



Unit Roles

Deadzone the Podcast

To help newer players understand the value of different units in Deadzone, we've assembled a list of main roles and sub roles a unit may fulfill. As an added bonus with the way most factions are structured, you'll find the majority of them actually embody 2 or even 3 of these.

Command

Main source of tactician and the Leader ability. Affects your action economy by either granting you more actions or changing up the cadence of alternating activations.

Leader ability | Keywords: Tactician, Invigorate, Communications Relay

Striker/DPS

Damage Dealer. Able to leverage attack strength and counter opponent's defensive weaknesses.

- **Assassin**
 - High damage unit intended to eliminate specific targets from your opponent's list. Typically sniper for ranged, or fast strong melee.
- **Tank Hunters**
 - High AP weapons, intended to take out heavy armor

3+ in RA/FI | High AP | Keywords: Smash, Sniper Scope, Weight of Fire, Frenzy, Dismantle, Firing Platform, Companion, Toxic

Speedy

High move or sprint values, flying. Able to traverse the board quickly to either engage in combat, or swoop in for objectives.

2-3+ SP | Keywords: Aerial Deployment, Agile, Flight, Jump Pack, Evade, Scout, Teleport

Disrupter

Units designed to interrupt your opponents turn.

- **Suppression**
 - Units designed to hinder your opponents advance.
 - *Keywords: blast, rapid fire, suppression, stun, it burns.*
- **Screener or Defensor**
 - Throws up barriers that prevent or hinder opponent attacks by creating negatives such as fewer dice, or forcing reroll.
 - *Keywords: smoke screen, defender shield, stealthy, cloaking device*
- **Booster**
 - Generates bonuses for friendlies.
 - *Restore health | Keywords: resilience, prey, medic, horde, elusive*
- **Turret**
 - Intended to emit threat by taking an advantageous position. Can hunker down in a single spot or objective and deny options to the opponent.
 - *Long Range, ability to get to high vantage points | Keywords: Indirect*

Juggernaut

Designed to soak up hits and keep going, forcing your opponent to spend multiple activations to deal with them.

- **Brawler**
 - Heavier melee unit who can soak up some hits of their own while dealing damage or locking down their opponent in combat.

High HP, High Armor, Size 3-4, 3+ SV | Keywords: Solid, Tough, Headstrong, Tenacious

Utility

Abilities used for non-combat objectives.

Keywords: Hacker, Engineer, Beast, Construct, Vehicle, Combat Team Training, Psychic

Chaff

Low cost units meant to pester the opponent without giving up too many VPs if killed. Low damage output and easy to take out, but can't be ignored in large numbers like Zombies.

Low PT cost, 0-1 VP, Troop, Size 0-1, Low HP