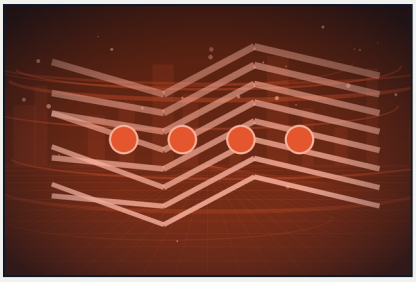
Stream Processor

1 S



Engine C

(No ability.)

PPL1-046 · C
PIPELINE · SET 1

3 / 2

Micro-Batch Engine

2 S



Engine U

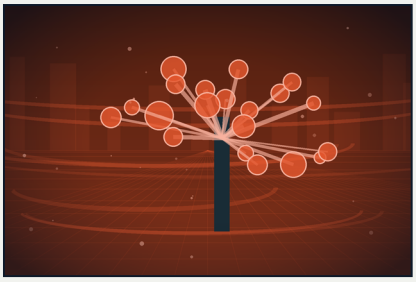
Long-Running Queries here lose 2 Progress counters each Refresh instead of 1.

PPL1-047 · U
PIPELINE · SET 1

4 / 1

Event Router

S



Engine C

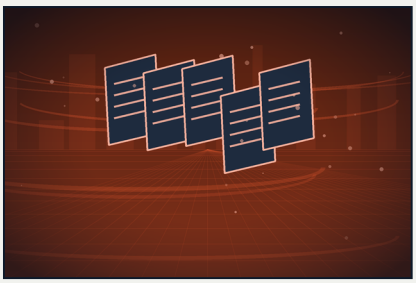
Can only run Queries with Complexity 1.

PPL1-048 · C
PIPELINE · SET 1

1 / 3

Real-Time OLAP Store

2 S S



Engine R

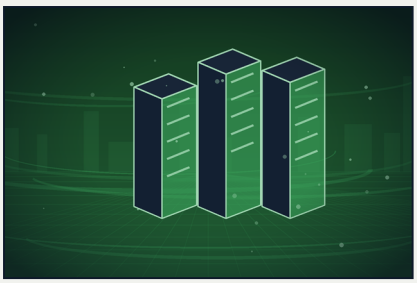
Instant Queries run here score +1 QP.

PPL1-049 · R
PIPELINE · SET 1

5 / 2

Log Search Cluster

2 J



Engine C

Queries with {J} in their cost cost {1} less here.

PPL1-050 · C
PIPELINE · SET 1

4 / 1

Document DB Engine

1 J



Engine C

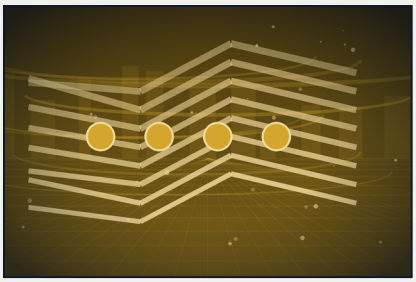
(No ability.)

PPL1-051 · C
PIPELINE · SET 1

3 / 1

Distributed SQL Engine

2 B J



Engine R

Federated: when you run a Query here, you may pay one of its colored pips with Data of any type.

PPL1-052 · R
PIPELINE · SET 1

5 / 2

Vector Search Engine

1 U



Engine C

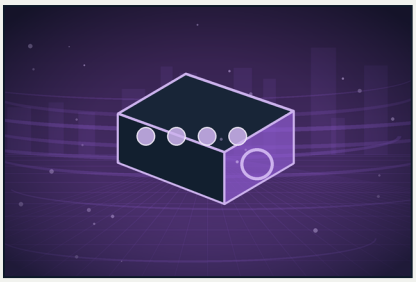
Similarity Queries run here score +1 QP.

PPL1-053 · C
PIPELINE · SET 1

3 / 1

GPU Inference Cluster

3 U U



Engine R

At the start of your turn, pay {U} or this Engine is Offline this turn.

PPL1-054 · R
PIPELINE · SET 1

6 / 1