### Ariane

**Phase IV: Move & Battle Phase**

After your opponent rolls his Battle Dice, you may decide to flee with all of your Legions and other mobile land units. Both player’s Battle Dice results are ignored.
- If you are the attacker, your units must flee to an adjacent or adjoining Province you control.
- If you are the defender, your units must flee to an adjacent or adjoining Province you control.

If you had a Fort, it is removed from the map.

<table>
<thead>
<tr>
<th>Leader Bonus</th>
<th>Culture +1</th>
</tr>
</thead>
</table>

### Minotaur

**Phase III: Build**

When you recruit the Minotaur, each of your opponents must immediately remove one Legion from the map.

<table>
<thead>
<tr>
<th>Leader Bonus</th>
<th>Trade +1</th>
<th>Culture +1</th>
<th>Military +1</th>
</tr>
</thead>
</table>

### Theseus

**Phase I: Collect Resources**

You collect 1 extra Legendary Commodity for each Capital City you control.

<table>
<thead>
<tr>
<th>Leader Bonus</th>
<th>Culture +1</th>
</tr>
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**Mare Nostrum**

*Heroes of the Daedalus’ Labyrinth*

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