

Assault (Game Mode)

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.

[Back to the games database](#)

From:

<https://mwohlauer.d-n-s.name/wiki/> - [mwohlauer.d-n-s.name](#) / www.mobile-infanterie.de

Permanent link:

https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:gaming_theory:assault&rev=1648849162

Last update: **2022-04-01-21-39**

