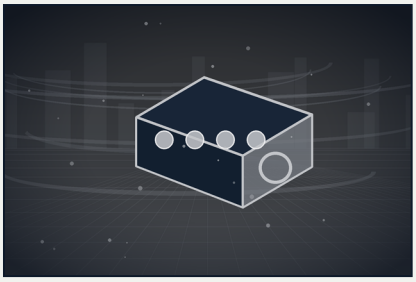
Runaway Query

2



Bottleneck — Incident U

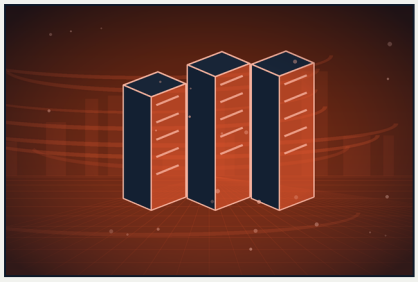
Target Engine is Offline until the end of its controller's next turn.

PPL1-154 · U
PIPELINE · SET 1

—

Ransomware Scare

3 S S



Bottleneck — Incident R

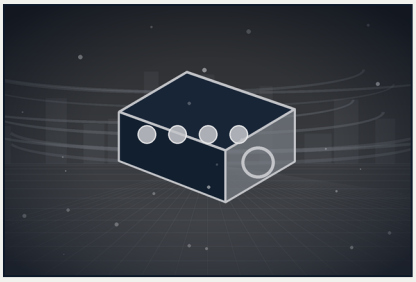
Engage all Sources target player controls.

PPL1-155 · R
PIPELINE · SET 1

—

Vendor Lock-In

3



Bottleneck — Constraint U

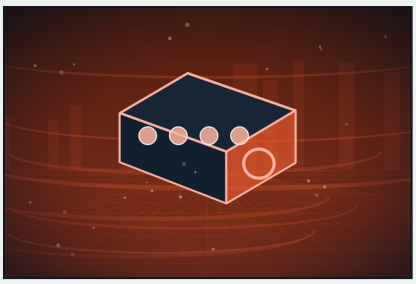
Attach to a Source. Its Data can pay only for Engines, not Queries.

PPL1-156 · U
PIPELINE · SET 1

—

Alert Fatigue

1 S



Bottleneck — Constraint R

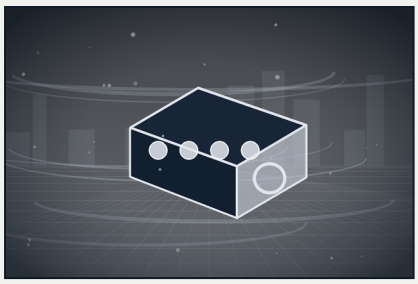
Global. Whenever target opponent runs a Query, they Archive a random card from hand unless they pay {1}.

PPL1-157 · R
PIPELINE · SET 1

—

Ticket Queue

G



Bottleneck — Incident C

Target Query costs {2} more. If its controller doesn't pay, return it to their hand; Data already paid is spent.

PPL1-158 · C
PIPELINE · SET 1

—

Legal Hold

1 G G



Bottleneck — Incident U

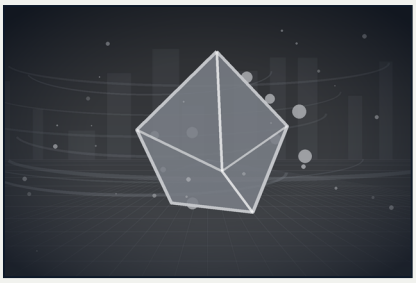
Return target Query being run to its owner's hand. Data paid for it is spent.

PPL1-159 · U
PIPELINE · SET 1

—

Stale Cache

1



Bottleneck — Incident C

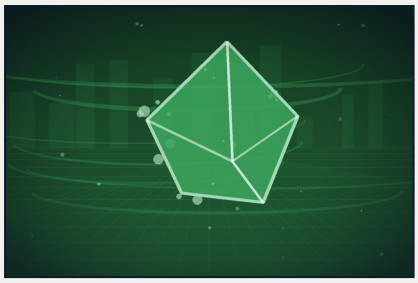
Target Query scores 2 less QP (minimum 0).

PPL1-160 · C
PIPELINE · SET 1

—

Flaky Test

J



Bottleneck — Incident C

Target player reveals the top card of their Backlog. If it's a Query, they Archive it.

PPL1-161 · C
PIPELINE · SET 1

—

Migration Weekend

2 B B



Bottleneck — Constraint R

Global. Engines are Offline the turn they're deployed.

PPL1-162 · R
PIPELINE · SET 1

—