

4

Driver

4

Body

4

Engine

8

Dale Earnhardt Jr.

Chevrolet /// DEI

When this car would only draft 1 space, it may draft 2 spaces instead.

Starts-36 Poles-0 Wins-1 Top 5s-10 Top 10s-17 Points-6328

2006

4

Driver

4

Body

4

Engine

24

Jeff Gordon

Chevrolet /// Rick Hendrick

You may add 3 to your roll to determine this car's pole position.

Starts-36 Poles-2 Wins-2 Top 5s-14 Top 10s-18 Points-6256

2006

5

Driver

4

Body

4

Engine

31

Jeff Burton

Chevrolet /// Richard Childress

Once on your turn, you may roll two dice. On a combined result of 11 or 12, this car may take an extra turn, but it takes 1 Engine damage at the end of the extra turn. Cars may not draft on this extra turn.

Starts-36 Poles-4 Wins-1 Top 5s-7 Top 10s-20 Points-6228

2006

4

Driver

5

Body

4

Engine

9

Kasey Kahne

Dodge /// Ray Evernham

When this car moves at Stand on It speed, make two move rolls and use the result you want to use.

Starts-36 Poles-6 Wins-6 Top 5s-12 Top 10s-19 Points-6183

2006