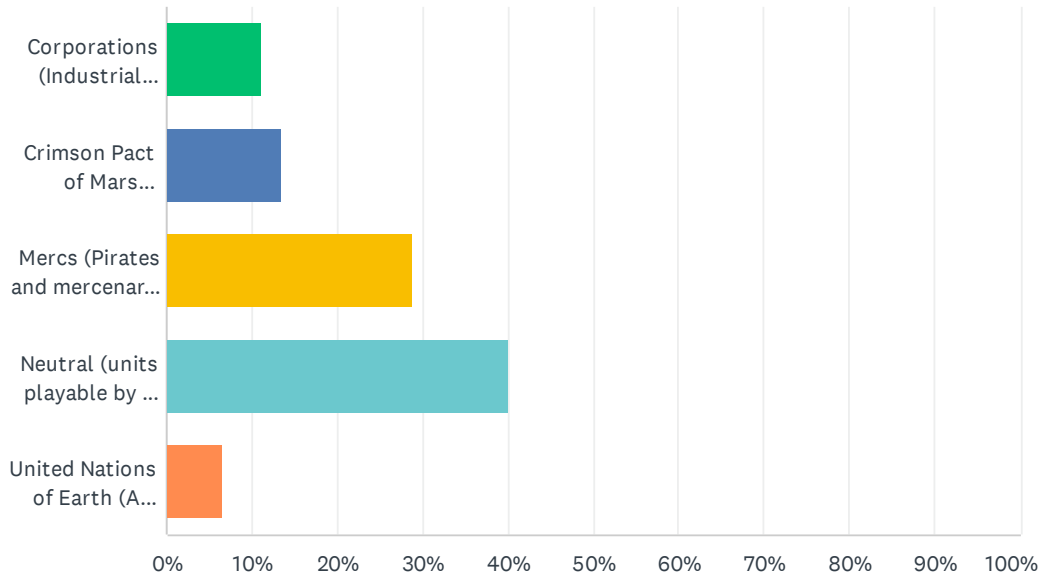


Q1 Choose new efrete faction

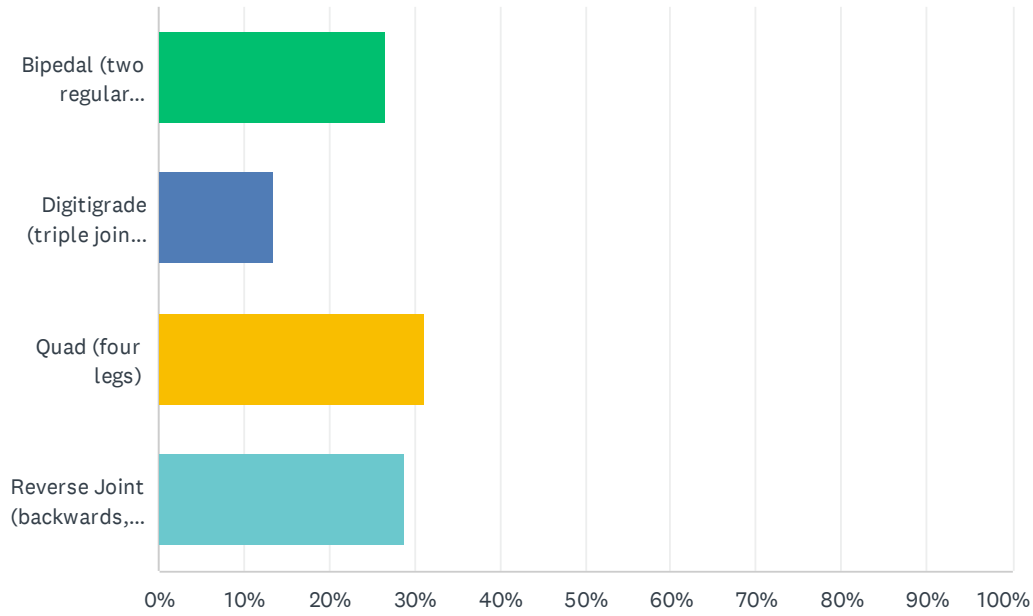
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ANSWER CHOICES	RESPONSES	
Corporations (Industrial entities who gain wealth exploiting natural resources)	11.11%	5
Crimson Pact of Mars (refugees from Earth forced to rebuild on the red planet)	13.33%	6
Mercs (Pirates and mercenary outfits who survive on wits and luck)	28.89%	13
Neutral (units playable by any deck)	40.00%	18
United Nations of Earth (A military coalition of nations in control of the Earth)	6.67%	3
TOTAL		45

Q2 Choose efreet leg type

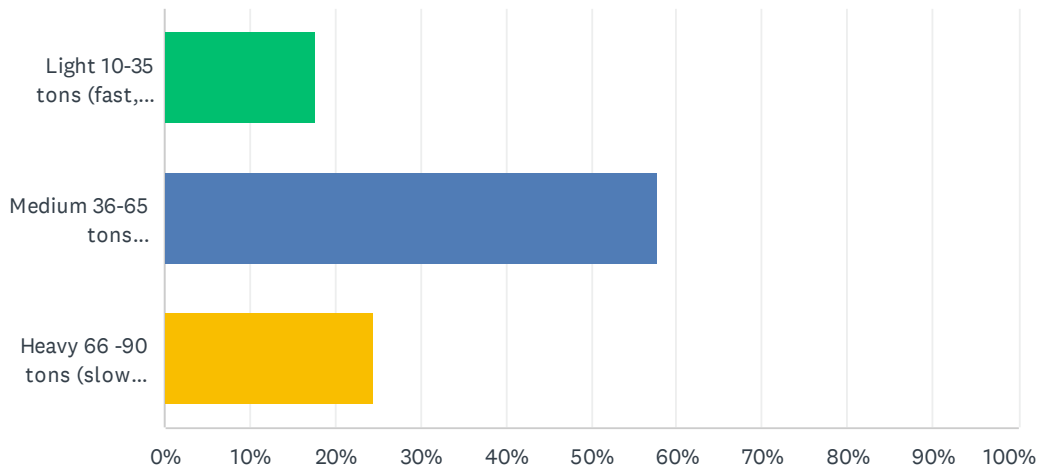
Answered: 45 Skipped: 0



ANSWER CHOICES	RESPONSES	
Bipedal (two regular humanoid looking legs)	26.67%	12
Digitigrade (triple jointed at ankles, calf and knee)	13.33%	6
Quad (four legs)	31.11%	14
Reverse Joint (backwards, chicken walker)	28.89%	13
TOTAL		45

Q3 Choose weight class

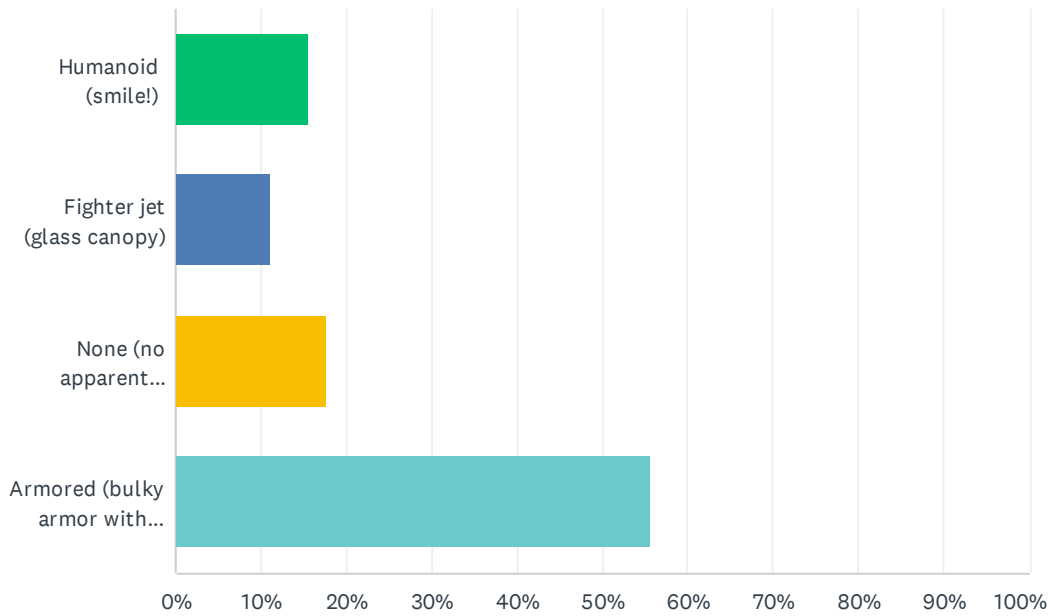
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ANSWER CHOICES	RESPONSES	
Light 10-35 tons (fast, nimble and affordable to deploy!)	17.78%	8
Medium 36-65 tons (dependable multi-role)	57.78%	26
Heavy 66 -90 tons (slow heavily armed bruisers)	24.44%	11
TOTAL		45

Q4 Choose cockpit style

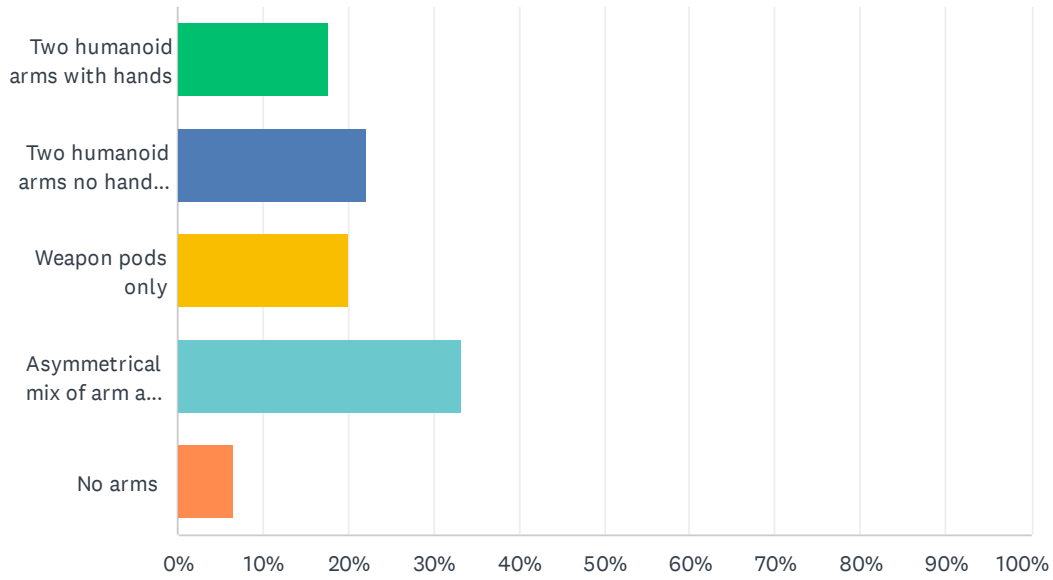
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ANSWER CHOICES	RESPONSES	
Humanoid (smile!)	15.56%	7
Fighter jet (glass canopy)	11.11%	5
None (no apparent cockpit, blended into body)	17.78%	8
Armored (bulky armor with vision slits or sensors only)	55.56%	25
TOTAL		45

Q5 Choose arm type

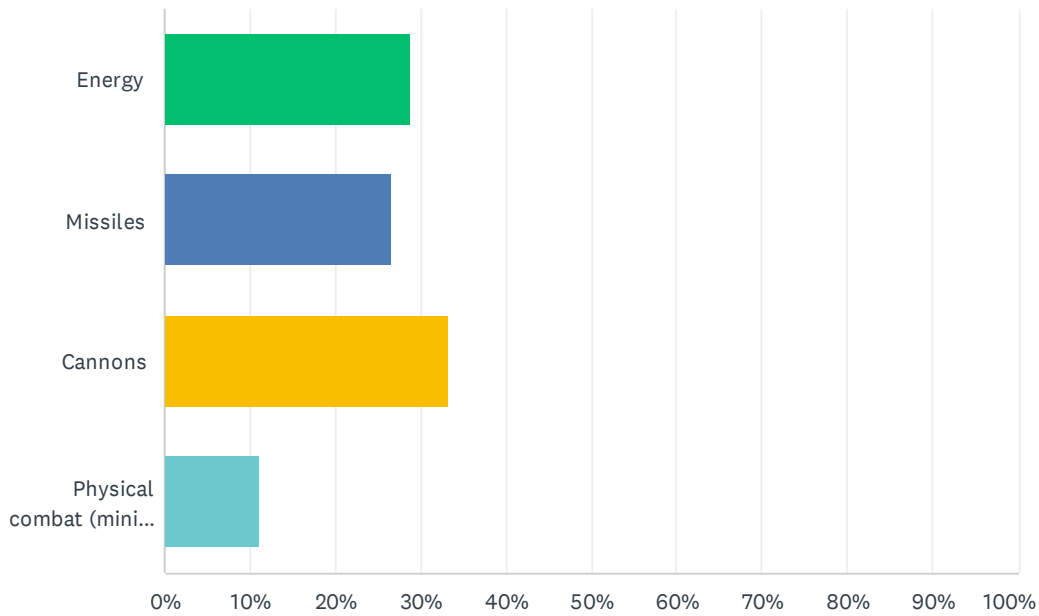
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ANSWER CHOICES	RESPONSES	
Two humanoid arms with hands	17.78%	8
Two humanoid arms no hands, just weapons	22.22%	10
Weapon pods only	20.00%	9
Asymmetrical mix of arm and weapon pod	33.33%	15
No arms	6.67%	3
TOTAL		45

Q6 Choose weapons loadout - top two choices will be used

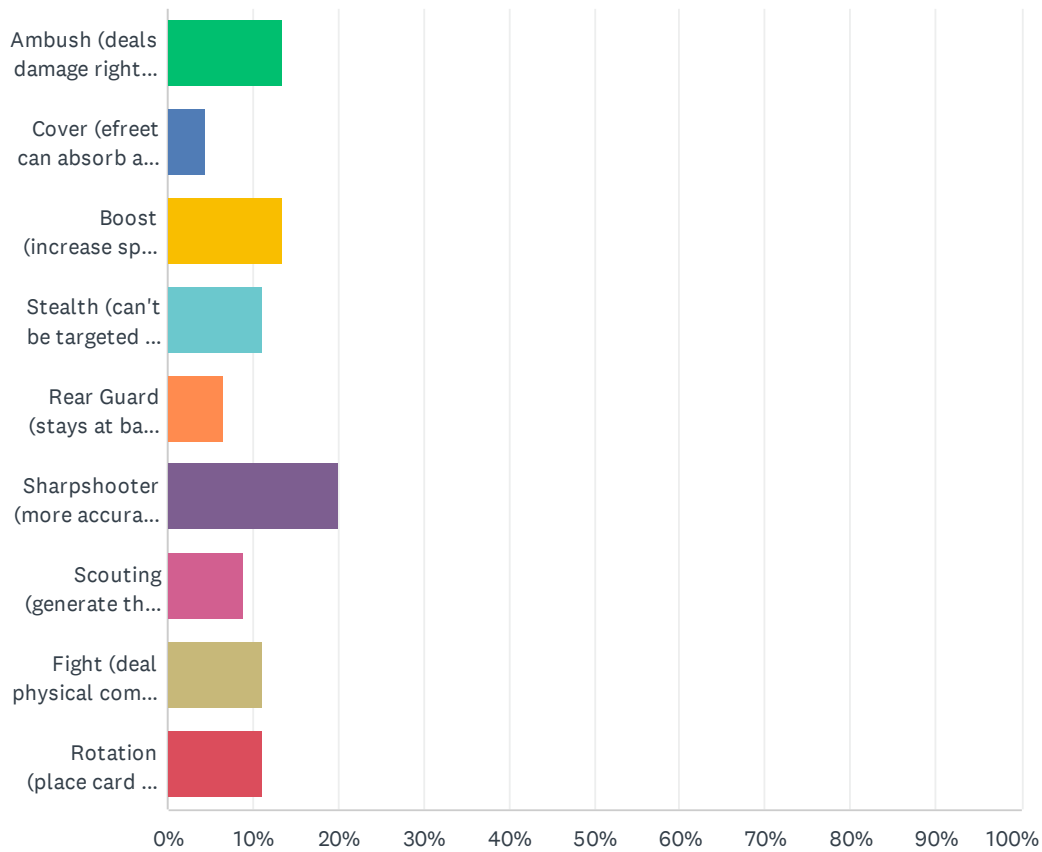
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ANSWER CHOICES	RESPONSES	
Energy	28.89%	13
Missiles	26.67%	12
Cannons	33.33%	15
Physical combat (mining and construction tools)	11.11%	5
TOTAL		45

Q7 Choose a REDLINE keyword mechanic

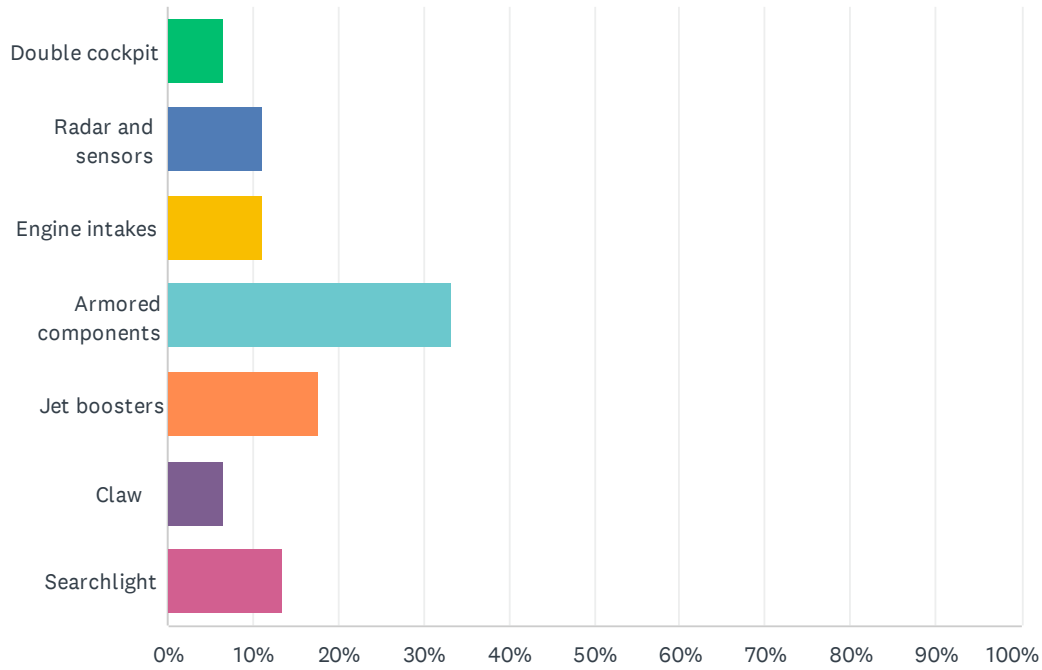
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ANSWER CHOICES	RESPONSES	
Ambush (deals damage right as combat begins)	13.33%	6
Cover (efreet can absorb an incoming attack towards a teammate)	4.44%	2
Boost (increase speed to dodge incoming attacks)	13.33%	6
Stealth (can't be targeted by enemy abilities and tactics cards)	11.11%	5
Rear Guard (stays at base during combat to reinforce against unseen enemy attacks)	6.67%	3
Sharpshooter (more accurate attacks in combat)	20.00%	9
Scouting (generate the recon resource when attacking)	8.89%	4
Fight (deal physical combat for extra damage)	11.11%	5
Rotation (place card at the bottom of your deck from the hand to draw a card)	11.11%	5
TOTAL		45

Q8 Choose an aesthetic feature

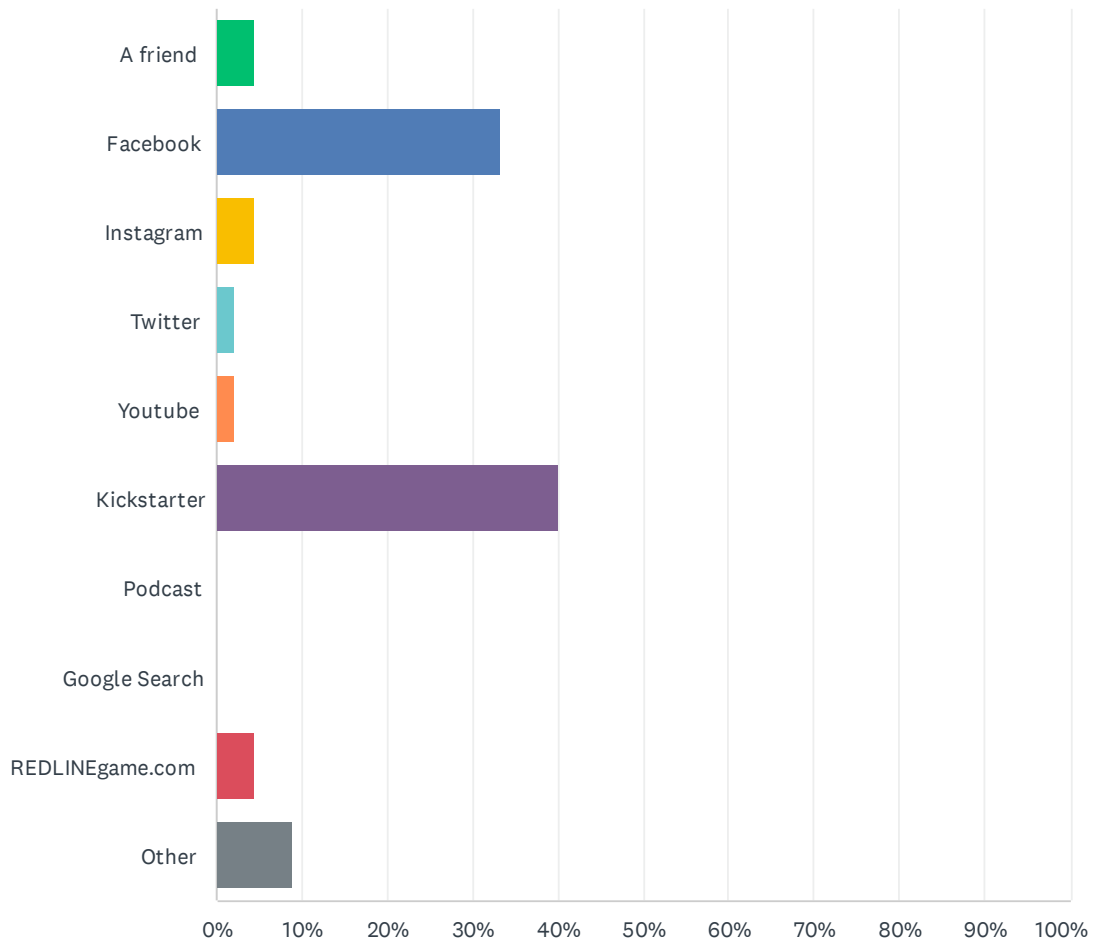
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ANSWER CHOICES	RESPONSES	
Double cockpit	6.67%	3
Radar and sensors	11.11%	5
Engine intakes	11.11%	5
Armored components	33.33%	15
Jet boosters	17.78%	8
Claw	6.67%	3
Searchlight	13.33%	6
TOTAL		45

Q9 Where did you first hear about REDLINE: Tactical Card Combat?

Answered: 45 Skipped: 0



ANSWER CHOICES	RESPONSES	
A friend	4.44%	2
Facebook	33.33%	15
Instagram	4.44%	2
Twitter	2.22%	1
Youtube	2.22%	1
Kickstarter	40.00%	18
Podcast	0.00%	0
Google Search	0.00%	0
REDLINEgame.com	4.44%	2
Other	8.89%	4
TOTAL		45

Q10 If you would like to join our REDLINE: Tactical Card Combat newsletter and receive the latest news and updates about the game enter your email address below.

Answered: 12 Skipped: 33

ANSWER CHOICES	RESPONSES	
Email address	100.00%	12