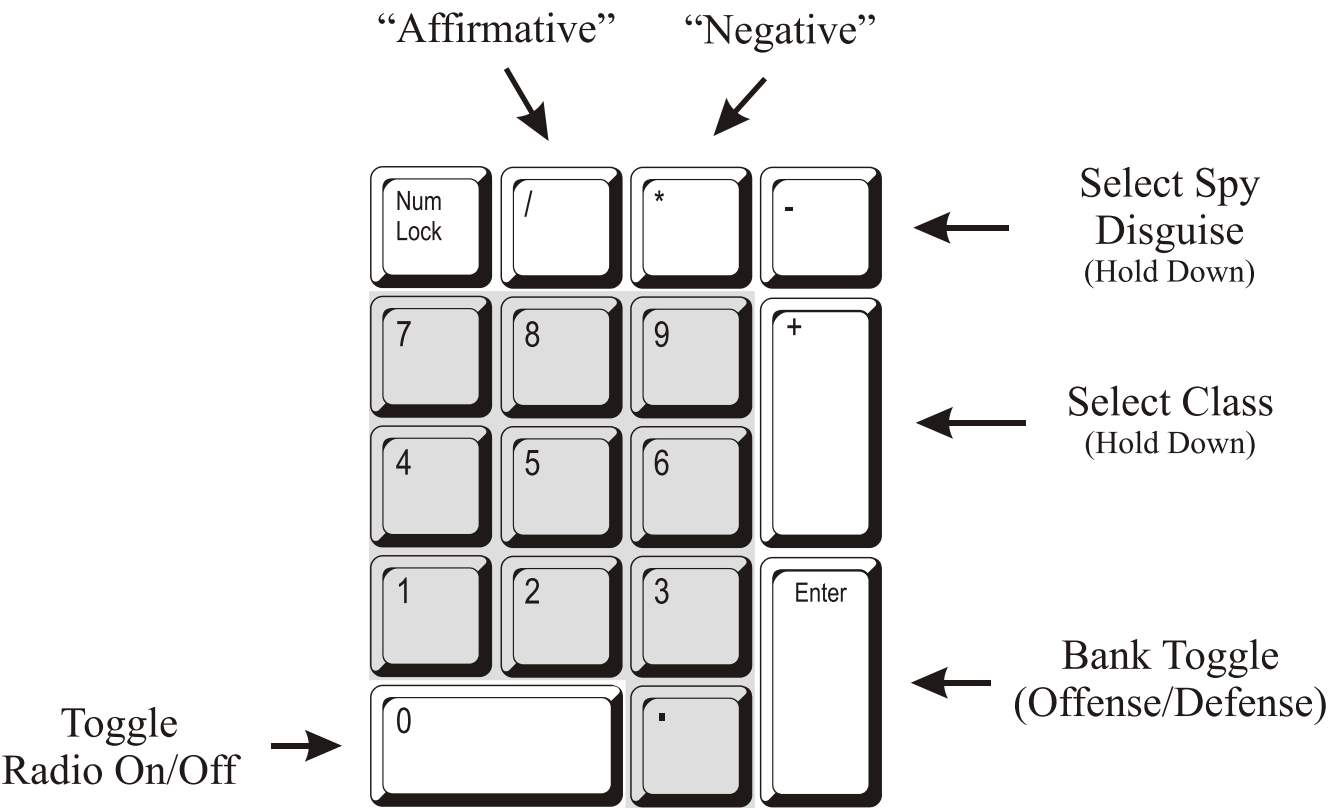


Master keys



Class/Disguise Select

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



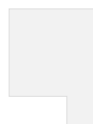
Gunner	Sniper	Spy
Marine	Cyborg	Arsonist
Recon	Nurse	Engineer
		Mercenary

### 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