

**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.

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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**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.

RACE DAY  
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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.

RACE DAY  
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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.

RACE DAY  
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**5** Kyle Busch  
CHEVROLET®// HENDRICK MOTORSPORTS®

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

**4** 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** Kurt Busch  
FORD®// ROUSH RACING®

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

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

**5** 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** Joe Nemechek  
CHEVROLET®// MB2 MOTORSPORTS®

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

**5** Body

**5** Engine

RACE DAY  
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**4** Jimmie Johnson™  
CHEVROLET®// HENDRICK MOTORSPORTS®

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

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

**5** 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.

RACE DAY  
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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.

RACE DAY  
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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.

Office DEPOT®

66 Office DEPOT®

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.

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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.

SUBWAY

NATIONAL GUARD

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RACE DAY

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19/28

**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.

HOME DEPOT®

20

20

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.

LOWE'S

48

48

RACE DAY

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3/28

**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.

INTERSTATE BATTERIES

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RACE DAY

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