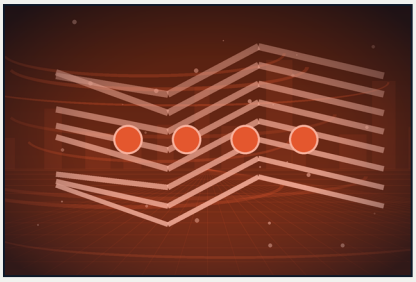
Circuit Breaker

1 S



Optimization — Upgrade R

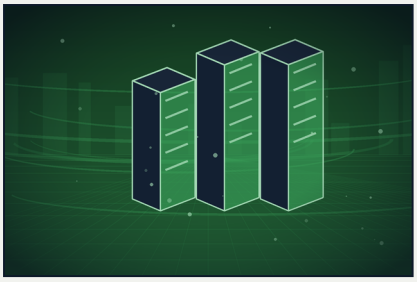
Attach to an Engine. The first Incident each turn that targets it or a Query on it is Canceled.

PPL1-181 · R
PIPELINE · SET 1

—

Observability Dashboard

1 J



Optimization — Upgrade U

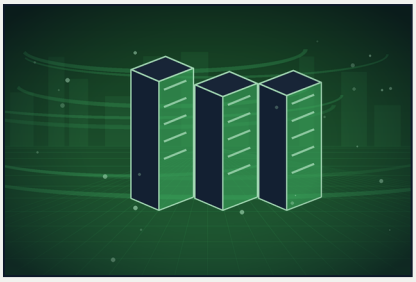
Global. Whenever an opponent plays a Bottleneck, draw a card.

PPL1-182 · U
PIPELINE · SET 1

—

Schema Evolution

J



Optimization — Tweak C

Cancel target Schema Drift, or Archive target Deprecated API.

PPL1-183 · C
PIPELINE · SET 1

—

Refactor

2 J



Optimization — Tweak C

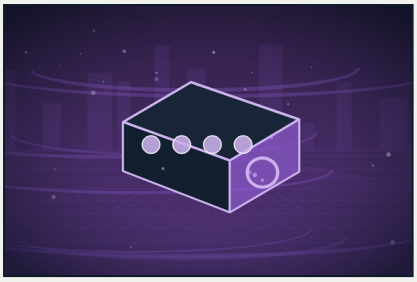
Remove 2 Tech Debt from yourself, then draw a card.

PPL1-184 · C
PIPELINE · SET 1

—

Prompt Engineering

U



Optimization — Tweak C

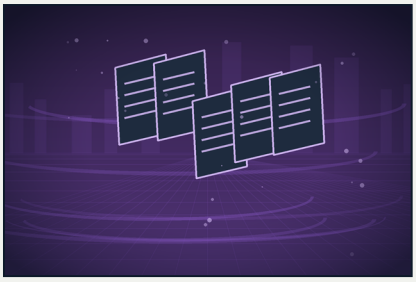
Target Similarity Query scores +2 QP.

PPL1-185 · C
PIPELINE · SET 1

—

Retrieval Reranker

1 U



Optimization — Upgrade C

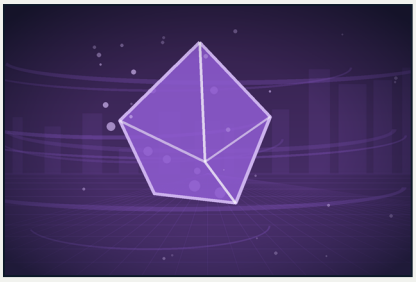
Attach to an Engine. Similarity Queries on it score +1 QP.

PPL1-186 · C
PIPELINE · SET 1

—

Distillation

1 U U



Optimization — Tweak R

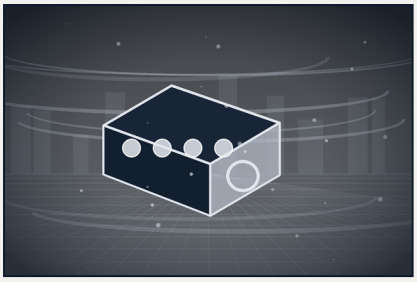
Target Query has Complexity 1 until end of turn.

PPL1-187 · R
PIPELINE · SET 1

—

Guardrails

1 G



Optimization — Upgrade U

Attach to an Engine. It can't be targeted by Incidents that cost 2 or less.

PPL1-188 · U
PIPELINE · SET 1

—

Access Review

G



Optimization — Tweak C

Archive target Constraint that costs 2 or less.

PPL1-189 · C
PIPELINE · SET 1

—