

Versus NPC Raiding

This type of raiding takes place against non-player entities.

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Raid on Union Island

The **Raid on Union Island** is a one-of-a-kind activity in the Dead Zone Revive.

The player can build a team of up to 5 survivors to take on the HERC positions that are deployed on a nearby island for reasons unknown.

Overview

The Raid is only unlocks to players level 50 or higher. It takes place in three stages: Bridge, Monument and Compound, with the only primary goal of reaching the exit zone on the opposite side of the map within the 10 minute timer.

The player starts the raid by selecting the location on the map just like any other mission, and the game will present a modified version of the loadout screen by keeping track of the player's gained points. Survivor and their gear can only be equipped at this stage only. Once the raid starts, the survivors will not be able to change their equipment or engage in any other task until the raid is complete.

Loot mechanics work slightly differently; anything found on the island will be instantly available at the compound at the end of each stage. Survivors that are downed are again, returned home at the end of the stage with no return time. Any injuries that the survivors sustain cannot be healed until they can return to the compound, but health can be healed back as normal during the mission.

Once started, survivors will be spawned in the map, with a random chance of the enemies being either HERC or zombies. Both types of map have traps that are randomly placed on the field, and destructible barriers to open up pathways. Each survivor reaching the exit zone adds 10 points toward the Raid Haul, for a maximum of 50 per stage. Beyond just surviving, a secondary task will be visible that requires the player to sabotage aspects of HERC operations on the island. Each side objective adds 50 points toward the Raid Haul.

HERC maps feature defensive fortifications similar but stronger to than those found at a survivor compound,. HERC soldiers clad in armor man barricades, military vehicles, and towers with assault weapons and long range guns that attack the player's survivors in range. HERC maps adopt raiding mechanics such as cover and suppression, and typically have fewer spots for loot.

Zombie maps are generally more open and have a lot of containers for loot. Elite infected spawns are disabled, but rushes are still on the table. Zombie spawns on the island are among the highest in the game.

Rewards

Completing all the maps with at least one survivor rewards the player with an **Raid Haul** box, a crate that contains three items, with one of them being a guaranteed weapon or gear of the Raid Haul's quality.

Reward	Points Required
Elite Raid Haul	50-140
Rare Raid Haul	150-290
Unique Raid Haul	300

Completing the secondary objectives on all three maps with all 5 survivors is the only way to receive the **Unique Raid Haul**.

If all the survivors become incapacitated, the no Raid Haul will be rewarded regardless of how many points the player has.

Raider Compounds

Raider Compounds are entities spread throughout the map as NPC analogies to the player's own compound.

They have the same basic layout as the player's compound, manned by survivors and featuring homemade structures. Like player compounds, they have storage and production buildings that can be looted, security buildings for rallying the defenders, and traps to deter invaders. All of these aspects scale with the level of the compound's location, so as the player progresses, they will begin encountering better defended, better equipped, and more profitable survivor compounds on the map.

They do not count as PvP, meaning the player can attack them without having to disable their protection. They also differ from normal raiding by featuring lootable equipment lockers, which can be searched for a chance of finding weapons and gear among other things. They have neither alliance banners, nor F.U.E.L. Generators, but they can still be used to collect war points (by scavenging containers), and they may contain fuel in their searchable item containers.