1. Is it possible to change the weapon a dropped bot is holding?
- Not that I know of, but you can attach scripts to give him different weapons (he'll still have the original one, too), which you can specify. The script is "M00_Grant_Powerup_Created", and the parameter that goes along with it is the weapon you want.

2. What is the name of the stealth black hand unit? I just need the name I know how to make him stealth and all.
"CnC_Nod_FlameThrower_2SF", and there's a script you'd attach to make him stealth, I do not recall the name of it right now.

3. Is it possible to change what a dropped bot drops (after you kill it)?
Yes, but I'm tired, I'll post it later

4. I saw someone make the c-130 fly by without swooping down. It dropped bots. How is this done?
- You can change the animation that the C-130 uses, as well as the model. In the top of the script:
-1 Create_Object,   1, "V_NOD_cargop_sm"
-1 Play_Animation,   1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0
"V_NOD_cargop_sm" is the name of the W3d file, and "M_cargo-drop_sm" is the w3d animation.

5. What does the little -120 or some other number at the beggining of each line mean? I think it means time interval
- It is the time. I don't know what units it measures it, but 0 is the beginning of the script, and 190 is when the C-130 reaches the "prime dropping point" on the Airstrip.

6.How do you determine where and how far apart the bots will be when dropped?
- By editing the time interval.