

Fullmetal Alchemist TCG

Collected Rulings Document

Last updated: November 16, 2006

Rules

- Activated abilities* A [Something] event or ability refers to an event or ability with the appropriate boldfaced designator. Thus, a card that refers to a search event or ability can only affect an event or ability that starts with **Search**. The three attributes (**Strength**, **Wits**, and **Alchemy**) are also valid designators.
- Only characters “play” events and abilities, regardless of whether the event or ability is found on a character, an event, or an attachment, or an advantage. For example, **Lust, Manipulator** can cancel an ability (but not an event) played by a character if that ability was found on an attachment attached to the character or on an advantage.
- If a card plays an activated ability and is then sent to the discard pile and returns to play that turn, it can use the activated ability again. Cards sent to the discard pile have no “memory.”
- Also see *Passive abilities* and *Costs*.
- Blocking* Blocking takes place in the maneuver step (pg. 37), after the battle has already begun but before players can take **Battle** actions.
- Blocking is a **React**, not a **Battle** action.
- A character can't block an attack the character is already participating in.
- Changing attributes* Each attribute has a value. Various cards can add to or reduce that value, either constantly (attachments, Hakuro, Trisha Elric, etc.) or temporarily (Intimidation, Arm Blade, etc.). When a card comes into play that changes a value to a certain number, the value is changed completely. Any modifiers that were previously affecting that attribute no longer apply, as long as the attribute-changing effect is in play.
- Example: Jean Havoc, Second Lieutenant* has a printed strength of 4. He has a **Military Saber** attached (+1 strength) and his game text gives him another +1 strength. Also, **Hakuro, General** is in play, giving Havoc another +1 strength (total 7).
- During the search phase, Havoc is targeted by **Stone Wall**. This reduces his strength to zero. The cards modifying Havoc do not still add to his strength, but later effects can still modify his strength. For instance, if he enters battle and you play a card on him that gives him +2 strength, his strength will be 2 until the end of the battle. At the end of the search phase (when Stone Wall's effects expire), Havoc's strength will return to 7.
- Example:* In the main phase, you attach a **Military Saber** to **Envy, Doppelganger**. His strength is now 1. Next, you use Envy's game text to copy the strength of a character with 5 strength. That sets Envy's strength to 5 (not 6) until the end of the turn. If you had used Envy's ability first (setting his strength to 5) and then attached the Saber, Envy's strength would be 6 until the end of the turn.
- Changing attribute goals* An effect that changes attribute goals changes all attribute goals. Multiple copies of the same attribute goal do not stack. Thus, a location with a goal of “Wits +1” and “Alchemy +1” targeted by **Marta, Chimera** now has a goal of “Strength +1.”
- This does not affect non-attribute goals (such as “a State Alchemist” or “a character with Toughness.”) However, cards that affect an entire goal without specifying attributes (such as **Lust, Seeking Humanity**) would erase these alternate goals.
- Defeated characters* Defeated characters do not count as characters for any purpose except uniqueness and limits on team size. They have no attributes, keywords (though you may still have more than one copy of a defeated **Mob** character in play), or abilities and cannot be targeted (except as stated below) or sacrificed. They do not retain their names for purposes of cards that reference them specifically (such as **Rose Thomas, Member of the Flock** with a defeated Father Cornello in play) or certain elements on their card. **Pillar of the People**, for instance, does not count defeated **Mob** characters, and **Number 66, Loose Cannon** does not gain a bonus for each defeated character. You cannot attach a card to a defeated character.
- Defeated characters retain their faction for purposes of passive abilities or for reference but cannot be targeted or affected by cards that reference faction and cannot play events or abilities. For example, if your Rebel leader was defeated, you still couldn't play **The Right Kind of People** and he would not be

reset by **Rally the People**. Your Rebel allies could also not be targeted by **By the Order of the Fuhrer**. Defeated leaders also retain their level.

The exception is for cards that specifically target or affect defeated characters or specific elements of a defeated character (such as a card that reads “Recover target defeated Military ally”).

Discard piles

Discard piles are public information; that is, any player can ask for information about another player’s discard pile (such as “How many copies of Card X are in your discard pile?”) or, with the permission of the owner, look through another player’s discard pile at any time.

Drawing cards

The only time a player draws cards is during the draw phase and from cards that use the word “draw.” All other means of getting cards into a player’s hand (**Sensei’s Shadow**, **Angry Mob**, etc.) do not count as drawing (for purposes of cards like **Alex Louis Armstrong**, **Strong and Beautiful**).

“Event or ability”

Many cards (**Daring Gambit**, **Cornello’s Ring**, etc.) have text that refers to “a [something] event or ability,” where [something] is “alchemy,” “react,” or similar. This should be interpreted as “a [something] event or [something] ability,” not “a [something] event or [any] ability.”

Events

[11/16/06] Events with more than one effect count as all card types printed on them at all times except when they are being played. At that point, they only count as the type being played. If a card references multiple traits of an event (such as “battle wits” events), then both of those traits must be present in one ability.

For example, an event with **Main Wits 4** and **Battle Alchemy 6** abilities could be picked by **Tim Marcoh**, **Clever Deserter** (“Add any alchemy events to your hand”) or by **Frank Archer**, **Contingency Plans** (“add 1 battle event revealed to your hand”). It could not be targeted by **Envy**, **Copycat** (“Target a search or battle wits event”) even though it has both battle and wits components. If the first ability (**Main Wits 4**) is played, it could be canceled with **Pressure** or **Nina Tucker**, **Artificial Human** but not by **Cage** or **Standoff**.

Global effects

Cards with a non-targeted effect that affect multiple cards (such as **Rally the People** and **A New Day**) during the search phase affects cards both in search parties and at home.

“Join”

In game terms, “join” effectively means “put into play by any means.” Thus, if a card says that it “will not join a Rebel leader,” it cannot be recruited and it cannot be put into play with cards such as **Father Cornello**, **Power Monger**. It may still come to your side of the table (via **Persuasion**, for instance) if it is already in play.

Leaders

Unaligned leaders must pay the recruiting penalty to recruit any character with a faction. They can only start with unaligned allies.

Locations

Locations are only “played” during the draw phase and when a card specifies that a location is “played” (usually after a location has been won). These are the only times “After this location is played” text is triggered. **Roy Mustang**, **Master Manipulator** and **A Clue for the Search**, for instance do not “play” locations, they just change the current location.

Any event or ability that changes a location’s goal, adds a battle type, or changes the location at any point in its game text, is considered to “target or affect” that location.

Loyal

If an ally with **Loyal** has multiple factions (granted by a Shou Tucker leader, for example), that ally can meet its **Loyal** requirements with any mix of factions that match its factions. For instance, a Rebel/Homunculus character with **Loyal: 2** can come into play if you have two Rebel characters, two Homunculus characters, or a Rebel and a Homunculus character in play. A character with multiple factions, however, only counts as one character for purposes of determining if it contributes to the **Loyal** count. Also see “Setup,” below.

Passive abilities

Passive abilities on characters at home still affect characters in the search party. Passive abilities on defeated cards do not have any effect. Also see *Activated abilities*.

Passive abilities on locations are active during the whole turn, not just during the search phase. Passive abilities on attachments do not function if the character bearing the attachment is defeated.

“Printed”

A card’s printed attributes are only the numbers printed on that card in its attribute icons. Modifications from abilities (active or passive) or from attachments do not count.

Playing cards and abilities

After an event card is played, but before it fully resolves, it should be placed to the side. It is not in play and not in a hand or discard pile. It should be placed in the discard pile after all its effects have resolved.

You must fully declare all parts of an event or ability, including target and cost, before any reacts to that card (including canceling) can be played.

<i>Reacts</i>	<p>If two or more players want to react to the same thing, there are two possibilities:</p> <p>1) If the players to react to an action created by a player (such as a card play or activated ability), then the player with the highest wits on his characters (or search party, during the search phase) who did not create the action has priority. The option to play a react proceeds around the table clockwise. After all other players have reacted (or chosen not to), the original player may react, and the cycle begins again.</p> <p>In a two-player game, this can be boiled down to the following: Player A takes an action. Player B has the first opportunity to react to it. Then player A can react to player B's react, player B can react to that, and so on.</p> <p>2) If the players are reacting to an occurrence not created by a player (such as using Mark of Ouroboros to react at the start of the search action step), then the active player has the first chance to react. The option to play a react proceeds around the table clockwise. After all other players have reacted (or chosen not to), the original player may react, and the cycle begins again.</p> <p><i>Timing:</i> If an event or ability has multiple effects (such as Piledriver, which gives a character +2 to strength and makes an opponent discard a card) or has multiply occurring instances of the same effect (such as a card that makes a player discard or draw multiple cards or sets or resets multiple characters), players can react to any of these individual effects, paying all costs. However, unless the react cancels the effect or takes place "before" the effect it is reacting to, the react will not occur until after all effects from the initial event or ability has resolved.</p>
<i>Requirements</i>	A requirement or limitation on an attachment or other card (such as "will only attach to a Military character" is not a cost and is not ignored by cards that let you play cards without cost.
<i>Reducing cost</i>	When an ability says that it "reduces the attribute cost of an event or ability by 1 (or any amount), to a minimum of 1," it does not raise the cost of a zero-cost ability or event to 1.
<i>Stealth</i>	Only characters with Stealth may declare an attack on a character at home. You cannot declare an attack with a Stealth character and a non-Stealth character on a character at home. Once the battle has begun, characters can move into and out of the battle as normal (such as with Alphonse Elric, Protective Soul).
<i>Toughness</i>	<p>A character with toughness is not defeated during battle resolution unless his side loses in a battle by an amount equal to or greater than his toughness. This is still the case if there are multiple attackers, all with toughness. Here are some examples (all battles are strength):</p> <ol style="list-style-type: none"> 1. Attacker: Strength 3, with Toughness: 3. Defender: Strength 4. <i>Result: No one is defeated; defender wins the battle.</i> 2. Attacker: S3/T3. Defender: S6. <i>Result: Attacker (S3/T3) is defeated; defender wins the battle.</i> 3. Attacker: S3/T3. Defender: S3. <i>Result: Defender (S3) is defeated; battle is a tie.</i> 4. Attacker: S3 and S3/T3. Defender: S4. <i>Result: S3 and S4 are defeated; attacker wins the battle.</i> 5. Attacker: S3/T3 and S3/T3. Defender: S4. <i>Result: Defender (S4) is defeated; attacker wins the battle.</i> 6. Attacker: S3/T3 and S3. Defender: S6. <i>Result: S3 and S6 are defeated; battle is a tie.</i> 7. Attacker: S3/T3 and S3/T3. Defender: S6. <i>Result: Defender (S6) is defeated; attackers are not defeated because the battle is a tie (attackers did not lose by at least 3).</i> 8. Attacker: S3/T3 and S3/T3. Defender: S9. <i>Result: Attackers are defeated; defender wins the battle.</i>
<i>Traits</i>	"Preview" traits (such as Stealth and Quick Alchemy) are legal for tournament play when the cards from that set are legal for tournament play.

Phases & Battles

<i>Setup</i>	If there are multiple start-of-game effects, they should be performed one at a time, after the leader comes into play and before any other starting cards (such as allies) come into play. If multiple players have start-
--------------	--

of-game effects they wish to use, use the Play-or-Pass system to determine order.

[11/16/06] All starting allies are revealed simultaneously. At that time, leaders are the only characters in play, so you can play **Loyal: 1** characters, but not characters with a higher loyalty number.

<i>Start of turn</i>	If there are multiple start-of-turn effects, they should be performed one at a time. If multiple players have start-of-turn effects they wish to use, use the Play-or-Pass system to determine order.
<i>Draw phase</i>	Cards are drawn one at a time. Thus, a card like Sheska, Civilian , will allow you and all opponents to see each card drawn.
<i>Battles</i>	<p>Here's an example of who is defeated when multiple characters attack. This example uses wits, but the same concepts applies to a battle with any attribute:</p> <p>Three characters (A, B, and C, with wits 2, 3, and 5, respectively) attack character D (wits 7). No actions are taken. The A/B/C team wins the battle, 10 to 7. Their player must now defeat any opposing character(s) with total wits less than 10, and the only choice is D.</p> <p>D's player may choose to defeat any opposing character(s) with total wits equal to or less than 7. He must choose to defeat A and B (total wits of 5) or A and C (total wits of 7). He cannot defeat B and C (total wits of 8) and cannot choose to defeat one or no characters.</p> <p>If a card is sent home during a battle (such as by Fletcher Tringham, "Alphonse Elric" or by Scar's Brother, Driven to Insanity), the battle continues as normal (though this may have an effect on who can play abilities and events).</p> <p>Cards drawn or played after battle resolution and after characters have been defeated (such as by The Sinner's Body and Alex Louis Armstrong, Expert Woodcutter, for instance) cannot have an effect on the battle, which has already ended.</p> <p>Also see <i>Blocking</i>, above.</p>

Individual Cards

<i>A Job Well Done</i>	<p><i>Erratum:</i> This card should be played as written ("Search Wits 5"), not as indicated by the strength icon in the corner.</p> <p>This card does target the current location.</p>
<i>Alphonse Elric, Bodyguard</i>	<p><i>Chase version only.</i> The collector's number on this card is wrong. It should be 3/9d.</p>
<i>Alphonse Elric, Sidekick</i>	<p>This ability is required, not optional. It must be used when you or your opponent would set your leader. This includes setting as a cost of an ability or to initiate an attack.</p>
<i>Arid Desert</i>	<p><i>Erratum:</i> "Characters moved home during the search phase are defeated."</p> <p>Cards are defeated only if they are moved home during the search phase – typically by a search action that moves characters home. All characters move home naturally during the cleanup phase; Arid Desert's game text would not take effect at this time.</p>
<i>Artificial Human</i>	<p>After it is played and fully resolved, Artificial Human is still an event, but cannot be canceled by cards that cancel an event. It is attached to a character, but is not an attachment. If it is removed from play, the character it is attached to stays in play but loses the "Sin" keyword.</p>
<i>Basque Grand, Tucker's Patron</i>	<p><i>Erratum:</i> This card should be a level 2 leader.</p>
<i>Birthday Party</i>	<p>[11/16/06] (<i>Holiday version</i>) This card's full text is: "Main Wits 5: Target a player with more than 8 cards in his hand. He reveals his hand, and you choose 4 cards. He shuffles all other cards into his deck."</p>
<i>Block</i>	<p>If this card is canceled, the character playing it is not set. Setting a character is a cost of blocking. Playing the Block card does not create a block in its own right but instead grants the character the ability to block.</p>
<i>Bull's-eye</i>	<p><i>Clarification:</i> This card can target advantages at home.</p>
<i>Burning the Past</i>	<p><i>Erratum:</i> "May only be played by an Elric faction character. Main Alchemy 5: Each player shuffles his hand and discard pile into their draw deck and draws 4 cards. Remove Burning the Past from the game."</p>
<i>Catch the Train</i>	<p>After the created search phase has ended, all characters move home; they do not set or reset. The main</p>

	phase then continues, with the player to the left of the player who played Catch the Train taking the next action or passing.
<i>Caught Off Guard</i>	<i>Erratum:</i> “ React Strength: After this character wins a battle, instead of defeating any losing characters, defeat target character with strength less than a losing character.”
<i>Claire, Nurse</i>	Characters are returned to play at a player’s home. <i>Erratum:</i> Her activated ability should begin: “ React Wits: After one of your mob allies is defeated in battle, put target mob ally...”
<i>Challenge the Sun</i>	Targets (attacker and defender) must be chosen before this card can be canceled. [11/16/06] <i>Erratum:</i> “ Main Strength: Begin a battle of strength. Target one of your ready characters to attack and a character with equal or higher strength controlled by another player to defend. No other characters can assign or move into this battle.”
<i>Dante, Reclusive Herbalist</i>	<i>Erratum:</i> Change passive text to “Dante gains the faction of each of your allies. Dante cannot gain experience or level up, even while Dante is defeated.”
<i>Dark Alleys</i>	During the power-up phase, leaders can either gain two experience or level up (gaining no experience). They cannot level up and gain one experience.
<i>Do Our Bidding</i>	This card can react to any card that forces a player to discard his hand before drawing (such as Nightmares or Burning the Past). In the case of conditional draws (such as Maes Hughes, Analyst) or events or abilities that may draw a variable number of cards, this card must be played after the event or ability is announced and all costs are paid but before the result of the draw is known.
<i>Edward Elric, Difficult Experience</i>	<i>Erratum:</i> Change activated ability to “Battle Alchemy 8: Play an event from your experience as though it were in your hand. If you play an event in this way, choose a card in your hand and add it to Edward Elric’s experience.”
<i>Edward Elric, Researcher</i>	[11/16/06] <i>Erratum:</i> “ React Alchemy X: Cancel an event with cost less than X targeting you or one of your alchemists.”
<i>Elric House Ruins</i>	<i>Erratum:</i> “Increase the attribute cost of all events and abilities by 2.”
<i>Envy, Copycat</i>	[11/16/06] <i>Erratum:</i> “ Main Wits: Target a search or battle wits event in your discard pile. Remove that card from the game. Until the end of the turn, Envy can play that card once.”
<i>Envy, Father Cornello</i>	When he comes into play, you must discard any Envy allies you have in play.
<i>Envy, Homunculus</i>	The <i>Premier Edition</i> version of this card (FMA 68/240 R) is considered to have the same name as the promo Envy, Homunculus (OP2006 6).
<i>Father Cornello, Lust’s Ringbearer</i>	<i>Erratum:</i> His text should read: “Set target ally with cost lower than X.”
<i>Follow me!</i>	<i>Clarification:</i> To use this card, you must play it on one of your characters with alchemy 5 (or less, if using Equivalent Exchange). You may then copy one of that character’s attributes onto another character – yours or an opponent’s – until the end of the search phase.
<i>Gluttony, Big Fists</i>	[11/16/06] <i>Erratum:</i> “ Main Strength: Target a search or battle strength event in your discard pile. Remove that card from the game. Until the end of the turn, Envy can play that card once.”
<i>Halling, Innkeeper</i>	<i>Erratum:</i> The demo deck version of Halling has a 5 strength and 4 wits, while the version found in booster packs and starter decks has a 3 strength and 5 wits. All versions should be played as a 3 strength, 5 wits character.
<i>Hawkeye’s Pistol</i>	<i>Erratum:</i> Replace “personality” with “character.”
<i>In Over Your Head</i>	If the target has a printed strength of 0, this card will defeat him if his current strength is 1 or greater.
<i>Infiltration</i>	When naming a card, you can either give the card’s full name or designate it uniquely by describing it (such as “the Edward Elric who cancels events” when naming Edward Elric, Researcher or “the event that cancels an alchemy ability or event” when naming Daring Gambit). In tournaments, however, such descriptions are subject to a judge’s interpretation, if the opponent calls for a judge.

<i>Lessons from the Past</i>	<i>Erratum:</i> Add passive text “Lessons from the Past can only be played if your leader has one or more experience.”
<i>Majhal, Monster Hunter</i>	<i>Erratum:</i> His ability should begin: “ Main Alchemy Sacrifice an ally: Put target ally with equal or lower cost...”
<i>Majhal, Psychotic Alchemist</i>	<i>Erratum:</i> His text should read: “Set target ally with cost of X or lower.”
<i>Mark of the Ouroboros</i>	<i>Erratum:</i> Add the “Unique” designator. <i>Erratum:</i> The activated ability should read: “ React Wits 6: At the start of the action step, after the active player has been determined, play a Search action.”
<i>Mobilization</i>	<i>Erratum:</i> Change the activated ability to “ Search Wits 6: Move any number of your target characters into the search party from home.”
<i>Momentum</i>	<i>Erratum:</i> “ React Alchemy 5: After one of your characters receives an attribute bonus from an event or activated ability, double that bonus.” Each playing of Momentum doubles the currently existing bonus. Thus, if you started with a +2 bonus and played Momentum once, the bonus would become +4. If it were played again, the bonus would become +8, then +16, and so on.
<i>More</i>	[11/16/06] (<i>Holiday version</i>) This card’s full text is: “ Main Wits 5: Draw 2 cards. Reveal your hand to your opponents.”
<i>Mugear’s Manse</i>	<i>Erratum:</i> After searching their decks for a card with “Red Water” in the title, that card should be put in the player’s hand.
<i>Outcast, Ishbalan Exile</i>	[11/16/06] <i>Erratum:</i> This card’s text should be self referential: “Outcast will not join a Rebel leader.”
<i>Overconfident</i>	<i>Erratum:</i> “ React Wits 4: After a character receives an attribute bonus from an event or activated ability, set that character.”
<i>Persuasion</i>	<i>Erratum:</i> May only be played by a Homunculus ally. Main Wits Set this character: You gain control of target ally with cost lower than this character’s cost until end of turn. You cannot sacrifice that ally or declare an attack with that ally while you control it. You may only play Persuasion if you could legally play the character from your hand for purposes of uniqueness. In other words, you can’t bring over a non-mob character if you control a copy of that character with the same name. You can, however, bring over a villain character if you have a hero leader, or vice versa. You can’t use Persuasion to move a character with a unique attachment to your side of the table if you have a copy of that attachment already in play. After Persuasion expires, if uniqueness would be broken by the character moving back to your side of the table (in terms of unique characters or unique attachments), you must sacrifice the unique card(s) on your side of the table before bringing the other card(s) back.
<i>Plan B</i>	Although the first ability of Plan B is not a react, it should be treated as such with regards to the <i>Timing</i> section of <i>Reacts</i> , above. In other words, if you must discard multiple cards due to an opponent’s event or ability and you discard one or more Plan Bs, you do not draw any cards until after the discard effect has fully resolved and all cards have been discarded (as well as any other effects on the card). Even if you have a choice of what to discard, if you discard Plan B, you still draw the 3 cards.
<i>Red Water Caverns</i>	<i>Erratum:</i> The chase version of this card (5/5 Xa) has the wrong battle and goal types. It should be the same as the non-chase version (Battle: Strength and Wits, Goal: Alchemy +3).
<i>Red Water Fever</i>	The activated ability granted by this card has no targets. It is affecting the attachments, not the character.
<i>Reflection</i>	<i>Clarification:</i> “...and you have fewer cards <i>in your hand</i> ...”
<i>Reinforcements</i>	<i>Erratum:</i> This card should be played as written (“ Main Strength 5 ”), not as indicated by the wits icon in the corner.
<i>Resembool Graveyard</i>	All versions of this card use the updated game text: “Elric faction characters get +1 to each attribute.”

	<i>Erratum:</i> This card should have the “Resembool” keyword.
<i>Riverside</i>	The text should read: “Attachments do not give abilities or attribute bonuses or penalties.”
<i>Roy Mustang, Administrator</i>	<i>Erratum:</i> The chase version of this card (3/10 Xb) erroneously has the Hero keyword. It should have the same keywords as the non-chase version: Human, Soldier, and State Alchemist .
<i>Roy Mustang, Jaded Officer</i>	<i>Erratum:</i> His ability should last until end of turn.
<i>Russell Tringham, Edward Elric</i>	The player targeted by Russell must choose to set one of his ready characters, if he has one.
<i>Scar, Alchemist Hunter</i>	His ability has two targets: himself and the defending character.
<i>Scar, Brawler</i>	<i>Erratum:</i> The transmuted version of this card (SC 1/2 T) erroneously has the Military faction. It is a Rebel leader. <i>Erratum:</i> His ability lasts until the end of the turn.
<i>Scar, Forging the Stone</i>	[11/16/06] Erratum: The regular version of this card (SDS 12/140) has the wrong alchemy. It should be 6, as seen on the transmutation version (SDS SC 1/1).
<i>Scar, Harbinger of Chaos</i>	<i>Erratum:</i> The transmuted version of this card (SC 2/2 T) erroneously has the Military faction. It is a Rebel leader.
<i>Scar’s Brother, The Cause of It All</i>	[11/16/06] Erratum: The chase version of this card (SDS 3/9 Xb) should say “Your target other zealot ally,” matching the text on the regular version of the card (SDS 72/140). <i>Erratum:</i> Scar’s Brother is not a hero.
<i>Security Guard, New Recruit</i>	This card should read, “Cancel a react,” not “Cancel a reaction.”
<i>Sensei’s Shadow</i>	[11/16/06] (Holiday version) This card’s full text is: “ Main Alchemy 7: Search your deck for any card. Add it to your hand.”
<i>Sidetracked</i>	If you play a second Sidetracked while your leader is out of play, he will gain 6 experience when he returns to play. An out-of-play leader cannot recruit. A leader does not lose his attachments when he is out of play.
<i>Sneak Thief</i>	When you move an attachment using Sneak Thief, you must pay all costs and meet all requirements for attaching the card to its new bearer as if you were playing it from your hand. This includes cost, faction restrictions, keyword restrictions, etc. You cannot play Sneak Thief if you cannot legally make this attachment or if you choose not to pay any costs involved. You cannot use Sneak Thief to move a unique attachment to your side of the table if you already have a copy of that unique attachment in play. If you play a Sneak Thief to move an attachment to an opponent’s character, you must still pay the costs as if you were attaching it to your own character. If the new attachment would require the opponent to sacrifice a card, then he may disallow the attachment, and Sneak Thief is cancelled.
<i>Spooky Shadows</i>	[11/16/06] Erratum: The non-chase version of this card (SDS 87/140) incorrectly gives a bonus to strength instead of wits. It should give a +1 to wits, as printed on the chase version.
<i>Stones of Life</i>	<i>Erratum:</i> The second sentence of text should read, “Before this character is defeated, move him home and set him instead.”
<i>Temple Square</i>	<i>Erratum:</i> This card should have the “Liore” keyword.
<i>The Armstrong Family Gloves</i>	When this card sends a character to the discard pile, that character is not defeated. Effects that trigger off a character being defeated (or “before a character is defeated”) do not trigger. However, undefeatable characters (attacking Maes Hughes, Dedicated Soldier or any Roy Mustang with Liza Hawkeye, Sharpshooter out) will not be discarded by the Gloves.
<i>The Confident Hero</i>	<i>Erratum:</i> The activated ability should read: “ Search Wits Set this character: Set up to two target villain characters in a search party.”
<i>The Elric Brothers, The</i>	This ally has a cost of 6 when started with or played by Izumi Curtis, Teacher .

Only Family They've Got

The Sinner's Body

When you play this card, the battle has already resolved; the auto-mail attachment does not change the outcome of the battle and the character will still be defeated.

Walking Tall

This card only transfers one attribute bonus. For example, if your character received +2/+2/+2 to strength/wits/alchemy, you could choose to move one of the +2 bonuses (making it +4/0/+2, for instance); you could not move both +2 bonuses to one attribute, giving it a +6.

*Zolf J. Kimbly,
Lunatic Prisoner*

Erratum: The subtitle on the chase version of this card (AG 3/8 Xa) is misspelled "Luncatic Prisoner."

There are no *Premier Edition* chase cards with the numbers 10/10b, 10/10c, and 9/9d.

Questions, comments, corrections should be sent to rules@fma-tcg.com