I suspect the infantry bots were just commanded to goto the vehicle they were supposed to get into, and once they got there it would make them enter the vehicle (timer to check how close they are, since the action_complete event does not get called properly when bots reach the end of their waypath).

Once they get to the vehicle you just delete the bot and give the vehicle whatever AI related scripts you want. I have a custom vehicle AI class that I create subclasses of for various different types of AI: Offensive, defensive, stationary turret, and all have parameters that allow you to specify in Level Edit what priority it should give to each type of target (EG: A machine gun type weapon would prioritise infantry and light vehicles, whereas a cannon type weapon would prioritise heavy vehicles)

If your only controlling access based on whether the vehicle is a ground of VTOL vehicle use the IsVTOLVehicle and IsVehicle scripts to check if its allowed to use them (cant remember off the top of my head their exact names, its something like that).

NB: A VTOL vehicle will ALSO return true on IsVehicle, so make sure to check if its a VTOL first, and then check if its a ground vehicle.