You haven't tested the Stank on GDI in a map with base defense, didn't you?

The Stank's player type is NOD, so the AGT will kill it at the Moment it's coming out of the Production Bay from the WF. Test it on City_flying etc...

Therefore it will be shown red in the reticle because it's an enemy Tank. It's Collision mode is KILL (all tanks have this, don't worry) so it kills you instead of pushing you even when it's out of the "Pad clearing Warhead"-Zone infront of the Production Bay...

You have to set the Stank as "unteamed" if both teams should use it. Would be more comfortable for GDI then. If only GDI should use a specific NOD tank, just change the player type to it's opposite.