These insect-like creatures generally act in swarms. They fire at
their prey from their explosive rear ends and are able to snipe from
a distance: their gossamer wings allow them to hover in the air. Use
the Yellow Gun to knock them out of the skies with pinpoint accuracy.

**Wasps**

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<th>Size/m</th>
<th>Speed m/s</th>
<th>Hit Points</th>
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Somewhat obsessive-compulsive, Wasps like to do everything in twos; twin jet burners help them to hover in mid-air. Twin lasers mercilessly cut down their opponents, many of whom are momentarily beguiled by the pretty pink color of the deadly beams. The sociable Wasps even like to patrol in pairs! Quite cute really, it seems that even Metal Heads need a hug and a kind word from time-to-time! But let's not get too sentimental — Wasps can be incredibly devious; they have a sneaky habit of pretending to fall when hit, only to rise up, seemingly from the dead, when their unwitting opponent momentarily lets their guard down. Several blasts from the Yellow Gun 2 will put a stop to such devious trickery.

**Juice Goons**

What’s in a name? Does the uncharacteristically whimsical moniker indicate that the Juice Goon is a thoughtful and kind Metal Head that likes to fetch refreshing fruity drinks as a treat for its fellow Metal Head warriors? It would be nice to think so, but bitter experience indicates that in this case ‘juice’ refers to the blood-red bolts of energy that flow from the Juice Goon’s trademark rod. Resembling demented wizards from a bygone age, Juice Goons shuffle around in their slippers and prod their opponents to death with their mighty staves. Return the favor by introducing them to your Blue Gun 2.

**Grunt**

The Metal Head Grunt is not one of life’s great tacticians. The name tells you all you need to know about its finesse-free fighting style. Your typical Grunt favors rushing head-long towards its enemies and deciding what to do when it gets there. Only when staring down the barrel of a gun does a Grunt stop to think it may have made a mistake. By then, it’s usually too late. Use the Blue Gun 1 to penetrate the Grunt’s thick hide.