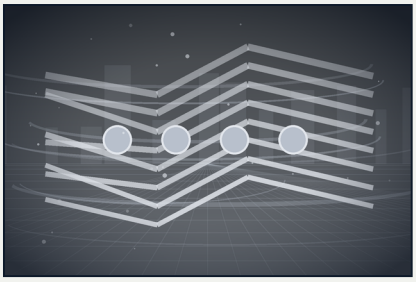
Throttling Policy

1 G



Bottleneck — Constraint U

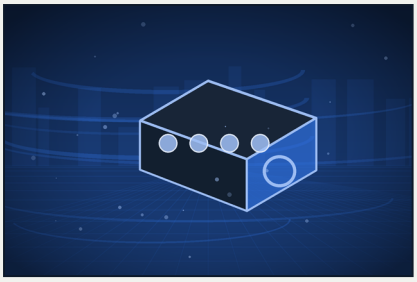
Attach to an Engine. It has -1 Concurrency (minimum 1).

PPL1-136 · U
PIPELINE · SET 1

—

Partition Skew

1 B



Bottleneck — Constraint C

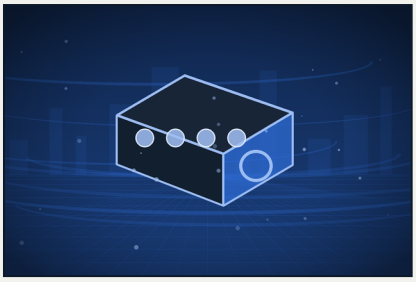
Attach to an Engine. Queries run on it have +1 Complexity.

PPL1-137 · C
PIPELINE · SET 1

—

Lock Contention

B



Bottleneck — Incident C

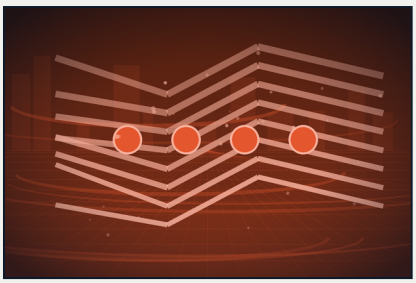
Target Engine can't start more Queries this turn.

PPL1-138 · C
PIPELINE · SET 1

—

Backpressure

S S



Bottleneck — Constraint U

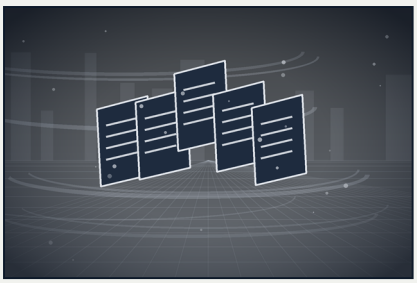
Attach to a Source. It doesn't ready during Refresh unless its controller pays {1}.

PPL1-139 · U
PIPELINE · SET 1

—

Credential Expired

1 G



Bottleneck — Incident U

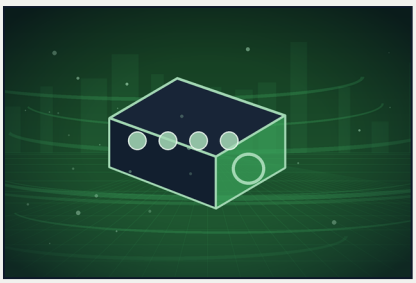
Target Source is Disconnected until the end of its controller's next turn.

PPL1-140 · U
PIPELINE · SET 1

—

Deprecated API

J



Bottleneck — Constraint C

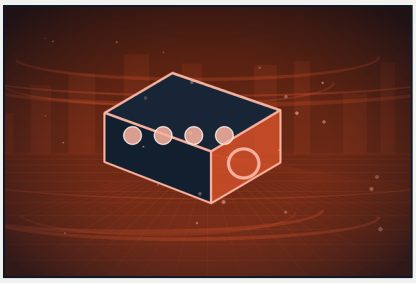
Attach to a Source. It produces {1} instead of its normal Data.

PPL1-141 · C
PIPELINE · SET 1

—

Cold Start

S



Bottleneck — Incident C

Target Query has +2 Complexity.

PPL1-142 · C
PIPELINE · SET 1

—

Data Corruption

2 J J



Bottleneck — Incident R

Target Query Fails. Its controller gains 1 additional Tech Debt.

PPL1-143 · R
PIPELINE · SET 1

—

Thundering Herd

2 S



Bottleneck — Incident U

Each Engine target player controls gets -2 Compute until end of turn.

PPL1-144 · U
PIPELINE · SET 1

—