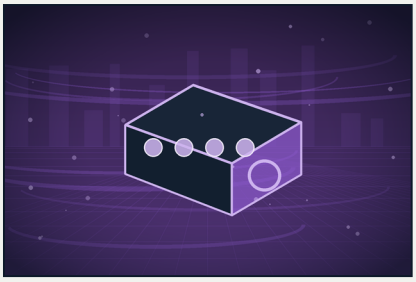
RAG Orchestrator

2 U



Engine U

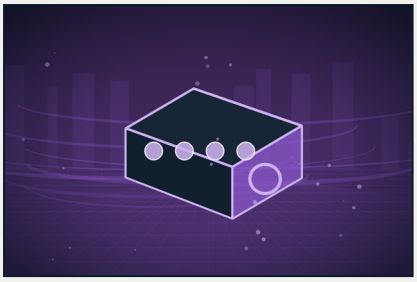
Whenever a Query resolves here, draw a card.

PPL1-055 · U
PIPELINE · SET 1

4 / 1

AI Agent

2 U U



Engine L

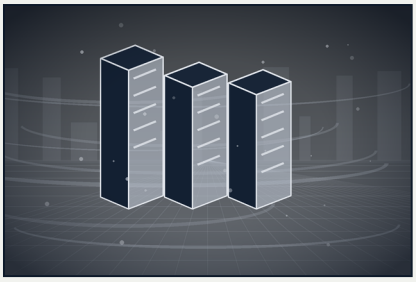
Once per turn, reveal the top card of your Backlog. If it's a Query, you may run it here by paying its cost; otherwise put it on the bottom.

PPL1-056 · L
PIPELINE · SET 1

4 / 2

Policy Engine

1 G



Engine U

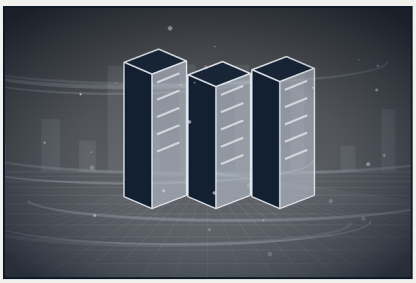
Your other Engines can't be targeted by Incidents that cost 2 or less.

PPL1-057 · U
PIPELINE · SET 1

2 / 1

Semantic Layer

2 G



Engine U

Queries run here can't be Failed by Schema Drift or Deprecated API.

PPL1-058 · U
PIPELINE · SET 1

3 / 2

Governed Query Gateway

2 G G



Engine R

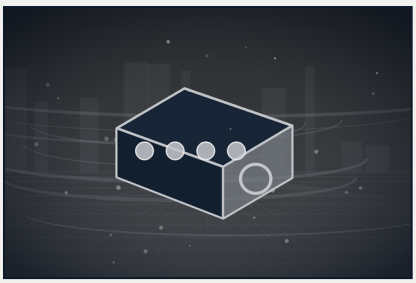
At the start of each opponent's turn, they pay {1} for each Constraint they have on your cards or Archive that Constraint.

PPL1-059 · R
PIPELINE · SET 1

4 / 2

Serverless Query Service

3



Engine U

Each Query run here costs {1} more. Can't be Throttled.

PPL1-060 · U
PIPELINE · SET 1

3 / 2

Autoscaling Cluster

4



Engine R

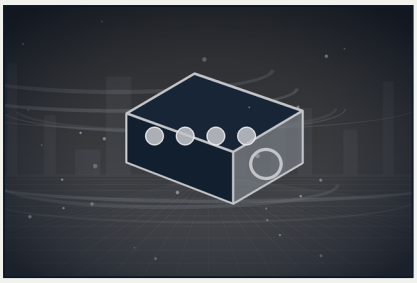
Pay {2}: +1 Concurrency until end of turn.

PPL1-061 · R
PIPELINE · SET 1

4 / 1

Spot Instance Fleet

1



Engine C

Any opponent may pay {2} at any time to Archive this Engine.

PPL1-062 · C
PIPELINE · SET 1

4 / 1

In-Memory Cache Engine

2



Engine U

Queries with the same name as a card in your Archive cost {2} less here.

PPL1-063 · U
PIPELINE · SET 1

2 / 2