

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	Mataata	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					