Hellenes Technologies

**Civic Centre (Starting Building; Town Phase Structure)**

* *Village Phase*
  + Level up to **Town Phase**
    - Cost: 500 Food
    - Effects
      * Unlocks Buildings
        + Civic Centre
        + Barracks
        + Dock
        + City Walls
        + Defense Tower
      * Unrestricts Town Phase technologies
  + Tech Civic1A/V – **Pythia**
    - Cost: 50 Metal
    - Effects: Female Citizen
      * Increased “Allure” aura effect
    - Self-Balancing: No
  + Tech Civic1B/V – **Thesmophoria**
    - Cost: 75 Food
    - Effects: Female Citizen
      * Increased Gathering Speed
* *Town Phase*
  + Tech Civic2A/T – **Doric Order**
    - Cost: 100 Stone
    - Effects: All Structures
      * Increased Structural Health 10%
        + Decreased Construction Speed 2.5%
      * Unlocks Tech Civic2A/C – Ionic Order
  + Tech Civic2B/T – **Ancones**
    - Cost: 100 Stone
    - Effects: All Structures
      * Increased Construction Speed 10%
        + Decreased Structural Health 2.5%
      * Unlocks Tech Civic2B/C – Lift Crane
  + Tech Civic3A/T – **Peristyle**
    - Cost: 50 Wood, 25 Stone
    - Effects: House
      * Population Bonus +1
      * Unlocks Tech Civic3A/C – Hellenistic Manors
  + Tech Civic3B/T – **Tholos**
    - Cost: 25 Wood, 50 Stone
    - Effects: Civic Centre
      * Population Bonus +5
      * Unlocks tech Civic3B/C – Stoa
  + Tech Civic4A/T – **Pulley**
    - Cost: 25 Metal
    - Effects: All Structures
      * Reduced Cost 10%
        + Decreased Health 2.5%
      * Unlocks Tech Civic4A/C – Windlass
  + Tech Civic 4B/T – **Standardized Construction**
    - Cost: 25 Stone
    - Effects: All Structures
      * Increased Structural Health 10%
        + Increased Cost 2.5%
      * Unlocks Tech Civic4B/C – Marble Masonry
* *City Phase*
  + Ionic Order
  + Lift Crane
  + Hellenistic Manors
  + Stoa
  + Windlass
  + Marble Masonry

Barracks