

encounterGroupRole_t

These types can also be dumped with `sh_type /mh_type encounterGroupRole_t`

Types

2016

```
ROLE_DEFEND
ROLE_ASSAULT
ROLE_FLANK
ROLE_FLANK_CHARGE
ROLE_FORMATION
ROLE_THROW
ROLE_CHARGE
```

Eternal

```
ROLE_DEFEND
ROLE_ASSAULT
ROLE_FLANK
ROLE_FLANK_CHARGE
ROLE_FORMATION
ROLE_THROW
ROLE_CHARGE
ROLE_TURRET
ROLE_DEFEND_ZONE
```

Explanations

- `ROLE_DEFEND`: The ai attack the player while attempting to remain at its current location.
- `ROLE_ASSAULT`: The ai will attack the player (?)
- `ROLE_FLANK`: The ai will flank the player.
- `ROLE_FLANK_CHARGE`: The ai will continuously charge towards/follow the player, while maintaining a certain distance (usually outside of melee range).
- `ROLE_FORMATION`: ?

- **ROLE_THROW:** The ai will use ranged throw attacks (?) Not applicable to all ai types.
- **ROLE_CHARGE:** The ai will continuously charge towards/follow the player, often getting into melee range.
- **ROLE_TURRET:** The ai will remain completely stationary, and only used ranged attacks. Not applicable to all ai types.
- **ROLE_DEFEND_ZONE:** ?

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