

**IDW**

**CLUTCH**

LANCE J. STEINBERG

**ADEPT OPERATOR**

If Clutch is a vehicle's driver, add 1 to that vehicle's Move number and when rolling the 20-sided die for that vehicle, you may add 2 to your roll.

**MECHANIC**

After moving and before attacking with Clutch, if he is adjacent to an Uncommon vehicle, you may either add or remove a Wound Marker from that vehicle's Army Card.



HUMAN

UNIQUE HERO

SOLDIER

OBNOXIOUS

MEDIUM

5



4

LIFE

MOVE

5

RANGE

4

ATTACK

3

DEFENSE

4

90

POINTS