

# Assault

This is a game type offered by [Unreal Tournament](#) and [Unreal Tournament 2004](#). It is similar to a [campaign coop](#) mode. Two teams start out with opposing goals: The attacking team has to fulfill certain mission goals, e.g. destroying objects, using switches or bringing an item to a certain position. The mission is usually sectioned into sub tasks and varies from map to map. The defender's goal is to keep them from reaching any of the tasks.

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