

6

Driver

5

Body

5

Engine

18

J.J Yeley

Chevrolet /// Joe Gibbs

You must subtract 3 from your roll when determining this car's pole position.

Starts-9 Poles-0 Wins-0 Top 5s-0 Top 10s-0 Points-3220

2006

6

Driver

5

Body

5

Engine

7

Robby Gordon

Chevrolet /// Robby Gordon

Once on your turn, you may reroll this car's Driver check and use the reroll result instead.

Starts-36 Poles-0 Wins-0 Top 5s-1 Top 10s-3 Points-3116

2006

6

Driver

5

Body

5

Engine

21

Ken Schrader

Ford /// Wood Brothers

If this car takes it's third Engine damage, roll one die. On a result of 4-6, it does not take that damage instead.

Starts-36 Poles-0 Wins-0 Top 5s-0 Top 10s-2 Points-3049

2006

6

Driver

5

Body

5

Engine

45

Kyle Petty

Dodge /// Petty Enterprises

Once on your turn, you may reroll this car's Engine check and use the reroll result instead.

Starts-36 Poles-0 Wins-0 Top 5s-0 Top 10s-2 Points-2928

2006