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Iron Star at Worlds

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The five life-gaining "Lucky Charms" are oft-maligned, but every once in a while, they show up in tournament decks. Two years ago, one of the Top 8 decks from a Regionals in Australia featured *Throne of Bone*, but the pinnacle of the Lucky Charm's existence may have come at Worlds in 1995, where the format was *Fourth Edition/Fallen Empires/Ice Age*.

Italy's Andrea Redi was playing a deck that was sort of precursor to Sligh -- mono-red burn with a bunch of efficient creatures. His answer to the mirror match was to side in two copies of *Iron Star*, turning each spell cast into a chance for a little extra life.

Pre-Sligh		Sideboard	
Main Deck 60 cards		Sideboard	
17 Mountain	4 Black Vise	1 Dwarven Hold	
1 Dwarven Ruins	1 Millstone	1 Zuran Orb	
4 Strip Mine	1 Jester's Cap	2 Iron Star	
22 lands	1 Icy Manipulator	1 Pyroclasm	
2 Orcish Spy	1 Jayemdae Tome	2 Anarchy	
4 Uthden Troll	3 Nevinyrral's Disk	2 Flashfires	
2 Goblin Balloon Brigade	1 Detonate	2 Shatter	
1 Goblin Mutant	4 Stone Rain	4 Red Elemental Blast	
2 Orgg	2 Disintegrate	15 sideboard cards	
11 creatures	1 Fireball		
	4 Incinerate		
	4 Lightning Bolt		
	27 other spells		



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