

6 Driver
4 Body
6 Engine

77 Travis Kvapil
 PENSKE-JASPER RACING /// DODGE

If this car is bumped from the side and takes damage, add 2 to its Driver value for its Driver check.

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5 Driver
5 Body
4 Engine

20 Tony Stewart
 CHEVROLET /// JOE GIBBS RACING

You may add 1 to this car's Stand on It move roll result.

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5 Driver
4 Body
4 Engine

20 Tony Stewart
 CHEVROLET /// JOE GIBBS RACING

You may add 1 to this car's Cruise move roll result.

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5 Driver
5 Body
5 Engine

12 Ryan Newman
 PENSKE RACING /// DODGE

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

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5 Driver
4 Body
4 Engine

2 Rusty Wallace
 DODGE /// PENSKE RACING®

This car takes no bumping damage from cars in spaces to its left or right.

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5 Driver
3 Body
4 Engine

2 Rusty Wallace
 DODGE /// PENSKE RACING®

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

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6 Driver
6 Body
6 Engine

17 Matt Kenseth
 FORD /// ROUSH RACING®

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

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4 Driver
5 Body
4 Engine

6 Mark Martin
 FORD /// ROUSH RACING®

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

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5 Driver
4 Body
4 Engine

6 Mark Martin
 FORD /// ROUSH RACING®

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

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5 Kyle Busch
CHEVROLET®/// HENDRICK MOTORSPORTS®

Driver: If this car is bumped from the rear and takes damage, add 2 to its Driver value for its Driver check.

6 Body

5 Engine



RACE DAY

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5 97 Kurt Busch
FORD®/// ROUSH RACING®

Driver: When this car moves at Cruise speed, make two move rolls and choose the result you want to use.

4 Body

5 Engine



RACE DAY

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5 97 Kurt Busch
FORD®/// ROUSH RACING®

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

5 Body

5 Engine



RACE DAY

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5 29 Kevin Harvick®
CHEVROLET®/// RICHARD CHILDRESS RACING®

Driver: This car takes no bumping damage unless it is adjacent to two or more cars.

5 Body

4 Engine



RACE DAY

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5 9 Kasey Kahne
DODGE®/// EVERNHAM MOTORSPORTS®

Driver: When this car moves at Stand on It speed, you may reroll the move roll and use the reroll result instead.

6 Body

6 Engine



RACE DAY

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6 01 Joe Nemechek
CHEVROLET®/// MB2 MOTORSPORTS®

Driver: Tire damage does not affect this car's Driver checks.

5 Body

5 Engine



RACE DAY

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4 48 Jimmie Johnson™
CHEVROLET®/// HENDRICK MOTORSPORTS®

Driver: When this car moves at Cruise speed, you may reroll the move roll and use the reroll result instead.

4 Body

5 Engine



RACE DAY


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4 19 Jeremy Mayfield
DODGE®/// EVERNHAM MOTORSPORTS®

Driver: If this car takes bumping damage, roll one die. On a result of 4-6, it does not take that damage instead.

5 Body

5 Engine



RACE DAY


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5 19 Jeremy Mayfield
DODGE®/// EVERNHAM MOTORSPORTS®

Driver: Remove 1 additional damage counter from this car each time it pits.

5 Body

5 Engine



RACE DAY

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4 Driver
6 Body
5 Engine

24 Jeff Gordon®
CHEVROLET®/// HENDRICK MOTORSPORTS®

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.



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4 Driver
5 Body
5 Engine

24 Jeff Gordon®
CHEVROLET®/// HENDRICK MOTORSPORTS®

If this car is not leading the race at the beginning of your turn and moves at Stand on It speed, you may add 1 to its move roll result.



RACE DAY
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6 Driver
5 Body
5 Engine

31 Jeff Burton
CHEVROLET®/// RICHARD CHILDRESS RACING®

Once on your turn, you may reroll a Body check and use the reroll result instead.




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5 Driver
5 Body
6 Engine

42 Jamie McMurray
DODGE®/// CHIP GANASSI RACING WITH FELIX SABATES

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



RACE DAY
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4 Driver
5 Body
4 Engine

16 Greg Biffle
FORD®/// ROUSH RACING®

Tire damage does not affect this car's Body checks.



RACE DAY
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4 Driver
4 Body
4 Engine

16 Greg Biffle
FORD®/// ROUSH RACING®

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



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5 Driver
5 Body
5 Engine

88 Dale Jarrett
FORD®/// ROBERT YATES RACING®

This car takes no bumping damage from a car in the space directly in front of it.




RACE DAY
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6 Driver
5 Body
6 Engine

41 Casey Mears
DODGE®/// CHIP GANASSI RACING WITH FELIX SABATES

This car may move 1 more space or 1 fewer spaces when it moves at Cruise speed.




RACE DAY
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5 Driver
5 Body
6 Engine

99 Carl Edwards
FORD®/// ROUSH RACING®

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



RACE DAY
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5 Driver
5 Body
6 Engine

99 Carl Edwards
 FORD®/// ROUSH RACING®

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

RACE DAY
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5 Driver
5 Body
6 Engine

25 Brian Vickers®
 CHEVROLET®/// HENDRICK MOTORSPORTS®

When this car moves at Cruise speed, you may reroll the move roll and use the reroll result instead.

RACE DAY
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4 Driver
5 Body
4 Engine

16 Greg Biffle
 FORD®/// ROUSH RACING®

Tire damage does not affect this car's Body checks.

RACE DAY
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5 Driver
5 Body
4 Engine

20 Tony Stewart
 CHEVROLET®/// JOE GIBBS RACING

You may add 1 to this car's Stand on It move roll result.

RACE DAY
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4 Driver
4 Body
5 Engine

48 Jimmie Johnson™
 CHEVROLET®/// HENDRICK MOTORSPORTS®

When this car moves at Cruise speed, you may reroll the move roll and use the reroll result instead.

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5 Driver
5 Body
7 Engine

18 Bobby Labonte
 CHEVROLET®/// JOE GIBBS RACING

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

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