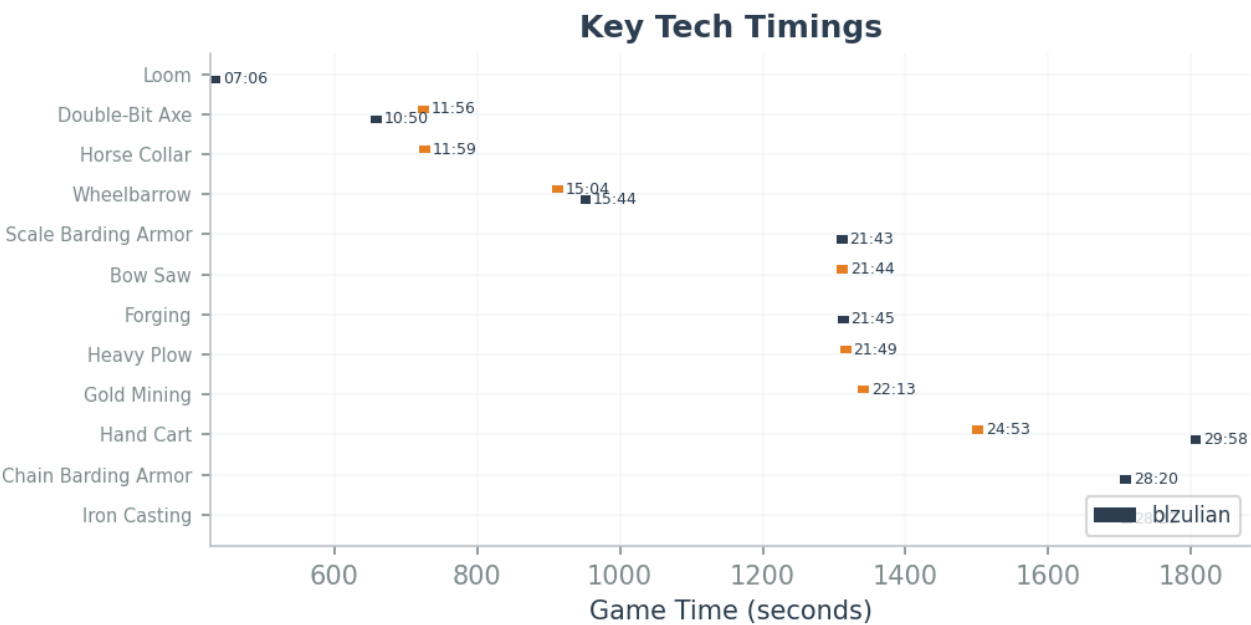
Sky

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

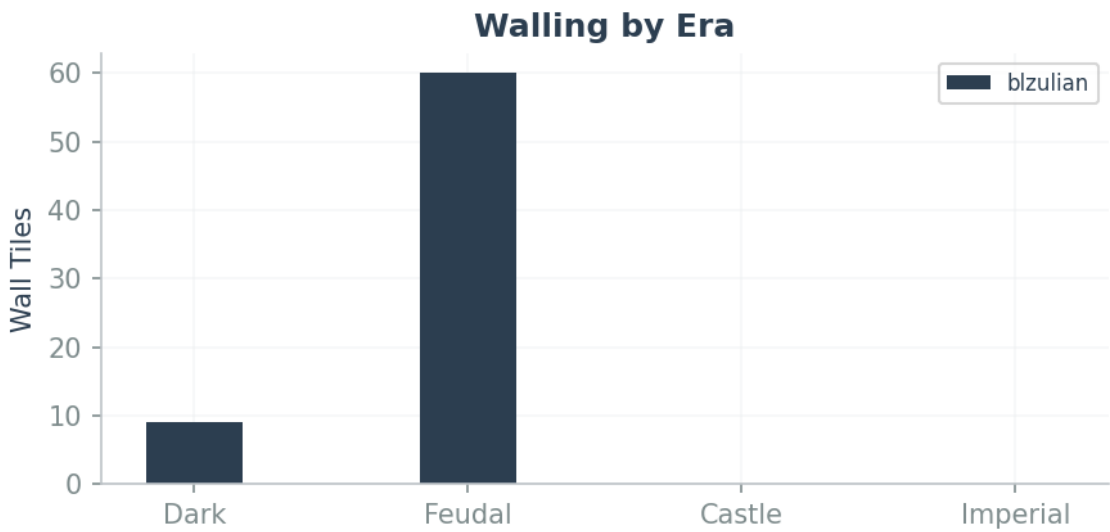
blzulian

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

Walling



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

Housed Events

blzulian: 7 times (Critical)  
Sky: 5 times (Warning)