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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