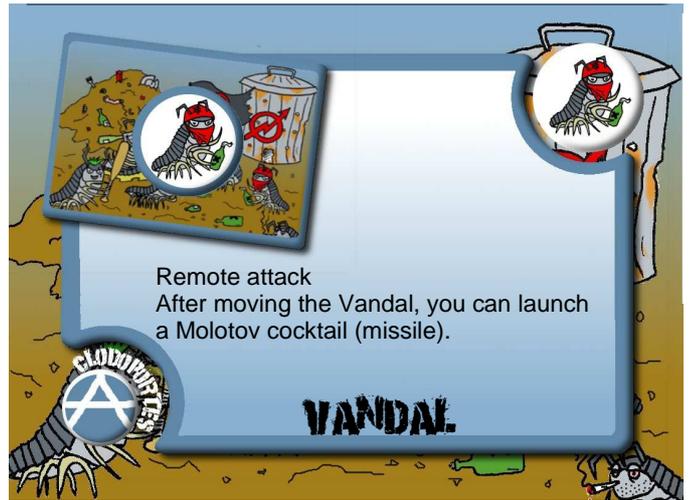


If during an enemy round, the Shirker is eliminated, place a Joint token on the bug which eliminated him. The bug under the Joint token is unable to move.

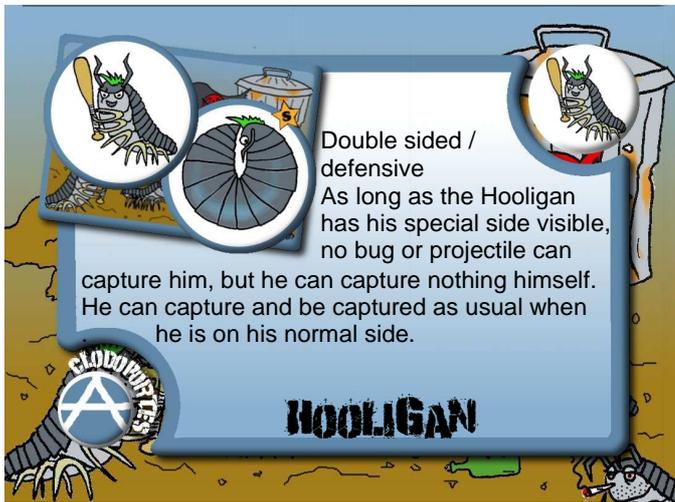
Your opponent can remove a Joint token from his piece by giving up the result of one of the dice rolled. You cannot use a Joint token if they are all already in play. Ignore this capacity if the Shirker is captured by a missile.

**SHIRKER**



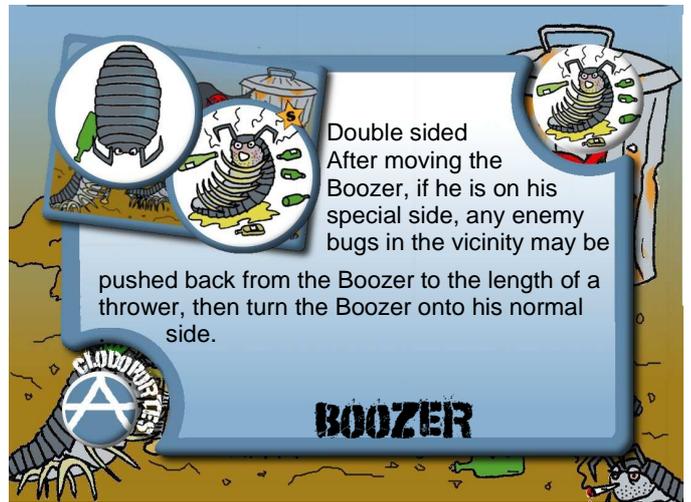
**Remote attack**  
After moving the Vandal, you can launch a Molotov cocktail (missile).

**VANDAL**



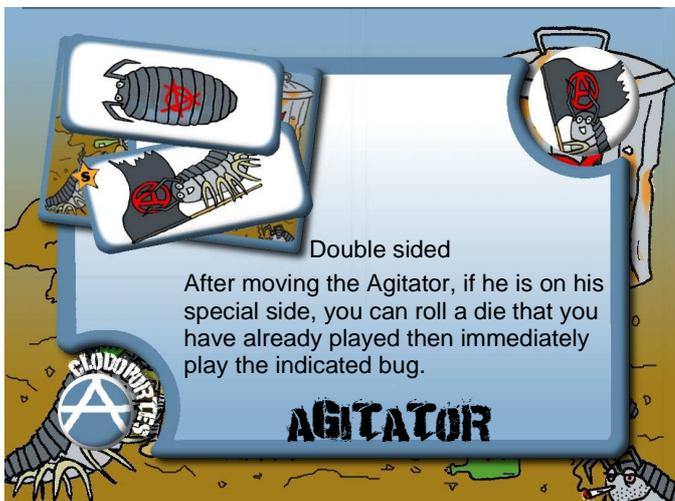
**Double sided / defensive**  
As long as the Hooligan has his special side visible, no bug or projectile can capture him, but he can capture nothing himself. He can capture and be captured as usual when he is on his normal side.

**HOOLIGAN**



**Double sided**  
After moving the Boozer, if he is on his special side, any enemy bugs in the vicinity may be pushed back from the Boozer to the length of a thrower, then turn the Boozer onto his normal side.

**BOOZER**



**Double sided**  
After moving the Agitator, if he is on his special side, you can roll a die that you have already played then immediately play the indicated bug.

**AGITATOR**



**Projectile (Vandal)**  
If it falls on the bottle side, the shot is a miss. If it falls on the flame side, it kills the bug it captures and stays in play. A token in play can be removed from the play at any time by his owner.

**MOLOTOV COCKTAIL**