I would guess something like this:

For example if you want a mammoth to attack the hand of nod with
its rockets, you could have the script look for the hand of nod controller and get its position etc
like:

```
void attackhand::Created(GameObject *obj)
{
  Commands->Start_Timer(obj,this,5.0f,101);
}
void attackhand::Timer_Expired(GameObject *obj, int number)
{
  if (number == 101)
  {
 GameObject *hand = Find_Building(0,SOLDIER_FACTORY);
 Vector3 attackloc = Commands->Get_Position(hand);
 Commands->Trigger_Weapon(obj,true,attackloc,false);
 Commands->Start_Timer(obj,this,5.0f,101);
  }
}
```

This will loop until the mammoth is destroyed..