Name	Description
"Patrol"	• Group will spawn randomly in the area. • Group will proceed to randomly patrol.
"Patrol-poi"	• Group will spawn at a point of interest with no types or corresponding type set • Group will patrol all other points of interest with no types set or "patrol-poi" type set
"Hold"	• Group will spawn randomly in the area. • Group will pick a spot nearby and hold position
"Hold-poi"	• Group will spawn at a point of interest with no types or corresponding type set • Group will pick a spot nearby and hold position
"Ambush"	• Group will spawn randomly in the area. • Group will prepare an ambush at their spawn location • Group will be set to "stealth" and go loud once enemy enters the killzone, enemies get to close to their hiding position or they are attacked • If possible they'll move to an overwatch position overlooking the killzone • **Note:** The setup takes some time. You might experience a perfomance drop if using a large number of "ambush"-groups
"Ambush-poi"	• Group will spawn at a point of interest with no types or corresponding type set • Group will prepare an ambush at their spawn location • Group will be set to "stealth" and go loud once enemy enters the killzone, enemies get to close to their hiding position or they are attacked • If possible they'll move to an overwatch position overlooking the killzone • **Note:** The setup takes some time. You might experience a perfomance drop if using a large number of "ambush"-groups
"Ambush-road"	• Group will spawn randomly in the area. • Group will prepare an ambush at the nearest road they can find. • Group will be set to "stealth" and go loud once enemy enters the killzone, enemies get to close to their hiding position or they are attacked • If possible they'll move to an overwatch position overlooking the killzone • **Note:** The setup takes some time. You might experience a perfomance drop if using a large number of "ambush"-groups
"Garrison"	• Group will spawn randomly in the area. • Group will pick the nearest building nearby and garrison it. • If there isn't enough room in the building the leftover units will hold or patrol nearby
"Garrison-poi"	• Group will spawn at a point of interest with no types or corresponding type set • Group will pick the nearest building nearby and garrison it. • If there isn't enough room in the building the leftover units will hold or patrol nearby