4E_WHITE

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4E_WHITE

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               Fourth Edition - White Cards

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1.2 Animate Wall

```
Animate Wall

Color  = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type   = Enchant Wall
Cost   = W
Artist = Dan Frazier

Text(4E): Target wall can now attack.

Text(RV): Target wall can now attack. Target wall's power and toughness
          are unchanged by this Enchantment, even if its power is 0.

Text(UL): Target wall can now attack. Target wall's power and toughness
          are unchanged, even if its power is 0.

 NO RULINGS
```

1.3 Armageddon

```
Armageddon

Color  = White
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R) / PT(R)
Type   = Sorcery
Cost   = 3W
Artist = Jesper Myrfors / John Avon (PT)

Text(PT): Destroy all lands. (This includes your lands.)

Text(4E): Destroy all lands.

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

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

  Rulings
```

1.4 Balance

```
Balance

Color  = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type   = Sorcery
Cost   = 1W
Artist = Mark Poole

Text(4E): Each player sacrifices enough lands to equalize the number of
          lands all players control. The player who controls the fewest
```

lands cannot sacrifice in this way. All players then equalize
cards in hand and then creatures in play the same way.

Text(RV): Whichever player has more lands in play must discard enough lands
of his or her choice to equalize the number of lands both players
have in play. Next, equalize the cards in hand and then
creatures in play the same way. Creatures lost in this manner
are considered buried.

Text(UL): Whichever player has more lands in play must discard enough lands
of his or her choice to equalize the number of lands both players
have in play. Cards in hand and creatures in play must be
equalized the same way. Creatures lost in this manner may not be
regenerated.

   Rulings

1.5 Benalish Hero

Benalish Hero

Color = White
Rarity = A/B/UL(C) / RV(C) / 4E(C)
Type   = Summon Hero (1/1)
Cost   = W
Artist = Douglas Shuler

Text(4E): Banding

Text(RV): Bands

Text(UL): Bands

Flavor Text: Benalia has a complex caste system that changes with
the lunar year. No matter what the season, the only
caste that cannot be attained by either heredity or
money is that of the hero.

 NO RULINGS

1.6 Black Ward

Black Ward

Color = White
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type   = Enchant Creature
Cost   = W
Artist = Dan Frazier

Text(4E): Target creature gains protection from black. The protection
granted by Black Ward does not destroy Black Ward.

```
Text(RV): Target creature gains protection from black.

Text(UL): Target creature gains protection from black.
```

   Rulings

1.7 Blessing

```
Blessing

Color  = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type   = Enchant Creature
Cost   = WW
Artist = Julie Baroh

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

Text(RV): <W>: +1/+1

Text(UL): <W>: Target creature gains +1/+1 until end of turn.
```

   Rulings

1.8 Blue Ward

```
Blue Ward

Color  = White
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type   = Enchant Creature
Cost   = W
Artist = Dan Frazier

Text(4E): Target creature gains protection from blue. The protection
          granted by Blue Ward does not destroy Blue Ward.

Text(RV): Target creature gains protection from blue.

Text(UL): Target creature gains protection from blue.
```

   Rulings

1.9 Castle

```
Castle

Color  = White
```

```
Rarity  = A/B/UL(U) / RV(U) / 4E(U)
Type    = Enchantment
Cost    = 3W
Artist  = Dameon Willich

Text(4E): Untapped creatures you control get +0/+2 when not attacking.

Text(RV): Your untapped creatures gain +0/+2. Attacking creatures do not
          get this bonus.

Text(UL): Your untapped creatures gain +0/+2. Attacking creatures lose
          this bonus.
```

  Rulings

1.10   Circle of Protection: Black

```
Circle of Protection: Black

Color   = White
Rarity  = B/UL(C) / RV(C) / 4E(C) / IA(C)
Type    = Enchantment
Cost    = 1W
Artist  = Jesper Myrfors (A/B/UL/RV/4E) / Sandra Everingham (IA)

NOTE: COP: Black was not in the Alpha Edition.

NOTE: The Ice Age card has different artwork.

Text(IA): <1>: Prevent all damage against you from one black source. If a
          source deals damage to you more than once in a turn, you must pay
          <1> each time to prevent the damage.

Text(4E): <1>: Prevent all damage against you from one black source. If a
          source deals damage to you more than once in a turn, you must pay
          <1> each time to prevent the damage.

Text(RV): <1>: Prevents all damage against you from one black source. If
          a source does damage to you more than once in a turn, you must
          pay 1 mana each time you want to prevent the damage.

Text(UL): <1>: Prevents all damage against you from one black source. If
          a source does damage to you more than once in a turn, you must
          pay 1 mana each time to prevent the damage.
```

  Rulings

1.11   Circle of Protection: Blue

```
Circle of Protection: Blue

Color   = White
```

```
Rarity  = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
Type    = Enchantment
Cost    = 1W
Artist  = Dameon Willich (A/B/UL/RV/4E) / Pete Venters (IA)

NOTE: The Ice Age card has different artwork.

Text(IA): <1>: Prevent all damage against you from one blue source. If a
          source deals damage to you more than once in a turn, you must pay
          <1> each time to prevent the damage.

Text(4E): <1>: Prevent all damage against you from one blue source. If a
          source deals damage to you more than once in a turn, you must pay
          <1> each time to prevent the damage.

Text(RV): <1>: Prevents all damage against you from one blue source. If a
          source does damage to you more than once in a turn, you must pay
          1 mana each time you want to prevent the damage.

Text(UL): <1>: Prevents all damage against you from one blue source. If a
          source does damage to you more than once in a turn, you must pay
          1 mana each time to prevent the damage.

   Rulings
```

1.12   Circle of Protection: Green

```
Circle of Protection: Green

Color   = White
Rarity  = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
Type    = Enchantment
Cost    = 1W
Artist  = Sandra Everingham (A/B/UL/RV/4E) / Sandra Everingham (IA)

NOTE: The Ice Age card has different artwork.

Text(IA): <1>: Prevent all damage against you from one green source. If a
          source deals damage to you more than once in a turn, you must pay
          <1> each time to prevent the damage.

Text(4E): <1>: Prevent all damage against you from one green source. If a
          source deals damage to you more than once in a turn, you must pay
          <1> each time to prevent the damage.

Text(RV): <1>: Prevents all damage against you from one green source. If
          a source does damage to you more than once in a turn, you must
          pay 1 mana each time you want to prevent the damage.

Text(UL): <1>: Prevents all damage against you from one green source. If
          a source does damage to you more than once in a turn, you must
          pay 1 mana each time to prevent the damage.

   Rulings
```

1.13   Circle of Protection: Red

```
Circle of Protection: Red

Color  = White
Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
Type   = Enchantment
Cost   = 1W
Artist = Mark Tedin (A/B/UL/RV/4E) / Pete Venters (IA)

NOTE: The Ice Age card has different artwork.

Text(IA): <1>: Prevent all damage against you from one red source. If a
          source deals damage to you more than once in a turn, you must pay
          <1> each time to prevent the damage.

Text(4E): <1>: Prevent all damage against you from one red source. If a
          source deals damage to you more than once in a turn, you must pay
          <1> each time to prevent the damage.

Text(RV): <1>: Prevents all damage against you from one red source. If a
          source does damage to you more than once in a turn, you must pay
          1 mana each time you want to prevent the damage.

Text(UL): <1>: Prevents all damage against you from one red source. If a
          source does damage to you more than once in a turn, you must pay
          1 mana each time to prevent the damage.

   Rulings
```

1.14   Circle of Protection: White

```
Circle of Protection: White

Color  = White
Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
Type   = Enchantment
Cost   = 1W
Artist = Douglas Shuler (A/B/UL/RV/4E) / Sandra Everingham (IA)

NOTE: The Ice Age card has different artwork.

Text(IA): <1>: Prevent all damage against you from one white source. If a
          source deals damage to you more than once in a turn, you must pay
          <1> each time to prevent the damage.

Text(4E): <1>: Prevent all damage against you from one white source. If a
          source deals damage to you more than once in a turn, you must pay
          <1> each time to prevent the damage.

Text(RV): <1>: Prevents all damage against you from one white source. If
          a source does damage to you more than once in a turn, you must
          pay 1 mana each time you want to prevent the damage.
```

```
Text(UL): <1>: Prevents all damage against you from one white source. If
          a source does damage to you more than once in a turn, you must
          pay 1 mana each time to prevent the damage.
```

   Rulings

1.15 Conversion

```
Conversion

Color  = White
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type   = Enchantment
Cost   = 2WW
Artist = Jesper Myrfors

Text(4E): All mountains become basic plains. During your upkeep, pay WW or
          destroy Conversion.

Text(RV): All mountains are considered basic plains while Conversion is in
          play. Pay <WW> during upkeep, or Conversion is discarded.

Text(UL): All mountains are considered plains while Conversion is in play.
          Pay <WW> during upkeep, or Conversion is discarded.
```

   Rulings

1.16 Crusade

```
Crusade

Color  = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type   = Enchantment
Cost   = WW
Artist = Mark Poole

Text(4E): All white creatures get +1/+1.

Text(RV): All white creatures gain +1/+1.

Text(UL): All white creatures gain +1/+1.
```

 NO RULINGS

1.17 Death Ward

```
Death Ward

Color  = White
```

```
Rarity  = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
Type    = Instant
Cost    = W
Artist  = Mark Poole (A/B/UL/RV/4E) / Harold McNeill (IA)
```

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

Text(IA): Regenerate target creature.

Text(4E): Regenerate target creature.

Text(RV): Regenerates target creature.

Text(UL): Regenerates target creature.

Flavor Text: "Sometimes, a soul is not ready to complete its journey
              to the next world."
              ---Halvor Arenson, Kjeldoran Priest

 NO RULINGS

1.18   Disenchant

Disenchant

```
Color   = White
Rarity  = A/B/UL(C) / RV(C) / 4E(C) / IA(C) / MI(C)
Type    = Instant
Cost    = 1W
Artist  = Amy Weber (A/B/UL/RV/4E) / Brian Snoddy (IA) / Charles Gillespie (MI)
```

NOTE: Both the Ice Age & Mirage card have different artwork.
      They also had Flavor Text added to the card's text.

Text(MI): Destroy target artifact or enchantment.

Text(IA): Destroy target artifact or enchantment.

Text(4E): Destroy target enchantment or artifact.

Text(RV): Target enchantment or artifact is destroyed.

Text(UL): Target enchantment or artifact must be discarded.

Flavor Text: "I implore you not to forget the horrors of the past.
              You would have us start the Brothers' War anew!"
              ---Sorine Relicbane, Soldevi Heretic

Flavor Text: "There are harsher ways to learn the meaning of the word
              'no.'' ---Rashida Scalebane

  Rulings

1.19 Green Ward

```
Green Ward

Color  = White
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type   = Enchant Creature
Cost   = W
Artist = Dan Frazier
```

Text(4E): Target creature gains protection from green. The protection
        granted by Green Ward does not destroy Green Ward.

Text(RV): Target creature gains protection from green.

Text(UL): Target creature gains protection from green.

  Rulings

1.20 Healing Salve

```
Healing Salve

Color  = White
Rarity = A/B/UL(C) / RV(C) / 4E(C) / MI(C)
Type   = Instant
Cost   = W
Artist = Dan Frazier (A/B/UL/RV/4E) / Hannibal King (MI)
```

Text(MI): Target player gains 3 life, or prevent up to 3 damage to any
        creature or player.

Text(4E): Give target player 3 life, or prevent up to 3 damage to any
        creature or player.

Text(RV): Gain 3 life, or prevent up to 3 damage from being dealt to a
        single target.

Text(UL): Gain 3 life, or prevent up to 3 damage from being dealt to a
        single target.

Flavor Text: "The Femeref look only to the Sun for healing;
             they have never truly understood life's cycle."
             ---Kifimbo, Shadow Guildmage

  Rulings

1.21 Holy Armor

```
Holy Armor

Color  = White
```

```
Rarity  = A/B/UL(C) / RV(C) / 4E(C)
Type    = Enchant Creature
Cost    = W
Artist  = Melissa Benson

Text(4E): Target creature gets +0/+2.
          <W>: Target creature Holy Armor enchants gets +0/+1 until end of
          turn.

Text(RV): Target creature gains +0/+2.
          <W>: +0/+1

Text(UL): Target creature gains +0/+2.
          <W>: Target creature gets extra +0/+1 until end of turn
```

   Rulings

1.22 Holy Strength

```
Holy Strength

Color   = White
Rarity  = A/B/UL(C) / RV(C) / 4E(C)
Type    = Enchant Creature
Cost    = W
Artist  = Anson Maddocks

Text(4E): Target creature gets +1/+2.

Text(RV): Target creature gains +1/+2.

Text(UL): Target creature gains +1/+2.
```

 NO RULINGS

1.23 Island Sanctuary

```
Island Sanctuary

Color   = White
Rarity  = A/B/UL(R) / RV(R) / 4E(R)
Type    = Enchantment
Cost    = 1W
Artist  = Mark Poole

Text(4E): During your draw phase, you may draw one less card from your
          library. If you do so, until start of your next turn the only
          creatures that can attack you are those with flying or
          islandwalk.

Text(RV): You may decline to draw a card from your library during draw
          phase. In exchange, until start of your next turn the only
```

creatures that may attack you are those with flying or
islandwalk.

Text(UL): You may decline to draw a card from your library during draw
phase. In exchange, until start of your next turn, the only
creatures that can attack you are those with flying or
islandwalk.

Text(AL): You may decline to draw a card from your library during draw
phase. In exchange, until start of your next turn, the only
creatures that can damage you are those with flying or
islandwalk.

  Rulings

1.24 Karma

Karma

Color = White
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type   = Enchantment
Cost   = 2WW
Artist = Richard Thomas

Text(4E): During each player's upkeep, Karma deals 1 damage to that player
for each swamp he or she controls.

Text(RV): During a player's upkeep, Karma does 1 point of damage to that
player for each swamp he or she has in play.

Text(UL): Karma does 1 damage to player for each swamp player has in play.
Damage occurs during player's upkeep. Affects both players.

Text(AL): For each swamp in play, Karma does 1 damage to the swamp owner
during the swamp owner's upkeep.

  Rulings

1.25 Mesa Pegasus

Mesa Pegasus

Color = White
Rarity = A/B/UL(C) / RV(C) / 4E(C)
Type   = Summon Pegasus (1/1)
Cost   = 1W
Artist = Melissa Benson

Text(4E): Flying, Banding

Text(RV): Flying, Bands

```
Text(UL): Flying, Bands

Flavor Text: Before a woman marries in the village of Sursi, she
             must visit the land of the Mesa Pegasus. Legend has
             it that if the woman is pure of heart and her love is
             true, a Mesa Pegasus will appear, blessing her family
             with long life and good fortune.

  NO RULINGS
```

1.26   Northern Paladin

```
Northern Paladin

Color  = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type   = Summon Paladin (3/3)
Cost   = 2WW
Artist = Douglas Shuler

Text(4E): <WWT>: Destroy target black permanent.

Text(RV): <WWT>: Destroys a black card in play. Cannot be used to cancel
          a black spell as it is being cast.

Text(UL): <WWT>: Destroys a black card in play. Cannot be used to cancel
          a black spell as it is being cast.

Flavor Text: "Look to the north; there you will find aid and comfort."
             ---The Book of Tal

  Rulings
```

1.27   Pearled Unicorn

```
Pearled Unicorn

Color  = White
Rarity = A/B/UL(C) / RV(C) / 4E(C)
Type   = Summon Unicorn (2/2)
Cost   = 2W
Artist = Cornelius Brudi

Flavor Text: "'Do you know, I always thought Unicorns were fabulous
             monsters, too? I never saw one alive before!' 'Well,
             now that we have seen each other,' said the Unicorn,
             'if you'll believe in me, I'll believe in you."'
             ---Lewis Carroll

  NO RULINGS
```

1.28   Personal Incarnation

```
Personal Incarnation

Color  = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type   = Summon Avatar (6/6)
Cost   = 3WWW
Artist = Kev Brockschmidt
```

Text(4E): Owner may redirect any or all damage done to Personal Incarnation
          to self instead. If Personal Incarnation is put into the
          graveyard from play, owner loses half his or her remaining life,
          rounding up the loss. Effects that redirect or prevent damage
          cannot be used to counter this loss of life.

Text(RV): Caster may redirect any or all damage done to Personal
          Incarnation to self instead. The source of damage is unchanged.
          If Personal Incarnation goes to the graveyard, caster loses half
          his or her remaining life points, rounding up the loss.

Text(UL): Caster may redirect any or all damage done to Personal
          Incarnation to self instead. The source of damage is unchanged.
          If Personal Incarnation destroyed, caster loses half his or her
          remaining life points, rounding up the loss.

   Rulings

1.29   Purelace

```
Purelace

Color  = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type   = Interrupt
Cost   = W
Artist = Sandra Everingham
```

Text(4E): Change the color of target spell or target permanent to white.
          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 white. 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 white. Cost to cast, tap, maintain, or use a special
          ability of target card remains entirely unchanged.

   Rulings

1.30 Red Ward

```
Red Ward

Color  = White
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type   = Enchant Creature
Cost   = W
Artist = Dan Frazier

Text(4E): Target creature gains protection from red. The protection
          granted by Red Ward does not destroy Red Ward.

Text(RV): Target creature gains protection from red.

Text(UL): Target creature gains protection from red.

   Rulings
```

1.31 Reverse Damage

```
Reverse Damage

Color  = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type   = Instant
Cost   = 1WW
Artist = Dameon Willich

Text(4E): All damage dealt to you so far this turn by one source is
          retroactively added to your life total instead of subtracted.
          Further damage this turn is treated normally.

Text(RV): All damage you have taken from any one source this turn is added
          to your life total instead of subtracted from it.

Text(UL): All damage you have taken from any one source this turn is added
          to your life total instead of subtracted from it.

   Rulings
```

1.32 Righteousness

```
Righteousness

Color  = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type   = Instant
Cost   = W
Artist = Douglas Shuler

Text(4E): Target blocking creature gets +7/+7 until end of turn.
```

```
Text(RV): Target defending creature gains +7/+7 until end of turn.

Text(UL): Target defending creature gains +7/+7 until end of turn.
```

  Rulings

1.33   Samite Healer

```
Samite Healer

Color  = White
Rarity = A/B/UL(C) / RV(C) / 4E(C)
Type   = Summon Cleric (1/1)
Cost   = 1W
Artist = Tom Wanerstrand

Text(4E): <T>: Prevent 1 damage to any creature or player.

Text(RV): <T>: Prevent 1 damage to any target.

Text(UL): <T>: Prevent 1 damage to any target.

Flavor Text: Healers ultimately acquire the divine gifts of spiritual
             and physical wholeness. The most devout are also granted
             the ability to pass physical wholeness on to others.
```

  Rulings

1.34   Savannah Lions

```
Savannah Lions

Color  = White
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type   = Summon Lions (2/1)
Cost   = W
Artist = Daniel Gelon

Flavor Text: The traditional kings of the jungle command a healthy
             respect in other climates as well. Relying mainly on
             their stealth and speed, Savannah Lions can take a
             victim by surprise, even in the endless, flat plains
             of their homeland.
```

 NO RULINGS

1.35   Serra Angel

```
Serra Angel

Color  = White
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type   = Summon Angel (4/4)
Cost   = 3WW
Artist = Douglas Shuler

Text(4E): Flying
          Attacking does not cause Serra Angel to tap.

Text(RV): Flying
          Attacking does not cause Serra Angel to tap.

Text(UL): Flying
          Does not tap when attacking.

Flavor Text: Born with wings of light and a sword of faith, this
             heavenly incarnation embodies both fury and purity.

   Rulings
```

1.36   Swords to Plowshares

```
Swords to Plowshares

Color  = White
Rarity = A/B/UL(U) / RV(U) / 4E(U) / IA(U)
Type   = Instant
Cost   = W
Artist = Jeff A. Menges (A/B/UL/RV/4E) / Kaja Foglio (IA)

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

Text(IA): Remove target creature from the game. That creature's controller
          gains life equal to its power.

Text(4E): Remove target creature from the game. The creature's controller
          gains life equal to its power.

Text(RV): Target creature is removed from game  entirely. Creature's
          controller gains life points equal to creature's power.

Text(UL): Target creature is removed from game entirely; return to owner's
          deck only when game is over. Creature's controller gains life
          points equal to creature's power.

Flavor Text: "The so-called Barbarians will not respect us for our
             military might - they will respect us for our honor."
             ---Lucilde Fiksdotter,
                Leader of the Order of the White Shield

   Rulings
```

1.37   Wall of Swords

```
Wall of Swords

Color  = White
Rarity = A/B/UL(U) / RV(U) / 4E(U) / PT(U)
Type   = Summon Wall (3/5) / Summon Creature (PT) (3/5)
Cost   = 3W
Artist = Mark Tedin / Douglas Shuler (PT)

Text(PT): Flying
          Wall of Swords can't attack.

Text(4E): Flying

Text(RV): Flying

Text(UL): Flying

Flavor Text: Just as the evil ones approached to slay Justina, she
             cast a great spell, imbuing her weapons with her own
             life force. Thus she fulfilled the prophecy: "In the
             death of your savior will you find salvation."

 NO RULINGS
```

1.38   White Knight

```
White Knight

Color  = White
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type   = Summon Knight (2/2)
Cost   = WW
Artist = Daniel Gelon

Text(4E): Protection from black, first strike.

Text(RV): Protection from black, first strike.

Text(UL): Protection from black, first strike.

Flavor Text: Out of the blackness and stench of the engulfing swamp
             emerged a shimmering figure. Only the splattered armor
             and ichor-stained sword hinted at the unfathomable evil
             the knight had just laid waste.

 NO RULINGS
```

1.39   White Ward

```
White Ward

Color  = White
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type   = Enchant Creature
Cost   = W
Artist = Dan Frazier

Text(4E): Target creature gains protection from white. The protection
          granted by White Ward does not destroy White Ward.

Text(RV): Target creature gains protection from white.

Text(UL): Target creature gains protection from white.

   Rulings
```

1.40   Wrath of God

```
Wrath of God

Color  = White
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R) / PT(R)
Type   = Sorcery
Cost   = 2WW
Artist = Quinton Hoover / Mike Raabe (PT)

Text(PT): Put all Creatures into their Owners' discard piles.
          (This includes your Creatures.)

Text(5E): Bury all creatures.

Text(4E): Bury all creatures.

Text(RV): All creatures in play are buried.

Text(UL): All creatures in play are destroyed and cannot be regenerated.

   Rulings
```