There is no text document to edit the things that come out of the weapons factory. But if you really wanted something over at GDI base you can make a cargo plane drop it off at their base. I have the script to drop something at the GDI base for ISLANDS ONLY. If you want bots, edit the bottom part, which is the drop to gdi base.

```
-1 Create_Object,  1, "V_NOD_cargop_sm"
-1 Play_Animation,  1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0
-1 Play_Audio,  "C130_IDLE_02", 1, "Cargo"
-360 Destroy_Object,  1


-1 Attach_To_Bone,  3, 1, "Cargo"
-180 Attach_To_Bone,  3, -1, "Cargo"
-900 Attach_Script,  3, "M02_PLAYER_VEHICLE", ""

-300   Create_Real_Object,    6, "CnC_Nod_Apache"

-1 Create_Object, 24, "X3_a10_strk1", 0, 0, 0, 0
-1 Play_Animation, 24, "X3_a10_strk1.X3_a10_strk1", 1
-1000 Destroy_Object, 24

-1 Create_Object, 25, "v_nod_cplane"
-1 Attach_To_Bone, 25, 24, "BN_a-10_000"
-600 Destroy_Object, 25

-163 Create_Real_Object, 26, "SignalFlare_Gold_Phys3", 25, "Prop04"
-1000 Destroy_Object, 26

-400   Create_Real_Object, 4, "Nod_ssm_launcher_player", 26,
```

This will make an apache at nod base and a SSM launcher at GDI base. I made this a while back when I was into drop modding. Thanks to HTMLgod for giving me the script to drop stuff off in GDI base on Islands.