M01 Has been completely reversed engineered with code flow.

The release contains the following scripts (May contain scripts that were missed in previous releases):

Toggle Spoiler
Uncompleted
M00_Nod_Obelisk

Completed
M01_First_AutoRifle_JDG
M01_Flyover_Generic_Script_JDG
M01_FP_BaseToBase_NorthSouth_Contoller_JDG
M01_FP_BaseToBase_SouthNorth_Contoller_JDG
M01_FP_GDIOcean_NorthSouth_Contoller_JDG
M01_FP_GDIOcean_SouthNorth_Contoller_JDG
M01_FP_NodBase_NorthSouth_Contoller_JDG
M01_FP_NodBase_SouthNorth_Contoller_JDG
M01_FP_NodBase_EastWest_Contoller_JDG
M01_FP_NodBase_WestEast_Contoller_JDG
M01_FP_NodBase_Dogfight_Contoller_JDG
M01_Announce_First_ObjectiveZone_JDG
M01_GDI_BeachGuy01_JDG
M01_Beach_Datadisc_JDG
M01_ConDropZone_JDG
M01_Use_Ladder_Zone_JDG
M01_Base_StartZone_JDG
M01_Base_GDI_Fodder_JDG
M01_AccessDenied_Zone_JDG
M00_No_Falling_Damage_DME
M00_HealthMedal_TextMessage
M00_C130_Explosion
M00_BUILDING_EXPLODE_NO_DAMAGE_DAK
M00_ArmorMedal_TextMessage_JDG
M00_Obelisk_Weapon
M01_C130_Dropoff_Dude_JDG
M01_SniperRifle_02_JDG
M01_SniperRifle_02_AirdropZone_JDG
M01_GDIBase_FirstChinookMinigunnerGuy_JDG
M01_Nod_Truck_JDG
M01_Base_Nod_Minigunner_JDG
M01_C4_TutorialScript_JDG
M01_SniperRifle_01_JDG
M01_SniperRifle_01_Target_JDG

M01_HON_FrontDoor_Evacuator_JDG
M01_CommCenter_Evacuator_JDG
M01_HarvesterScript_New_JDG
M01_KeyCard01_Script_JDG
M01_Tiberium_Cave_Helicopter_JDG
M01_Nod_Chinook_Reinforcement_Guy_JDG
M01_Hunt_The_Player_JDG
M01_Evac_TroopBone_JDG
M01_POW_Nod_Minigunner01_JDG
M01_BackPath_EntranceZone_JDG
M01_BasalBuilding_Population_JDG
M01_QuickSave_Zone_JDG
M01_TriggerZone_GDIBase_BaseCommander_JDG
M01_Duncan_Assailer_JDG
M01_MiniGunner_Point_Guard_JDG
M01_BackPath_NodGuy_JDG
M01_TibCave01_Datadisc_JDG
M01_BarnArea_NOD_Commander_Trigger_Zone02_JDG
M01_RealLightTank_TriggerZone_JDG
M01_Announce_TankAirstrikeZone_JDG
M01_GuardTower02_NewSniperTarget_JDG
M01_GDI_GuardTower02_SniperRifle_JDG
M01_GDIBase_AI_ExitZone_JDG
M01_Player_is_Entering_GDI_Base_Zone
M01_PlayerLeaving_BarnArea_Zone_JDG
M01_Player_is_Leaving_GDI_Base_Zone
M01_PlayerEntering_BarnArea_Zone_JDG
M01_Barn_Point_Guard_01_JDG
M01_C4_Tutorial_Zone_JDG
M01_FodderHovercraft_Script_JDG
M01_Medium_Tank01_JDG
M01_Medium_Tank_JDG
M01_Sinking_Gunboat_JDG
M01_Gunboat_Spawn_Hovercraft_Zone_JDG
M01_Barn_EntryZone_JDG
M01_Barn_Door_Guard_JDG
M01_Barn_Talk_Guard_01_JDG
M01_Shed_Datadisc_JDG
M01_Player_Is_Entering_Tailgun_Alley_Backway_JDG
M01_Tunnel_Exterior_Zone
M01_Tunnel_Interior_Zone
M01_Player_Is_Entering_Tailgun_Alley_JDG
M01_TurnOff_TankReminder_Zone_JDG
M01_HON_Commander_Guy
M01_Lose_Any_Church_Escorts_Zone_02
M01_Player_Is_Crossing_Bridge_Zone
M01_Waterfall_Exterior_Zone
M01_Waterfall_Interior_Zone

M01_TibCave_StartZone_JDG
M00_ViseroidInnate_DAY
M01_TibCave02_Datadisc_JDG
M01_Player_Is_Crossing_Bridge_Via_Cave_Zone
M01_Tiberium_Cave_Spawn_Helicopter_Zone_JDG
M01_Entering_Church_Area_Zone
M01_Player_Is_Crossing_Bridge_Via_Church_Zone
M01_Church_Loveshack_InterrogationConv_Zone_JDG
M01_Church_Guard_MiniGunner_JDG
M01_Priest_Datadisc_JDG
M01_Nod_GuardTower_01_Enter_Zone_JDG
M01_GuardTower_Sniper_Target_JDG
M01_Turn_on_the_Hand_of_Nod_Zone_JDG
M01_Lose_Any_Church_Escorts_Zone
M01_Announce_Hand_of_Nod_Zone
M01_ChurchArea_Spawner_Guy_JDG
M01_Whack_A_Mole_Enter_Zone_JDG
M01_Nod_GuardTower_03_Enter_Zone_JDG
M01_HON_Medlab_DropOff_Guy_JDG
M01_Lose_Any_HON_Escorts_Zone
M01_HandOfNod_SAMSite_Script
M01_Hand_Of_Nod_Exterior_Zone
M01_Hand_Of_Nod_Interior_Zone
M01_Havoc_Out_WarroomZone_JDG
M01_Havoc_In_WarroomZone_JDG
M01_HON_Escorts_Warroom_MCT_ZoneController_JDG
M01_HON_Escorts_Warroom_MCT_Protector01_JDG
M01_HON_Escorts_Warroom_MCT_Protector02_JDG
M01_Hand_Of_Nod_Grunt_Zone
M01_Hand_of_Nod_Building_Script_JDG
M01_Hand_Of_Nod_Dojo_Zone
M01_Civ_To_Minigunner_Guy_JDG
M01_HON_Paintball_Team_02_JDG
M01_HON_Paintball_Team_01_JDG
M01_Right_Interrogation_Room_Enter_Zone_JDG
M01_Left_Interrogation_Room_Enter_Zone_JDG
M01_HON_RedKey_Zone_JDG
M01_Medlab_Datadisc_JDG
M01_UnScramble_Radar_Zone
M01_Scramble_Radar_Zone
M01_Lose_Any_HON_Escorts_Zone_02
M01_Announce_Prisoner_Objective_Zone
M01_Comm_Center_Building_Script_JDG
M01_CommCenter_SAMSite_Script
M01_Comm_Center_Exterior_Zone
M01_Comm_Center_Interior_Zone
M01_Comm_Mainframe_PogZone_01_JDG
M01_Comm_Mainframe_PogZone_02_JDG

M01_Comm_Mainframe_PogZone_03_JDG
M01_Comm_Base_Commander_Conv_Start_Zone_JDG
M01_Comm_Base_Commander_JDG
M11_Temple_Hologram_01_JDG
M01_Obelisk_UpdateDisc_JDG
M01_Mainframe_Tutorial_Zone_JDG
M01_Detention_GuardTower_Enter_Zone_JDG
M01_MovieProjector_JDG
M01_TurretBeach_GDI_Guy_02_JDG
M01_HON_BackDoor_Evacuator_JDG
M01_Base_GDI_Grenadier_JDG
M01_Ambient_Sound_Controller_JDG
M01_Mission_Controller_JDG
M01_Whack_A_Mole_Minigunner_JDG
M01_HON_Easy_Spawned_Guy_01_JDG
M01_HON_Easy_Spawned_Guy_02_JDG
M01_HON_Easy_Spawned_Guy_03_JDG
M01_COMM_Chinook_Spawned_Soldier_GDI
M01_HON_Chinook_Spawned_Soldier_01_GDI_JDG
M01_HON_Chinook_Spawned_Soldier_02_GDI_JDG
M01_HON_Chinook_Spawned_Soldier_03_GDI_JDG
M01_HON_Chinook_Spawned_Soldier_04_GDI_JDG
M01_TurretBeach_Chinook_Spawned_Soldier_NOD
M01_GDIBaseCommander_EvacController_JDG
M01_GDIBaseCommander_Air_Evac_Waypath_JDG
M01_GDIBaseCommander_Air_Evac_Chopper_JDG
M01_GDIBaseCommander_Air_Evac_Rope_JDG
M01_GDIBase_POW_Conversation_Controller_JDG
M01_GDIBase_POWEncounter02_Controller_JDG
M01_GDIBasePOW_Air_Evac_Waypath_JDG
M01_GDIBasePOW_Air_Evac_Chopper_JDG
M01_GDIBasePOW_Air_Evac_Rope_JDG
M01_Base_POW01_JDG
M01_Base_POW02_JDG
M01_Duncan_InHere_ConvController_JDG
M01_Commander_Shack_Zone_JDG
M01_GDIBase_BaseCommander_JDG
M01_Airstrike_Controller_JDG
M01_Deco_LightTanks_JDG
M01_GuardTower02_Sniper_TowerZone_JDG
M01_GuardTower02_Sniper_Target01_JDG
M01_GuardTower02_Sniper_Target02_JDG
M01_GDI_GuardTower_NOD_Commander_JDG
M01_GDIBase_RealLightTank_JDG
M01_Billys_Conversation_Zone_JDG
M01_Hovercraft_Explosion_Controller_JDG
M01_TurretBeach_Turret_01_Script_JDG
M01_TurretBeach_FodderHovercraft_Controller_JDG

M01_Medium_Tank_Tunnel_Squish_Guy_JDG
M01_TurretBeach_Engineer_JDG
M01_GunboatAction_Controller_JDG
M01_Initial_Gunboat_Script_JDG
M01_BarnArea_EvacMonitor_JDG
M01_BarnArea_Air_Evac_Waypath_JDG
M01_BarnArea_Air_Evac_Chopper_JDG
M01_BarnArea_Air_Evac_Rope_JDG
M01_Barn_Prisoner_01_JDG
M01_Barn_Prisoner_02_JDG
M01_Barn_Prisoner_03_JDG
M01_Barn_Babushkas_Conversation_Zone_JDG
M01_BarnArea_AI_ExitZone_JDG
M01_Tank_Entering_Tunnel_Zone_JDG
M01_MediumTank_ReminderZone_JDG
M01_TailGun_01_JDG
M01_TailGun_02_JDG
M01_TailGun_03_JDG
M01_GDIBase_LightTank_JDG
M01_GDI_Base_Spawner_Controller_JDG
M01_CantBring_MediumTank_ThroughHereZone_JDG
M01_TailgunRun_NOD_Commander_JDG
M01_Visceroid01_JDG
M01_Visceroid02_JDG
M01_Visceroid03_JDG
M01_Visceroid_NodGuy01_JDG
M01_Visceroid_NodGuy02_JDG
M01_Tailgun_Run_Spawner_Controller_JDG
M01_TiberiumCave_UpThere_NodGuy_JDG
M01_TibField_Guard01_New_JDG
M01_Interior_Nun_Conversation_Zone_JDG
M01_GDI_Escort_Conversation_Controller_GDI
M01_ChurchArea_EvacMonitor_JDG
M01_Church_EvacController_JDG
M01_ChurchArea_Air_Evac_Waypath_JDG
M01_ChurchArea_Air_Evac_Chopper_JDG
M01_ChurchArea_Air_Evac_Rope_JDG
M01_CHURCH_Chinook_Spawned_Soldier01_GDI
M01_CHURCH_Chinook_Spawned_Soldier02_GDI
M01_Church_Exterior_MiniGunner_JDG
M01_Church_LoveShack_MiniGunner_JDG
M01_Church_LoveShack_Nun_JDG
M01_Priest_Conversation_Zone_JDG
M01_Loveshack_Nun_Conversation_Zone_JDG
M01_Church_Balcony_MiniGunner_JDG
M01_Church_Priest_JDG
M01_Church_Interior_Nun_JDG
M01_ChurchArea_NOD_Commander_JDG

M01_ChurchArea_Spawner_Controller_JDG
M01_Whack_A_Mole_Exit_Zone_JDG
M01_HON_WarroomController_JDG
M01_HON_Escorts_Warroom_MCT_Commander_JDG
M01_HON_Engineer02_JDG
M01_GiveMCTSpeech_Zone_JDG
M01_HON_Cafeteria_Walking_Guy_JDG
M01_HON_Cafeteria_Eating_Guy_JDG
M01_HON_Dorm_RocketGuy_JDG
M01_HON_Dorm_ChemGuy_JDG
M01_HON_Dorm_MiniGunner_JDG
M01_HON_Dorm_FlameGuy_JDG
M01_HON_Dorm_Crapper_JDG
M01_HON_Dojo_Trainer_JDG
M01_HON_Dojo_Civ_01_JDG
M01_PaintballRoom_ChatterController_JDG
M01_Interrogation_Room_Surprise_Guy_JDG
M01_BuggyNew_Controller_JDG
M01_BuggyScript_New_JDG
M01_Comm_Stationary_Tech_JDG
M01_Comm_Upstairs_Guard_JDG
M01_Comm_Repair_Engineer_JDG
M01_Comm_ComputerRoom_Tech_JDG
M01_Comm_Center_Player_Terminal_Zone
M01_GateSwitch_Tutorial_Zone_JDG
M01_Comm_Center_Pen_Gate
M01_DetentionPen_CivDeathMonitor
M01_PrisonPen_Civilian_JDG
M01_Propaganda_Sounds_Controller_JDG
M01_DetentionPen_GDIDeathMonitor
M01_PrisonPen_POW_JDG
M01_TurretBeach_GDI_Guy_01_JDG
M01_Nod_Commander_Conversation_Controller_GDI
M01_GDIBase_EvacMonitor_JDG
M01_Objective_Pog_Controller_JDG
M01_DataDisc_TextController_JDG
M01_GDI_Base_Artillery_Controller_JDG
M01_Base_GDI_Minigunner_JDG

// Below are scripts that are not used, but they are present
M01_GDI_GuardTower_02_Enter_Zone_JDG
M01_ConYard_Dropoff_Dude_JDG
M01_GDI_BaseCommander_Backside_EntryZone_JDG
M01_GDIBase_BackPath_NodGuy_JDG
M01_GDIBase_LightTank_PastTunnelZone_JDG
M01_BarnArea_NOD_Commander_Trigger_Zone_JDG
M01_GDIBase_FirstChinookFlamethrowerGuy_JDG
M01_GDIBase_FirstChinook_Script_JDG

M01_Nod_GuardTower_Tailgun_JDG
M01_DetentionGDI_Air_Evac_Chopper_JDG
M01_DetentionGDI_Air_Evac_Waypath_JDG
M01_DetentionPen_Evac_Controller02_JDG
M01_DetentionCiv_Air_Evac_Chopper_JDG
M01_DetentionCiv_Air_Evac_Waypath_JDG
M01_DetentionPen_Evac_Controller01_JDG
M01_Barn_Point_Guard_02_JDG
M01_Nod_GuardTower_02_Enter_Zone_JDG
M01_TailgunRun_Spawner_Guy_JDG
M01_GDI_Base_Spawner_Guy_JDG
M01_GDI_Toolshed_PatrolGuy_JDG
M01_Comm_MCT_Placeholder_JDG
M01_HON_MCT_Placeholder_JDG
M01_Comm_Kane_n_Havoc_Conv_Start_Zone_JDG
M01_Tailgun_02_SpawnApache_Zone_JDG
M01_TailGunner_03_JDG
M01_TailGunner_02_JDG
M01_TailGunner_01_JDG
M01_Interrogation_Room_L03_Keycard_JDG
M01_Flamethrower_Point_Guard_JDG
M01_Announce_Barn_Objective_Zone
M01_COMM_Commander_Guy

A couple of notes on this release:
- The guy at Westwood with the initials JDG did not know the principles of re-using code. This mission contains a buttload of code that is duplicate.
- I think it is possible to make a script that will enable you to evac X amount of soldiers via chinook. See the scripts with evac in them. It contains some interesting code
- Apparantly the coders of this mission left a substantial amount of unused code in the binary. For example: it seems that the 'tailgun alley' used to have soldiers that would actually enter the gun emplacements. Also the prisoners at the end of the level used to be evacuated via a chinook.

See GitHub for the source code.