Q1 Choose new efreet faction

Answered: 37   Skipped: 0
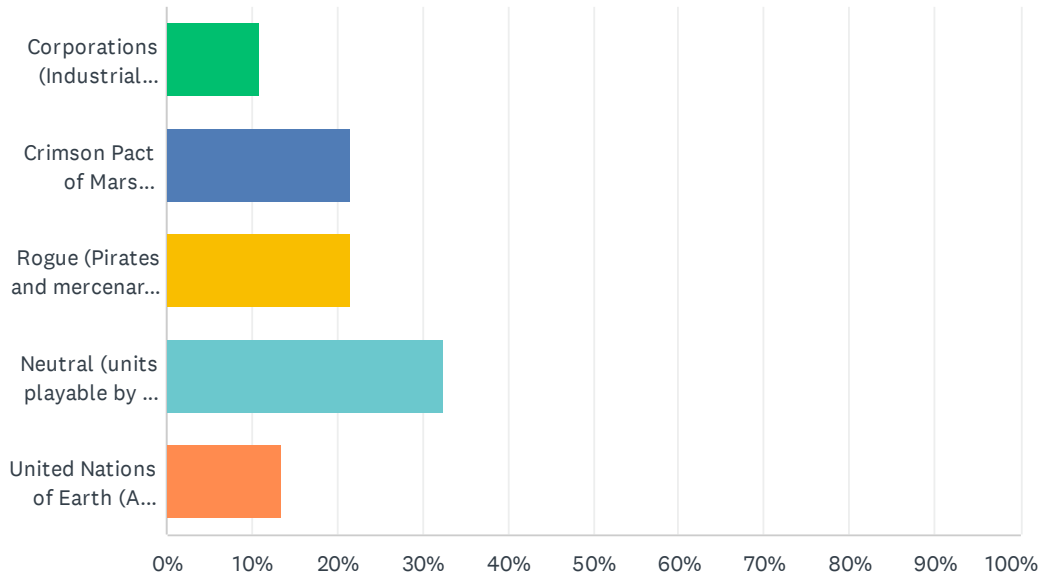
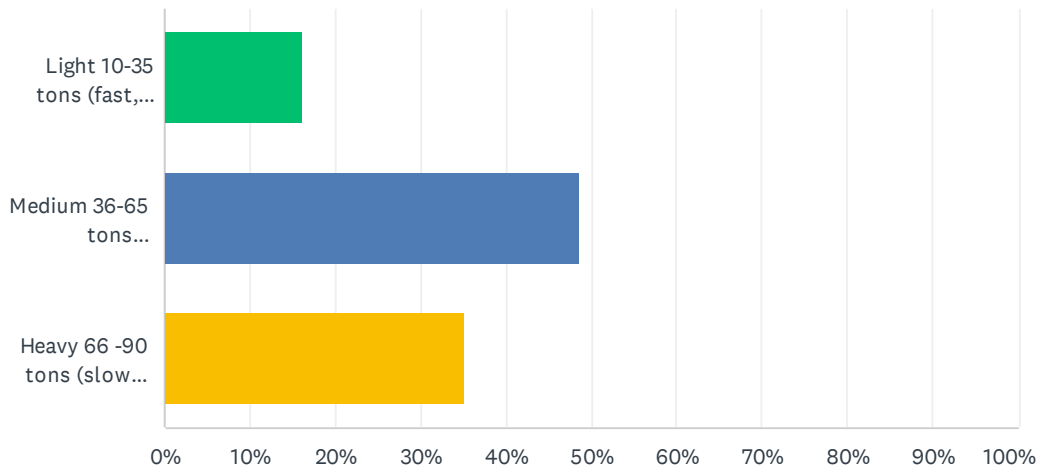| ANSWER CHOICES	RESPONSES	
Corporations (Industrial entities who gain wealth exploiting natural resources)	10.81%	4
Crimson Pact of Mars (refugees from Earth forced to rebuild on the red planet)	21.62%	8
Rogue (Pirates and mercenary outfits who survive on wits and luck)	21.62%	8
Neutral (units playable by any faction)	32.43%	12
United Nations of Earth (A military coalition of nations in control of the Earth)	13.51%	5
TOTAL		37

Q2 Choose efreet leg type

Answered: 37　　　Skipped: 0
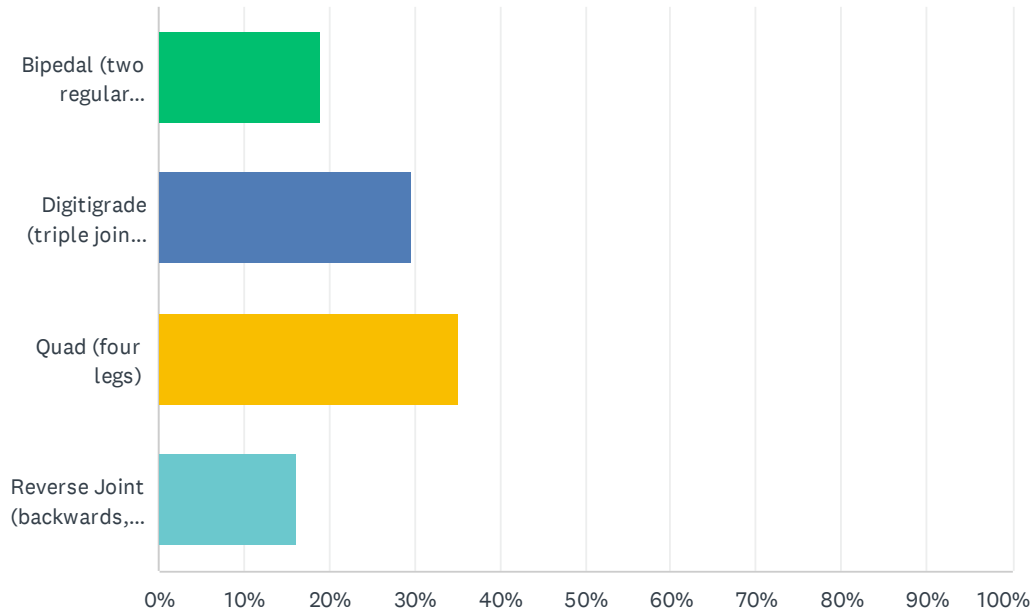
ANSWER CHOICES	RESPONSES	
Bipedal (two regular humanoid looking legs)	18.92%	7
Digitigrade (triple jointed at ankles, calf and knee)	29.73%	11
Quad (four legs)	35.14%	13
Reverse Joint (backwards, chicken walker)	16.22%	6
TOTAL		37

Q3 Choose weight class

Answered: 37　　Skipped: 0

ANSWER CHOICES	RESPONSES	
Light 10-35 tons (fast, nimble and affordable to deploy!)	16.22%	6
Medium 36-65 tons (dependable multi-role)	48.65%	18
Heavy 66 -90 tons (slow heavily armed bruisers)	35.14%	13
TOTAL		37

Q4 Choose cockpit style

Answered: 37   Skipped: 0
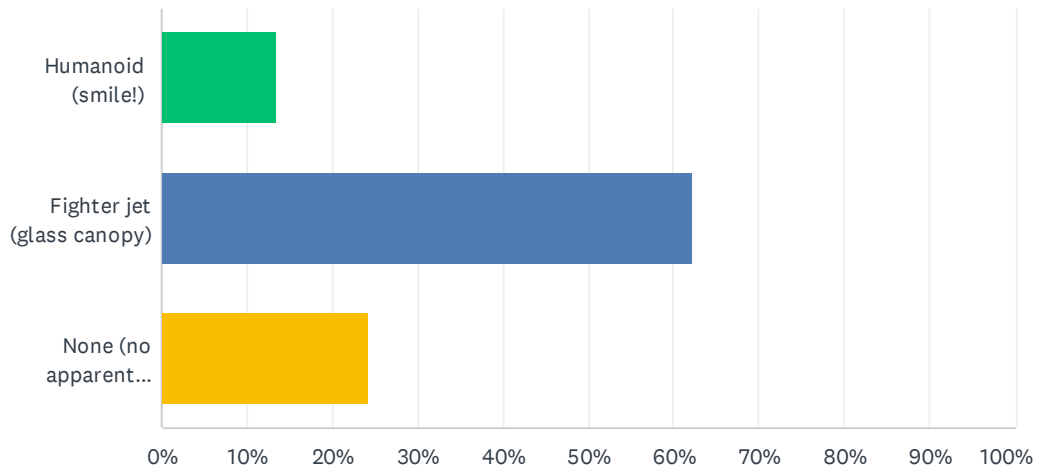
ANSWER CHOICES	RESPONSES	
Humanoid (smile!)	13.51%	5
Fighter jet (glass canopy)	62.16%	23
None (no apparent cockpit, blended into body)	24.32%	9
TOTAL		37

Q5 Choose arm type

Answered: 37   Skipped: 0
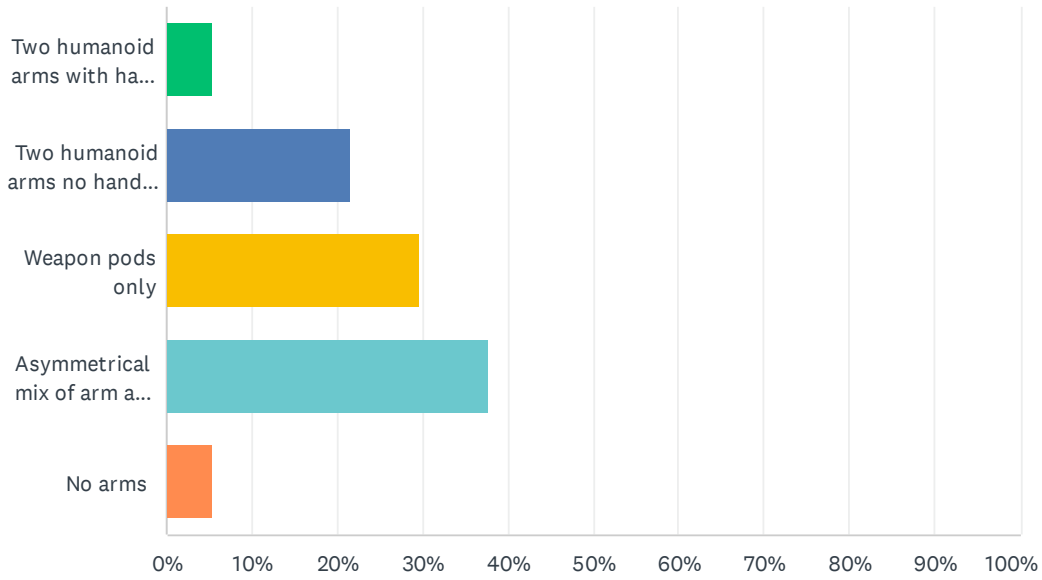
ANSWER CHOICES	RESPONSES	
Two humanoid arms with hands	5.41%	2
Two humanoid arms no hands, just weapons	21.62%	8
Weapon pods only	29.73%	11
Asymmetrical mix of arm and weapon pod	37.84%	14
No arms	5.41%	2
TOTAL		37

Q6 Choose weapons loadout - top two choices will be used

Answered: 37   Skipped: 0
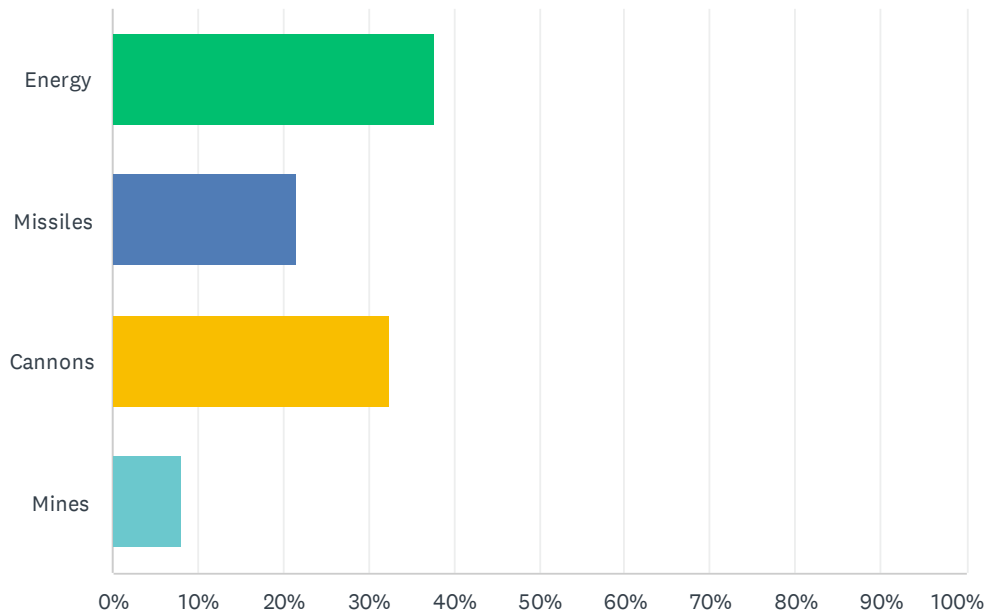
ANSWER CHOICES	RESPONSES	
Energy	37.84%	14
Missiles	21.62%	8
Cannons	32.43%	12
Mines	8.11%	3
TOTAL		37

Q7 Choose a REDLINE keyword mechanic

Answered: 37　　Skipped: 0
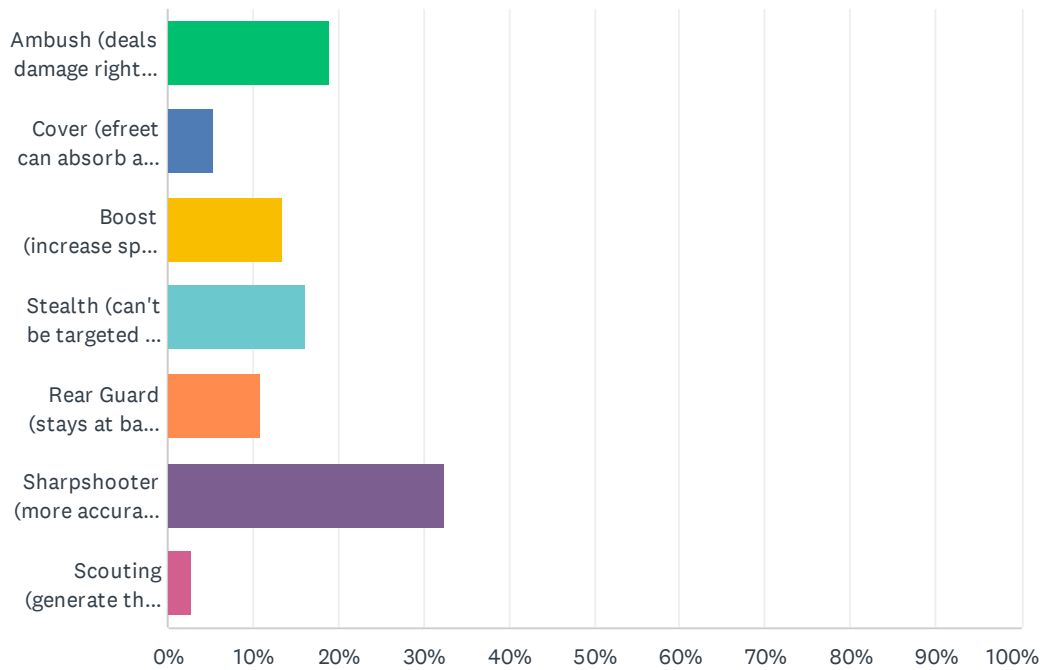
ANSWER CHOICES	RESPONSES	
Ambush (deals damage right as combat begins)	18.92%	7
Cover (efreet can absorb an incoming attack towards a teammate)	5.41%	2
Boost (increase speed to dodge incoming attacks	13.51%	5
Stealth (can't be targeted by enemy abilities and tactics cards)	16.22%	6
Rear Guard (stays at base during combat to reinforce against unseen enemy attacks)	10.81%	4
Sharpshooter (more accurate attacks in combat)	32.43%	12
Scouting (generate the recon resource when attacking)	2.70%	1
TOTAL		37

Q8 Choose an aesthetic feature

Answered: 37   Skipped: 0
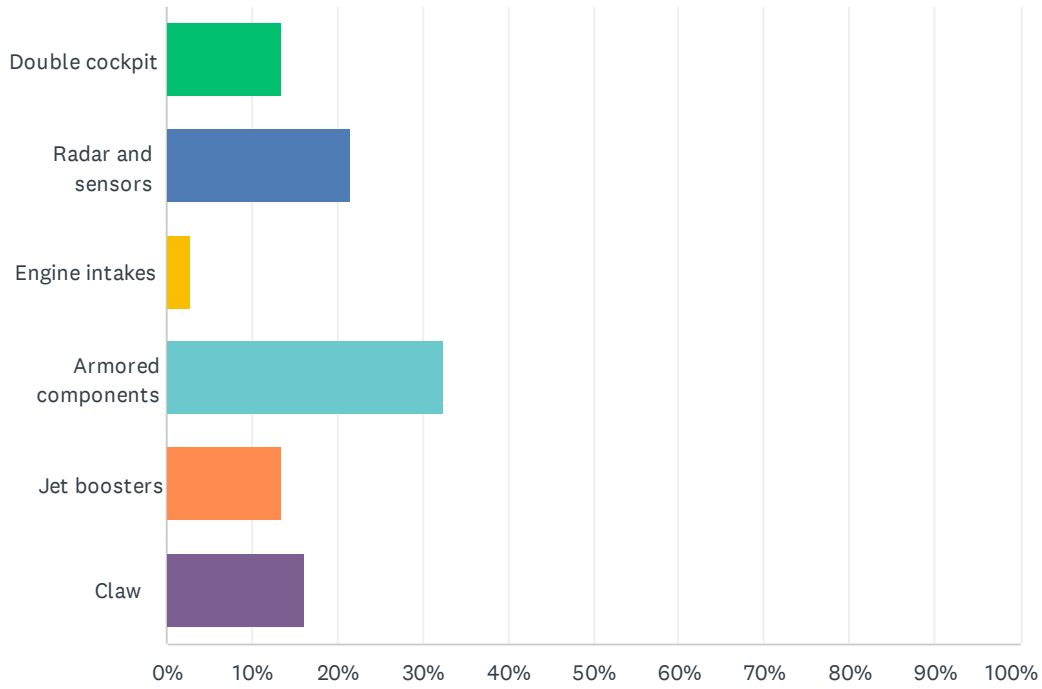
ANSWER CHOICES	RESPONSES	
Double cockpit	13.51%	5
Radar and sensors	21.62%	8
Engine intakes	2.70%	1
Armored components	32.43%	12
Jet boosters	13.51%	5
Claw	16.22%	6
TOTAL		37

Q9 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: 8   Skipped: 29

ANSWER CHOICES	RESPONSES	
Name	0.00%	0
Company	0.00%	0
Address	0.00%	0
Address 2	0.00%	0
City/Town	0.00%	0
State/Province	0.00%	0
ZIP/Postal Code	0.00%	0
Country	0.00%	0
Email Address	100.00%	8
Phone Number	0.00%	0