

<p style="text-align: right;">Assist Card</p> <p><u>One Piece At A Time</u> User: Pegasus Seiya, Cygnus Hyoga, Andromeda Shun, Dragon Shiryu</p> <p>Usage: If attacking a Saint with Black in its name, draw a card for each Saint with Black in its name in play.</p> <p style="text-align: right;">http://seiyacg.alanv.org</p>	<p style="text-align: right;">Assist Card</p> <p><u>Rescue</u> User: Andromeda Shun</p> <p>Usage: If there are at least 3 players in the game, search the discard pile for a Saint card to take Shun's place (the new Saint is the attacker/defender instead of Shun)</p> <p style="text-align: right;">SS Expansion Set http://seiyacg.alanv.org</p>	<p style="text-align: right;">Assist Card</p> <p><u>Recovery Blow</u> User: Dragon Shiryu</p> <p>Additional Ability: If defending and Shiryu would lose, the battle immediately ends (neither player gets a point; all attached Combat cards remain attached).</p> <p style="text-align: right;">SS Expansion Set http://seiyacg.alanv.org</p>
<p style="text-align: right;">Assist Card</p> <p><u>Protection of the Golden Cloth</u> User: Pegasus Seiya, Cygnus Hyoga, Andromeda Shun, Dragon Shiryu</p> <p>Additional Ability: If defending and there are at least 3 players in the game, add the Defense of all Combat cards attached to another player's Saint to your Saint's Defense (those Combat cards are not discarded afterwards; cannot choose your opponent's Saint).</p> <p style="text-align: right;">SS Expansion Set http://seiyacg.alanv.org</p>	<p style="text-align: right;">Combat Card</p> <p><u>Protect Shun</u> User: Andromeda Shun, Dragon Shiryu</p> <p>Attack: +000 Defense: +500</p> <p>Additional Ability: You must have both Andromeda Shun and Dragon Shiryu in play or this Combat card is ignored. Afterward, they are both discarded (win or lose).</p> <p style="text-align: right;">SS Expansion Set http://seiyacg.alanv.org</p>	<p style="text-align: right;">Combat Card</p> <p><u>Mental Blow</u> User: Cygnus Hyoga</p> <p>Attack: +200 Defense: +200</p> <p>If defending against Phoenix Ikki, Hyoga automatically wins.</p> <p style="text-align: right;">SS Expansion Set http://seiyacg.alanv.org</p>
<p style="text-align: right;">Combat Card</p> <p><u>Combination Attack</u> User: Pegasus Seiya, Cygnus Hyoga</p> <p>Attack: +500 Defense: +000</p> <p>Additional Ability: You must have both Pegasus Seiya and Cygnus Hyoga in play or this Combat card is ignored. Afterward, they are both discarded (win or lose).</p> <p style="text-align: right;">SS Expansion Set http://seiyacg.alanv.org</p>	<p style="text-align: right;">Combat Card</p> <p><u>Cloth Regeneration</u> User: Phoenix Ikki</p> <p>Attack: +000 Defense: +000</p> <p>Additional Ability: If defending, Ikki cannot lose (if he loses, it counts as a tie).</p> <p style="text-align: right;">SS Expansion Set http://seiyacg.alanv.org</p>	<p style="text-align: right;">Assist Card</p> <p><u>All For One</u> User: Pegasus Seiya</p> <p>Additional Ability: If attacking and there are at least 3 players in the game, add the Attack of another player's Cygnus Hyoga, Andromeda Shun, or Dragon Shiryu to your Saint's Attack (cannot choose your opponent's Saint).</p> <p style="text-align: right;">SS Expansion Set http://seiyacg.alanv.org</p>