Bo Jackson Battle Arena Trainer Kit						(Weapon & Power Not Intended For Slab Labeling)	
Card #	**Hero**	**Variation**	**Treatment**	**Notation**	**Error**	**Weapon**	**Power**
T-01/50	BoJax	Trainer	Paper			Fire	100
T-02/50	BoJax	Trainer	Paper			Ice	100
T-03/50	BoJax	Trainer	Paper			Steel	100
T-10/50	Showtime	Trainer	Paper			Steel	95
T-11/50	Merlomes	Trainer	Paper			Fire	95
T-19/50	Merlomes	Trainer	Paper			Steel	95
T-26/50	LeBoss	Trainer	Paper			Steel	90
T-28/50	Mustang	Trainer	Paper			Steel	90
T-29/50	Mustang	Trainer	Paper			Ice	90
T-09/50	Matata	Trainer	Paper			Steel	85
T-14/50	Bison	Trainer	Paper			Steel	85
T-27/50	Midas	Trainer	Paper			Steel	85
T-20/50	Warp	Trainer	Paper			Steel	80
T-21/50	Ant Hill	Trainer	Paper			Steel	80
T-22/50	Ant Hill	Trainer	Paper			Fire	80
T-04/50	Chosen	Trainer	Paper			Ice	75
T-05/50	Chosen	Trainer	Paper			Steel	75
T-17/50	J-Jetts	Trainer	Paper			Steel	75
T-12/50	Wargod	Trainer	Paper			Fire	70
T-13/50	Wargod	Trainer	Paper			Steel	70
T-23/50	Donny Buckets	Trainer	Paper			Steel	70
T-15/50	Cheetah	Trainer	Paper			Ice	65
T-16/50	Cheetah	Trainer	Paper			Steel	65
T-18/50	McArmyKnife	Trainer	Paper			Steel	65
T-24/50	Freakshow	Trainer	Paper			Fire	60
T-25/50	Freakshow	Trainer	Paper			Steel	60
T-30/50	Shystep	Trainer	Paper			Steel	60
T-06/50	Gambler	Trainer	Paper			Ice	55
T-07/50	Gambler	Trainer	Paper			Steel	55
T-08/50	Gigawitt	Trainer	Paper			Steel	55
Plays						**Cost**	**Card Text**
T-31/50	Crystal Ball	Trainer Play	Paper			0	Pick a number 1-6, then your opponent picks a different number 1-6; roll a die; if it lands on either player's number their Hero gets +30.
T-32/50	Double or Nothin	Trainer Play	Paper			1	Flip a coin twice; if both land on heads, play the top card from your Hero Deck and add its power to the active Hero in this Battle.
T-33/50	Gavel of Justice	Trainer Play	Paper			4	Lower the opponent's Hero by -30.
T-34/50	Heads-Up!	Trainer Play	Paper			2	Flip a coin 4 times; your Hero gets +5 each time the coin lands on heads.
T-35/50	Jump Ball	Trainer Play	Paper			0	Flip a coin; if heads, your Hero gets +10, if tails, your Hero gets -10.
T-36/50	Lucky Seven	Trainer Play	Paper			0	Roll a die two times; if the numbers add up to 7 your Hero gets +100; if any other number you must discard a random Hero from your hand.
T-37/50	Lucky Bounce	Trainer Play	Paper			2	Roll a die; your Hero gets +5x the number; (ex. If you roll a 3 your Hero gets +15).
T-38/50	No Huddle	Trainer Play	Paper			0	If you activated a Play in the previous Battle, this Hero gets +15.
T-39/50	Robin Who	Trainer Play	Paper			1	Steal -5 from your opponent's Hero and give +5 to your own Hero.
T-40/50	Pinch HItter	Trainer Play	Paper			1	Next Battle you can Substitute for free (0 Hot Dog cost).
Hot Dogs							
T-41/50	Dirty Water Dan		Paper				
T-42/50	Coney Carl		Paper				
T-43/50	Wurst Wayne		Paper				
T-44/50	Mustard Man		Paper				
T-45/50	Pickle Pete		Paper				
T-46/50	Sammy Sausage		Paper				
T-47/50	Brat Wurst		Paper				
T-48/50	Grillbert		Paper				
T-49/50	Dijon Don		Paper				
T-50/50	Frank		Paper				