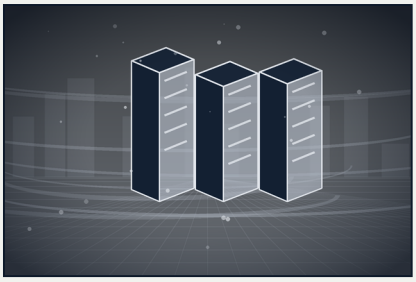
Budget Freeze

2 G



Bottleneck — Constraint U

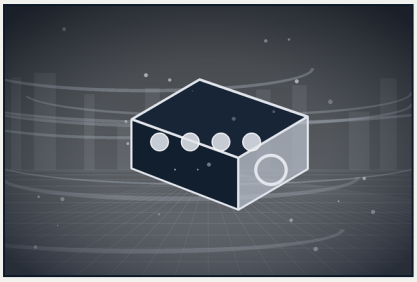
Global. Target opponent's Engines cost {2} more to deploy.

PPL1-145 · U
PIPELINE · SET 1

—

Change Advisory Board

1 G G



Bottleneck — Constraint R

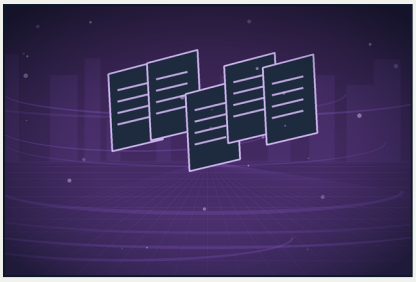
Global. Target opponent can't run more than 2 Queries per turn.

PPL1-146 · R
PIPELINE · SET 1

—

Prompt Injection

U U



Bottleneck — Incident R

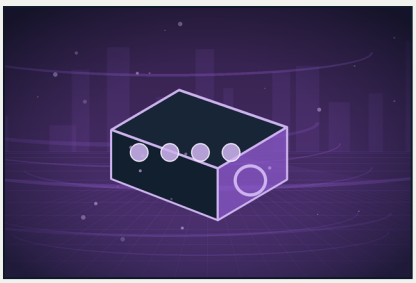
Play only on a Similarity Query as it resolves. You score its QP instead of its controller.

PPL1-147 · R
PIPELINE · SET 1

—

Model Drift

1 U



Bottleneck — Constraint C

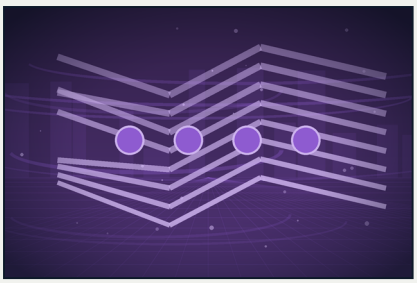
Attach to an Engine. Similarity Queries on it score -1 QP.

PPL1-148 · C
PIPELINE · SET 1

—

Token Limit Exceeded

1 U



Bottleneck — Incident C

Target Query with Complexity 3 or more Fails unless its controller Archives a card from hand.

PPL1-149 · C
PIPELINE · SET 1

—

GPU Shortage

2 U



Bottleneck — Constraint U

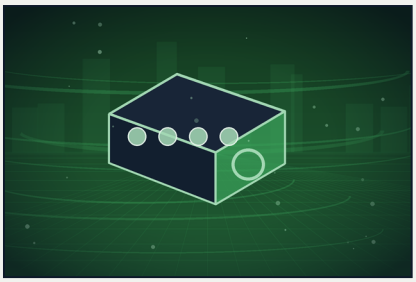
Global. Engines with Compute 5 or more cost {2} more for every player.

PPL1-150 · U
PIPELINE · SET 1

—

Dependency Hell

1 J



Bottleneck — Incident C

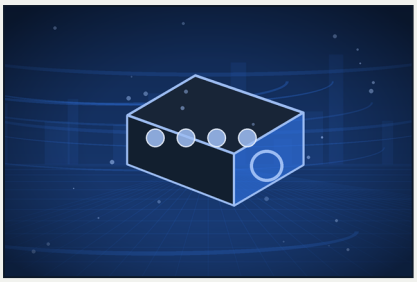
Archive target Upgrade.

PPL1-151 · C
PIPELINE · SET 1

—

Disk Full

2 B



Bottleneck — Constraint U

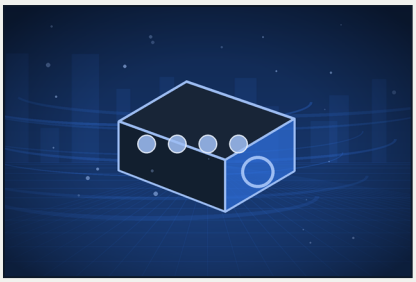
Attach to an Engine. Long-Running Queries on it don't lose Progress counters.

PPL1-152 · U
PIPELINE · SET 1

—

Deadlock

B B



Bottleneck — Incident U

Target Long-Running Query Fails.

PPL1-153 · U
PIPELINE · SET 1

—