4E_RED

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COLLABORATORS

	TITLE : 4E_RED		
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4E_RED

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              Fourth Edition - Red Cards

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```

1.2 Burrowing

```
Burrowing

Color     = Red
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Enchant Creature
Cost      = R
```

```
Artist    = Mark Poole
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text(4E): Target creature gains mountainwalk.

Text(RV): Target creature gains mountainwalk.

Text(UL): Target creature gains mountainwalk.
```

 NO RULINGS

1.3 Chaoslace

```
Chaoslace

Color     = Red
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Interrupt
Cost      = R
Artist    = Dameon Willich
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Change  the  color  of  target  spell or target permanent to red.
          Costs  to cast, tap, maintain, or use a special ability of target
          remain unchanged.

Text(RV): Changes  the  color of one card either being played or already in
          play  to  red.  Cost  to  cast,  tap, maintain, or use a special
          ability of target card remains entirely unchanged.

Text(UL): Changes  the  color of one card either being played or already in
          play  to  red.  Cost  to  cast,  tap, maintain, or use a special
          ability of target card remains entirely unchanged.
```

  Rulings

1.4 Disintegrate

```
Disintegrate

Color     = Red
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Sorcery
Cost      = XR
Artist    = Anson Maddocks
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text(4E): Disintegrate  deals  X  damage to target creature or player.  The
          target  cannot  regenerate  until  end  of  turn.  If the target
          receives  lethal  damage  this  turn,  remove  it  from  the game
          entirely.
```

```
Text(RV): Disintegrate  does  X  damage to one target.  If target dies this
          turn, it is removed from the game entirely.

Text(UL): Disintegrate  does  X  damage to one target.  If target dies this
          turn,  it  is  removed  from  the  game  entirely  and  cannot be
          regenerated.  Return target to its owner's deck only when game is
          over.
```

   Rulings

1.5 Dragon Whelp

```
Dragon Whelp

Color     = Red
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Dragon (2/3)
Cost      = 2RR
Artist    = Amy Weber
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text(4E): Flying,
          <R>:  +1/+0  until end of turn.  If you spend more than <RRR> in
          this way during one turn, destroy Dragon Whelp at end of turn.

Text(RV): Flying
          <R>:  +1/+0;  if more than <RRR> is spent in this way during one
          turn, Dragon Whelp is killed at end of turn.

Text(UL): Flying,
          <R>:  +1/+0  until  end of turn.  If more than <RRR> is spent in
          this way, Dragon Whelp is destroyed at end of turn.

Flavor Text: "O to be a dragon... of silkworm size or immense..."
             ---Marianne Moore, "O to Be a Dragon"
```

   Rulings

1.6 Dwarven Warriors

```
Dwarven Warriors

Color     = Red
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Summon Dwarves (1/1)
Cost      = 2R
Artist    = Douglas Shuler
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text(4E): <T>:  Target  creature  with  power  no  greater  than 2 becomes
          unblockable  until  end of turn.  Other effects may later be used
          to increase the creature's power beyond 2.
```

```
Text(RV): <T>:   Make  a  creature  of  power no greater than 2 unblockable
          until  end  of  turn.   Other cards may later be used to increase
          creature's power beyond 2.

Text(UL): <T>:   Make  a  creature  of  power no greater than 2 unblockable
          until  end  of  turn.   Other  cards  may  be  used  to  increase
          creature's power beyond 2 after defense is chosen.
```

   Rulings

1.7 Earth Elemental

```
Earth Elemental

Color     = Red
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Elemental (4/5)
Cost      = 3RR
Artist    = Dan Frazier
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Flavor Text: Earth Elementals have the eternal strength of stone and
             the endurance of mountains. Primordially connected to
             the land they inhabit, they take a long-term view of
             things, scorning the impetuous haste of short-lived
             mortal creatures.
```

 NO RULINGS

1.8 Earthquake

```
Earthquake

Color     = Red
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Sorcery
Cost      = XR
Artist    = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Earthquake  deals  X  damage  to  each  player  and each creature
          without flying.

Text(RV): Does  X  damage  to  each  player and each non-flying creature in
          play.

Text(UL): Does  X  damage  to  each  player and each non-flying creature in
          play.
```

   Rulings

1.9   Fire Elemental

```
Fire Elemental

Color     = Red
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Elemental (5/4)
Cost      = 3RR
Artist    = Melissa Benson
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Flavor Text: Fire Elementals are ruthless infernos, annihilating and
             consuming their foes in a frenzied holocaust. Crackling
             and blazing, they sear swift, terrible paths, leaving the
             land charred and scorched in their wake.

 NO RULINGS
```

1.10   Fireball

```
Fireball

Color     = Red
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Sorcery
Cost      = XR
Artist    = Mark Tedin
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text(4E): Fireball  deals  X  damage, divided evenly (round down) among any
          number of target creatures and/or players.  Pay an additional <1>
          for each target beyond the first.

Text(RV): Fireball  does  X damage total, divided evenly (round down) among
          any  number  of targets.  Pay 1 extra mana for each target beyond
          the first.

Text(UL): Fireball  does  X damage total, divided evenly (round down) among
          any  number  of targets.  Pay 1 extra mana for each target beyond
          the first.

  Rulings
```

1.11   Firebreathing

```
Firebreathing

Color     = Red
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Enchant Creature
Cost      = R
Artist    = Dan Frazier
```

```
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text(4E): <R>: Target creature Firebreathing enchants gets +1/+0 until end
          of turn.

Text(RV): <R>: +1/+0

Text(UL): <R>: +1/+0

Flavor Text: "And topples round the dreary west A looming
              bastion fringed with fire."
              ---Alfred, Lord Tennyson, "In Memoriam"

 NO RULINGS
```

1.12 Flashfires

```
Flashfires

Color     = Red
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Sorcery
Cost      = 3R
Artist    = Dameon Willich
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text(4E): Destroy all plains.

Text(RV): All plains in play are destroyed.

Text(UL): All plains in play are destroyed.

 NO RULINGS
```

1.13 Goblin Balloon Brigade

```
Goblin Balloon Brigade

Color     = Red
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Goblins (1/1)
Cost      = R
Artist    = Andi Rusu
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text(4E): <R>: Flying until end of turn.

Text(RV): <R>: Gains flying ability until end of turn.

Text(UL): <R>: Goblins gain flying ability until end of turn.  Controller
          may not choose to make goblins fly after they have been blocked.
```

```
Flavor Text: "From up here we can drop rocks and arrows and more rocks!"
             "Uh, yeah boss, but how do we get down?"

   Rulings
```

1.14 Goblin King

```
Goblin King

Color     = Red
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Summon Lord (2/2)
Cost      = 1RR
Artist    = Jesper Myrfors
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): All Goblins gain mountainwalk and get +1/+1.

Text(RV): All  goblins  in play gain mountainwalk and +1/+1 while this card
          remains in play.

Text(UL): Goblins  in  play  gain  mountainwalk  and  +1/+1 while this card
          remains in play.

Flavor Text: To become king of the Goblins, one must assassinate the
             previous king. Thus, only the most foolish seek positions
             of leadership.

   Rulings
```

1.15 Gray Ogre

```
Gray Ogre

Color     = Red
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Summon Ogre (2/2)
Cost      = 2R
Artist    = Dan Frazier
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Flavor Text: The Ogre philosopher Gnerdel believed the purpose of life
             was to live as high on the food chain as possible. She
             refused to eat vegetarians, and preferred to live entirely
             on creatures that preyed on sentient beings.

 NO RULINGS
```

1.16 Hill Giant

```
Hill Giant

Color    = Red
Rarity   = A/B/UL(C) / RV(C) / 4E(C)
Type     = Summon Giant (3/3)
Cost     = 3R
Artist   = Dan Frazier
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Flavor Text: Fortunately, Hill Giants have large blind spots in which
             a human can easily hide. Unfortunately, these blind spots
             are beneath the bottoms of their feet.

  NO RULINGS
```

1.17   Hurloon Minotaur

```
Hurloon Minotaur

Color    = Red
Rarity   = A/B/UL(C) / RV(C) / 4E(C)
Type     = Summon Minotaur (2/3)
Cost     = 1RR
Artist   = Anson Maddocks
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Flavor Text: The Minotaurs of the Hurloon Mountains are known for their
             love of battle. They are also known for their hymns to the
             dead, sung for friend and foe alike. These hymns can last
             for days, filling the mountain valleys with their low,
             haunting sounds.

  NO RULINGS
```

1.18   Ironclaw Orcs

```
Ironclaw Orcs

Color    = Red
Rarity   = A/B/UL(C) / 4E(C)
Type     = Summon Orcs (2/2)
Cost     = 1R
Artist   = Anson Maddocks
Print run = A(16,000) / B(48,000) / UL(244,500) / 4E(3,600,000)

Text(4E): Cannot be assigned to block any creature with power greater than 1.

Text(UL): Cannot be used to block any creature of power more than 1.

Flavor Text: Generations of genetic weeding have given rise to the
             deviously cowardly Ironclaw clan. To say that Orcs in
```

```
                      general are vicious, depraved, and ignoble does not do
                      justive to the Ironclaws.
```

  NO RULINGS

1.19   Keldon Warlord

```
Keldon Warlord

Color     = Red
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Lord (*/*)
Cost      = 2RR
Artist    = Kev Brockschmidt
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

```
Text(4E): Keldon  Warlord  has power and toughness each equal to the number
          of  non-wall  creatures  you  control,  including  Warlord.   For
          example,  if you control two other non-wall creatures, Warlord is
          3/3.   If one of those creatures leaves play, Warlord immediately
          becomes 2/2.
```

```
Text(RV): The  *s  below are the number of non-wall creatures on your side,
          including  Warlord.   Thus,  if  you  have  two  other  non-wall
          creatures,  Warlord  is 3/3.  If one of those creatures is killed
          during the turn, Warlord immediately becomes 2/2.
```

```
Text(UL): The Xs below are the number of non-wall creatures in play on your
          side,  including  Warlord.   Thus,  if  you have 2 other non-wall
          creatures,  Warlord  is 3/3.  If one of those creatures is killed
          during the turn, Warlord immediately becomes 2/2.
```

  Rulings

1.20   Lightning Bolt

```
Lightning Bolt

Color     = Red
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Instant
Cost      = R
Artist    = Christopher Rush
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
```

```
Text(4E): Lightning Bolt deals 3 damage to target creature or player.
```

```
Text(RV): Lightning Bolt does 3 damage to one target.
```

```
Text(UL): Lightning Bolt does 3 damage to one target.
```

  NO RULINGS

1.21   Mana Flare

```
Mana Flare

Color     = Red
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Enchantment
Cost      = 2R
Artist    = Christopher Rush
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)
```

Text(4E): Whenever a player taps a land for mana, it produces an additional
         mana of the same type.

Text(RV): Whenever either player taps a land for mana, it produces 1 extra
         mana of the appropriate type.

Text(UL): Whenever either player taps land for mana, each land produces 1
         extra mana of the appropriate type.

   Rulings

1.22   Manabarbs

```
Manabarbs

Color     = Red
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Enchantment
Cost      = 3R
Artist    = Christopher Rush
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)
```

Text(4E): Each time any land is tapped for mana, Manabarbs deals 1 damage
         to that land's controller.

Text(RV): Whenever mana is drawn from a land, Manabarbs does 1 damage to
         the land's controller.

Text(UL): Whenever a land is tapped for mana, Manabarbs does 1 damage to
         the land's controller.

   Rulings

1.23   Mons's Goblin Raiders

```
Mons's Goblin Raiders

Color     = Red
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Summon Goblins (1/1)
Cost      = R
```

```
Artist    = Jeff A. Menges
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
```

Flavor Text: The intricate dynamics of Rundvelt Goblin affairs are
             often confused with anarchy. The chaos, however, is the
             chaos of a thundercloud, and direction will sporadically
             and violently appear. Pashalik Mons and his raiders are
             the thunderhead that leads in the storm.

   NO RULINGS

1.24 Orcish Artillery

Orcish Artillery

```
Color     = Red
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Orcs
Cost      = 1RR
Artist    = Anson Maddocks
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

Text(4E): <T>: Orcish Artillery deals 2 damage to target creature or
          player and 3 damage to you.

Text(RV): <T>: Orcish Artillery does 2 damage to target creature or player
          but it also does 3 damage to you.

Text(UL): Tap to do 2 damage to any target, but you suffer three damage as
          well.

Flavor Text: In a rare display of ingenuity, the Orcs invented an
             incredibly destructive weapon. Most Orcish artillerists
             are those who dared criticize its effectiveness.

   Rulings

1.25 Orcish Oriflamme

Orcish Oriflamme

```
Color     = Red
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Enchantment
Cost      = 3R
Artist    = Dan Frazier
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

Text(4E): All attacking creatures you control get +1/+0.

Text(RV): During your attack, all of your attacking creatures gain +1/+0.

Text(UL): When attacking, all your attacking creatures gain +1/+0.

   Rulings

1.26   Power Surge

Power Surge

```
Color     = Red
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Enchantment
Cost      = RR
Artist    = Douglas Shuler
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)
```

Text(4E): During each player's upkeep, Power Surge deals that player 1
          damage for each land he or she controls that was untapped at the
          beginning of the turn, before the upkeep phase.

Text(RV): At the beginning of a player's turn, before the untap phase, the
          player must take a counter for each of his or her lands that is
          not tapped. During the player's upkeep, Power Surge does 1
          damage to that player for each counter; the counters are then
          discarded.

Text(UL): Before untapping lands at the start of a turn, each player takes
          1 damage for each land he or she controls but did not tap during
          the previous turn.

   Rulings

1.27   Red Elemental Blast

Red Elemental Blast

```
Color     = Red
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Interrupt
Cost      = R
Artist    = Richard Thomas
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
```

Text(4E): Counters a blue spell being cast or destroys a blue card in play.

Text(RV): Counters a blue spell being cast or destroys a blue card in play.

Text(UL): Counters a blue spell being cast or destroys a blue card in play.

   Rulings

1.28 Shatter

```
Shatter

Color     = Red
Rarity    = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
Type      = Instant
Cost      = 1R
Artist    = Amy Weber (A/B/UL/RV/4E) / Bryon Wackwitz (IA)
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
            IA(2,047,000)

NOTE: The Ice Age card has different artwork. It also had
      Flavor Text added to the card's text.

Text(IA): Destroy target artifact.

Text(4E): Destroy target artifact.

Text(RV): Shatter destroys target artifact.

Text(UL): Shatter destroys target artifact.

Flavor Text: "Let the past be the past. Do not call up that which you cannot
              put down. Destroy that which destroyed us, so long ago."
                ---Sorine Relicsbane, Soldevi Heretic.

   Rulings
```

1.29 Shivan Dragon

```
Shivan Dragon

Color     = Red
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Summon Dragon (5/5)
Cost      = 4RR
Artist    = Melissa Benson
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Flying
          <R>: +1/+0 until end of turn.

Text(RV): Flying
          <R>: +1/+0

Text(UL): Flying
          <R>: +1/+0 until end of turn.

Flavor Text: While it's true most Dragons are cruel, the Shivan Dragon
             seems to take particular glee in the misery of others,
             often tormenting its victims much like a cat plays with
             a mouse before delivering the final blow.
```

Rulings

1.30   Smoke

```
Smoke

Color     = Red
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Enchantment
Cost      = RR
Artist    = Jesper Myrfors
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)
```

Text(4E): No player may untap more than one creature during his or her
         untap phase.

Text(RV): Each player can untap only one creature during his or her untap
         phase.

Text(UL): Each player can untap only one creature during his or her untap
         phase.

Rulings

1.31   Stone Giant

```
Stone Giant

Color     = Red
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Giant (3/4)
Cost      = 2RR
Artist    = Dameon Willich
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

Text(4E): <T>: Target creature you control, which must have a toughness
         less than Stone Giant's power, gains flying until end of turn.
         Destroy that creature at end of turn. Other effects may later be
         used to increase the creature's toughness beyond Stone Giant's
         power.

Text(RV): <T>: Make one of your own creatures a flying creature until end
         of turn. Target creature, which must have toughness less than
         Stone Giant's power at the time it gains flying ability, is
         killed at end of turn.

Text(UL): <T>: Make one of your own creatures a flying creature until end
         of turn. Target creature, which must have toughness less than
         Stone Giant's power, is destroyed at end of turn.

Rulings

1.32 Stone Rain

```
Stone Rain

Color     = Red
Rarity    = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
Type      = Sorcery
Cost      = 2R
Artist    = Daniel Gelon (A/B/UL/RV/4E) / Kaja Foglio (IA)
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
            IA(2,047,000)

NOTE: The Ice Age card has different artwork. It also had
      Flavor Text added to the card's text.

Text(IA): Destroy target land.

Text(4E): Destroy target land.

Text(RV): Destroys any one land.

Text(UL): Destroys any one land.

Flavor Text: "May the forces that took Argoth beneath the
              waves never come among us again."
                ---Arcum Dagsson, Soldevi Machinist

 NO RULINGS
```

1.33 Tunnel

```
Tunnel

Color     = Red
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Instant
Cost      = R
Artist    = Dan Frazier
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text(4E): Bury target wall.

Text(RV): Buries one wall.

Text(UL): Destroys 1 wall. Target wall cannot be regenerated.

 NO RULINGS
```

1.34 Uthden Troll

```
Uthden Troll
```

```
Color     = Red
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Troll (2/2)
Cost      = 2R
Artist    = Douglas Shuler
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

Text(4E): <R>: Regenerate

Text(RV): <R>: Regenerates

Text(UL): <R>: Regenerates

Flavor Text: "Oi oi oi, me gotta hurt in 'ere, Oi oi oi, me smell a
              ting is near, Gonna bosh 'n gonna nosh 'n da hurt'll
              disappear."
              ---Traditional

  NO RULINGS

1.35 Wall of Fire

Wall of Fire

```
Color     = Red
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Wall (0/5)
Cost      = 1RR
Artist    = Richard Thomas
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

Text(4E): <R>: +1/+0 until end of turn.

Text(RV): <R>: +1/+0

Text(UL): <R>: +1/+0 until end of turn.

Flavor Text: Conjured from the bowels of hell, the fiery wall forms
             an impassible barrier, searing the soul of any creature
             attempting to pass through its terrible bursts of flame.

   Rulings

1.36 Wall of Stone

Wall of Stone

```
Color     = Red
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Wall (0/8)
Cost      = 1RR
Artist    = Dan Frazier
```

Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Flavor Text: The Earth herself lends her strength to these walls of
             living stone, which possess the stability of ancient
             mountains. These mighty bulwarks thwart ground-based
             troops, providing welcome relief for weary warriors
             who defend the land.

 NO RULINGS