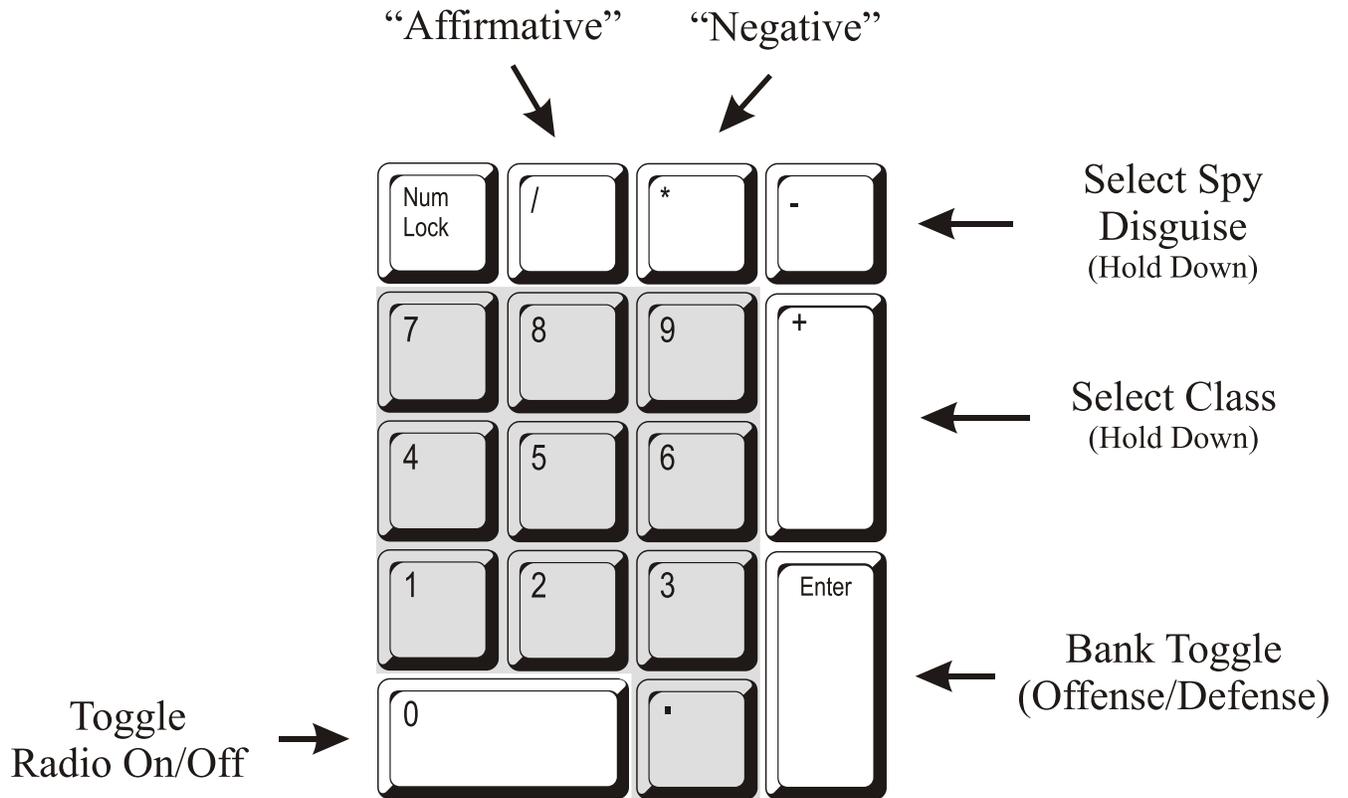
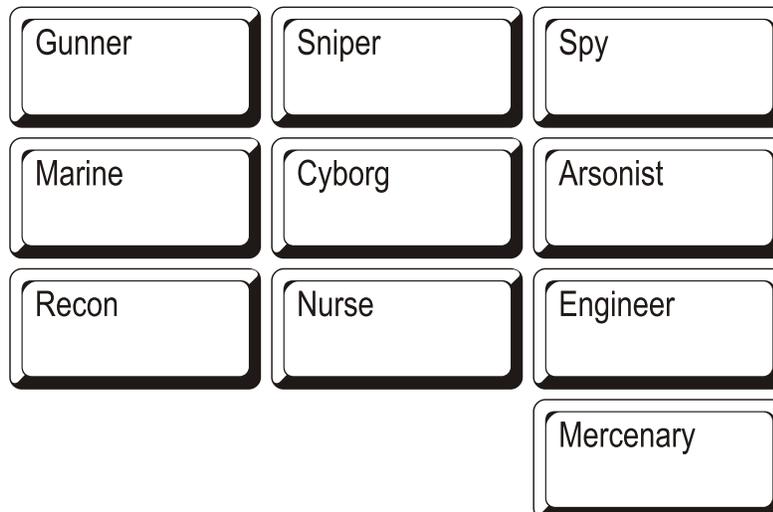


Master keys



Class/Disguise Select

Note: These assignments may not work with MOCK mods as the class structure may be different.



Defense Radio Messages/Bank A

Need Defense	Flag in Danger	Flag Room Secured
Enemy at Balcony	Enemy at Main Entrance	Enemy at Elevator
Enemy at Ramp	Enemy at Courtyard	Enemy at Water Entrance
		On Defense

Offense Radio Messages/Bank B

[Class] Reporting	Attack Now	On Patrol
Kill Enemy Snipers	Launching Strike	Enemy Spy in Base
Enemy Flag Open	Enemy Defense Net Destroyed	Have Flag Need Escort
		On Offense