

Off-Road Tyres



Matrix



Order No.
96063.5K

Description
Complete wheel Matrix 05 bonded

€ 19,40

Matrix 2



Order No.
96064.5
96064.20
96064.30

Description
Buggy tyres Matrix 2 05 with inserts
Buggy tyres Matrix 2 20 with inserts
Buggy tyres Matrix 2 30 with inserts

€ 14,50 pc

Matrix 2



Order No.
96064.5K
96064.20K
96064.30K

Description
Complete wheel Matrix 2 05 bonded
Complete wheel Matrix 2 20 bonded
Complete wheel Matrix 2 30 bonded

€ 19,40 pc

Trapex



Order No.
96065.5
96065.20
96065.30

Description
Buggy tyres Trapex 05 with inserts
Buggy tyres Trapex 20 with inserts
Buggy tyres Trapex 30 with inserts

€ 14,50 pc

Trapex



Order No.
96065.5K
96065.20K
96065.30K

Description
Complete wheel Trapex 05 bonded
Complete wheel Trapex 20 bonded
Complete wheel Trapex 30 bonded

€ 19,40 pc

Off-Road Tyres



GM-Racing 1:8 buggy wheels

The robust buggy wheels with the GM-Racing logo fit virtually all 1 : 8 buggies, and are available in four different colours.



Order No.	Description
96050	1:8 buggy wheel, white disc, pack of 2
96050.1	1:8 buggy wheel, green disc, pack of 2
96050.2	1:8 buggy wheel, yellow disc, pack of 2
96050.3	1:8 buggy wheel, blue disc, pack of 2

€ 6.- pc

GM-Racing 1:8 buggy tyre inserts

GM-Racing off-road tyres are supplied as standard with medium inserts, but the car's handling can be fine-tuned to suit different track conditions by fitting soft or hard inserts.



Order No.	Description
96051.1	Foam insert, medium, pack of 2
96051.2	Foam insert, soft, pack of 2
96051.3	Foam insert, hard, pack of 2

€ 4.- pc

Rally tyres for 1:8 buggies

These competition rally tyres are supplied factory-bonded, and fit virtually all 1:8 model buggies.



Order No.	Description
96070.05K	Rally06 Soft complete wheel, bonded, pack of 2
96071.05K	Rally06 Extra Soft complete wheel, bonded, pack of 2

€ 24.- pc

Tyres for 1:6 off-road cars

High-grip off-road tyres for 1:6 buggies such as the FG Marder or Baja Buggy.



Order No.	Description
96161.20	Off-road tyres for 1:6 pack of 2

€ 45.-