**Cattle Riders**

**TROT**
Despite being Blue Banner units, Cattle Riders can only move up to 2 hexes and battle.

**BULL RUSH**
When ordered by the Mounted Charge Command card, Cattle Riders may move 3 hexes and still battle.

**RAGING BULL**
After a successful melee the only Follow-on actions Cattle Riders may conduct are Gain Ground and a Bonus Melee attack. Cattle Riders on a Bonus Melee attack battle at +1d.