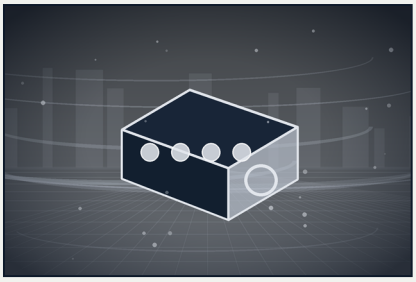
Cost Overrun

1 G



Bottleneck — Incident U

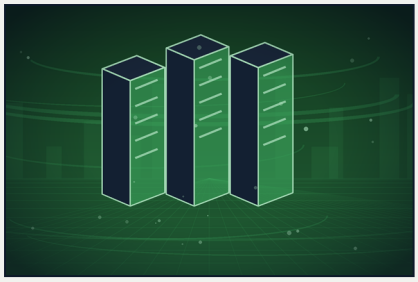
Target player gains Tech Debt equal to the number of Queries they ran this turn.

PPL1-163 · U
PIPELINE · SET 1

—

Shadow IT

1 J J



Bottleneck — Constraint U

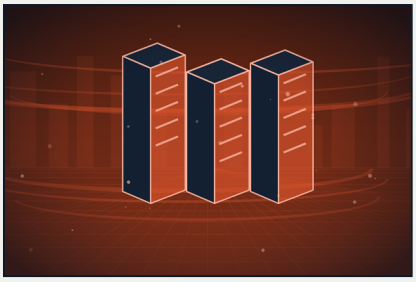
Global. At the start of target opponent's turn, they pay {1} or gain 1 Tech Debt.

PPL1-164 · U
PIPELINE · SET 1

—

Brownout

S S



Bottleneck — Incident C

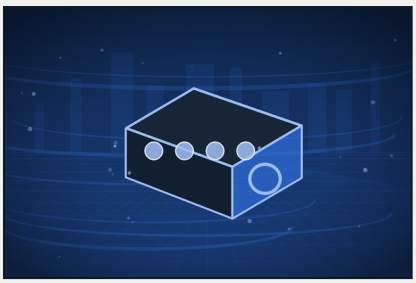
Target Engine gets -3 Compute until end of turn.

PPL1-165 · C
PIPELINE · SET 1

—

Cardinality Explosion

2 B



Bottleneck — Incident C

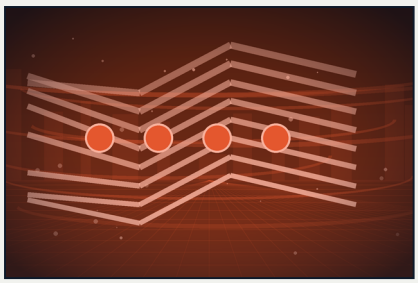
Target Join Query has +3 Complexity.

PPL1-166 · C
PIPELINE · SET 1

—

Single Point of Failure

3 S



Bottleneck — Incident R

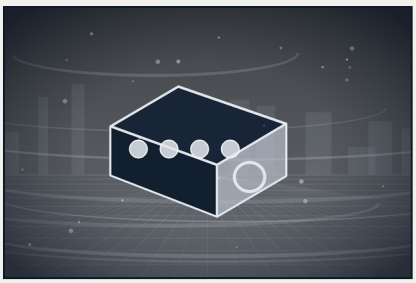
Archive target Engine with Compute 4 or less.

PPL1-167 · R
PIPELINE · SET 1

—

Hard Delete

3 G G



Bottleneck — Incident R

Archive target Engine or Source.

PPL1-168 · R
PIPELINE · SET 1

—

Cloud Region Outage

4 S S



Bottleneck — Incident L

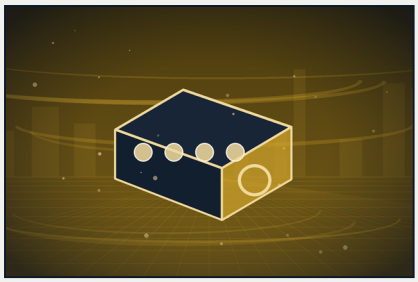
All Engines are Offline until the end of your next turn. Each player gains 1 Tech Debt for each Long-Running Query they control.

PPL1-169 · L
PIPELINE · SET 1

—

The 3 A.M. Page

2 S U



Bottleneck — Constraint L

Global. Target opponent's first Query each turn has +2 Complexity.

PPL1-170 · L
PIPELINE · SET 1

—

Add an Index

1 B



Optimization — Upgrade C

Attach to an Engine. It has +1 Compute.

PPL1-171 · C
PIPELINE · SET 1

—