

# Action Hero

This mode is a variation of [deathmatch](#). The concept is, that one player starts out as a special role player. He receives certain bonuses such as increased health, automatically recovering from wounds over time or possessing all weapons and all ammunition from the start. There is exactly one player with the role of the Action Hero. The rest are ordinary players. In return, fragging the Action Hero in particular gives extra points and makes the fragger the Action Hero himself. If the player with the Action Hero role causes his own death (suicide/accident), the role is randomly assigned to another player. This game mode is used by shooters such as [Star Trek: Voyager Elite Force](#) or [Unreal Tournament 2004](#) (named as *Mutant*).

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Last update: **2023-02-05-06-16**

