Here is a description of how JFW_Vehicle_Extra_2 and JFW_Vehicle_Extra_Attach will work.

On startup, JFW_Vehicle_Extra_2 will
Create the attach object
Set its team to the same as the team of the main object
Attach JFW_Vehicle_Extra_Attach to the object, passing in the ID of the main object.

When the main object is destroyed, it will kill the attach object.
When the main object is damaged, the health and shield of the attach object will be set to the same thing as the main object.
When the main object is entered, the team of the attach object will be set to the team of whoever entered. Also, anyone in the attach object of a team other than the one that is now the team of the attach object will be kicked out (as such, the attach object will need to be a vehicle with the same settings for health, shield, max health, max shield, skin and shield type as the main object)
When the main object is exited, if there is now no-one in the vehicle (i.e. its empty), the team of the attach object will be set to neutral.

JFW_Vehicle_Extra_Attach works as follows
When the attach object is killed or damaged, the main object is also killed or damaged.

This way, if the main object is neutral, anyone can enter the attach object or main object. If its a specific team, only people who are of that team can enter the attach object.

Also, there will be a new engine call to kick any players of <team> out of a vehicle.