**TL;DR** - the most important points:

* Play only on two rows (Melee and Siege) and do NOT rowstack.
* Put weak units at the end of your rows (Crushing Trap, Milaen).
* When possible, put low units between 4+ strength units (Arachas Venom).

**In a gamemode where your opponent can have literally any card in the game, it can be difficult to play around every possibility.**

Do not excessively stack one single row to play around:

* Lacerate
* Rotfiend
* Moonlight (And all cards that can create Nekurat)
* Dol Blathanna Bomber
* Merigold's Hailstorm
* Dragon's Dream (LUL)
* Pit Trap

Play only on two rows to play around:

* Heatwave/Ragh nar Roog
* Crow's Eye
* Expired Ale
* Pyrotechnician

When playing on two rows, play on Melee and Siege to play around:

* White Frost

Place your armored, unimportant and/or 1 strength units on the far left to play around:

* Skellige Storm
* Birna Bran

Place weaker units on the ends of each row to play around:

* Milaen
* Crushing Trap

When possible, put low units between 4+ strength units to play around:

* Arachas Venom

Put your engines on the far right to play around:

* Skellige Storm

(also, playing engines and 10+ strength units on the far right plays around Assassin, as the 1 strength spy will be on the far right, making Milaen and Crushing Trap weaker)

When possible, play units higher than 4/6 on one row to play around:

* Crow's Eye
* Expired Ale

When possible, place your important 7 strength units on stacked rows to play around:

* Panther

If you have units on the Ranged row, do not fill the Siege row because of:

* Rock barrage

There is some merit to playing into weather (depending on the situation) to play around:

* Bridge Troll
* Drowner

Be sure not to put all your boosts on one row to play around:

* Dimeritium Bomb
* Geralt Yrden

Do not play high strength units to the right of low strength units play around:

* Fringilla Vigo

**Keep your eye on all possible Duel targets**

When possible, separate units on/near to the *Fibonnaci sequence* to play around:

* Treason
* Iorveth: Meditation

Keep in mind that many common movement units must be played on the opposite row to move a unit to that row. When possible, you want to benefit from that fact.

Similar to Arachas Venom, be wary of Trebuchet.

You may want to develop a third row in shorter rounds to avoid Geralt: Igni.

Also, be wary of putting 1 strength units everywhere as Vandergrift will be a popular pick (and with a lesser popularity, Sabrina Glevissig).