For the nod cargo plane thing.. I dug up a script in always.dat. This won't drop off the vehicle you bought, it will drop off a humm-vee . I fiddled around with it but couldn't get it to work. I'm sure somebody here will know how to do it to make the chinook drop the certain vehicle off. Anyhoo, heres the script. Name it cnc_c130drop.txt just copy this into a notepad.

```
;************************ Transport Helicopter Hummvee Drop  ************************

; **************************** Trajectory Transport

-1 Create_Object,  1, "XG_TransprtBone",   0, 0, 0, 0
-1 Play_Animation,  1, "XG_TransprtBone.XG_HD_TTraj", 1

; **************************** Transport

-1 Create_Real_Object, 2, "NOD_Transport_Helicopter", 1, "BN_Trajectory"
-1 Set_Primary,  2
-1 Attach_to_Bone,  2, 1, "BN_Trajectory"
-1 Play_Animation,  2, "v_GDI_trnspt.XG_HD_Transport",1
-700 destroy_object,  2

; **************************** Trajectory Nod_Light_Tank

-1 Create_Object,  3, "XG_HD_HTraj",   0, 0, 0, 0
-1 Play_Animation,  3, "XG_HD_HTraj.XG_HD_HTraj", 1

; **************************** Nod_Light_Tank

-1 Create_Real_Object, 4, "GDI_Humm-vee_Player", 3, "BN_Trajectory"
-1 Attach_Script,  4, "M02_Player_Vehicle", "0"
-1 Attach_to_Bone,  4, 3, "BN_Trajectory"
-437 Attach_to_Bone,  4, -1, "BN_Trajectory"
-437 Move_Slot,  7, 4

; **************************** Harness

-1 Create_Object,  6, "XG_HD_Harness",   0, 0, 0, 0
-1 Play_Animation,  6, "XG_HD_Harness.XG_HD_Harness", 0

; **************************** Primary Destroyed

1000000 Destroy_Object, 1
1000000 Destroy_Object, 2
1000000 Destroy_Object, 3
1000000 Destroy_Object, 4
```

1000000 Destroy_Object, 5
1000000 Destroy_Object, 6

If any of you guys out there could edit this to make it drop off the bought vehicle please help.