That is simply a cinematic effect, it takes control of the camera at -0, meaning that its First thing, the character doesnt spawn until -1. So what is really happening is that it just drops a havoc, the camer watches him drop from about chest level, and then kills havoc, and allows you to finish your spawn sequence.

I can incorperate scripting help for this, but you would have to make your own w3d files to control everything. I will be making an extensive tutorial on Advanced Cinematic Techniques.