Ok, the vehichles have the scripts attached to them in the cinematic file, not the source code to the scripts.dll. I have no idea if there is a script that makes something ignored by base defence. What I am trying to say to you, is you need to attach a script to the vehichle in the cinematic to do what you want.
I would personally make a script using the following statements:

Commands->Set_Is_Visible(obj,false);

And call it something like joe_add_spy. Remember to destroy the script on ::killed

The actual code for the crate would something like this, but I havn't tested or compiled it, there is most likely missing syntax, this is just something for you to base your code on:


```
  else if ((RandomIntCrate <= (percent+=Settings->CrateSpyVehicle)) &&
(Settings->CrateSpyVehicle > 0)) {
   if (Get_Vehicle(sender) || Settings->GameMode != 1 || Settings->CrateVehSpawnPos[0].X ==
0.0f || Settings->CrateVehSpawnPos[0].Y == 0.0f || Settings->CrateVehSpawnPos[0].Z == 0.0f ||
Settings->CrateVehSpawnPos[1].X == 0.0f || Settings->CrateVehSpawnPos[1].Y == 0.0f ||
Settings->CrateVehSpawnPos[1].Z == 0.0f) {
    goto CrateStart;
   }
   Vector3 Pos = Settings->CrateVehSpawnPos[Get_Object_Type(sender)];
   Damage_All_Vehicles_Area(999999.0f,"Laser_NoBuilding",Pos,2.0f,obj,0);
   Commands->Set_Position(sender,Pos);

   GameObject *Temp = Commands->Create_Object("Invisible_Object",Pos);

   StrFormat2(message2,"%ls picked up a Random Vehicle
Crate.",Get_Wide_Player_Name(sender));
   StrFormat2(message1,"ppage %d [Crate] You got a special spy stank from the Spy Vehicle
Crate.",Get_Player_ID(sender));
   Commands->Attach_Script(Temp,"Test_Cinematic",StrFormat("%sSpy_Veh.txt",Commands->
Get_Player_Type(sender) == 0?"Nod":"GDI"));
   Console_Input(StrFormat("msg Crate: Looks like %ls just got a spy vehicle! Go
them!",Get_Wide_Team_Name(Team)).c_str());
   if (Settings->Gamelog) {
    Vector3 pos = Commands->Get_Position(sender);
    StrFormat2(message3,"CRATE;VEHICLE;%d;%s;%f;%f;%f;%f;%f;%f;%d",
Commands->Get_ID(sender), Commands->Get_Preset_Name(sender), pos.Y,pos.X,pos.Z,
Commands->Get_Facing(sender), Commands->Get_Max_Health(sender),Commands->Get_Max
_Shield_Strength(sender),Get_Object_Type(sender));
   }
  }
```

This would mean that it only calls the "NodSpy_Veh.txt" and the "GSISpy_Veh.txt", which you would have to create, and make so it creates a stealth tank and then attaches you "joe_add_spy" script to it.

Something like this:
(You can adapt this for both cinematics, but this is the GDI version.

```
;************************** Transport Helicopter Hummvee Drop  **************************

; **************************** Trajectory Transport

-1 Create_Object,  1, "XG_TransprtBone",   0, 0, 0, 0
-1 Play_Animation,  1, "XG_TransprtBone.XG_HD_TTraj", 1

; **************************** Transport

-1 Create_Real_Object, 2, "CnC_GDI_Transport", 1, "BN_Trajectory"
-1 Attach_Script,  2, "KAK_Prevent_Destruction_Until_Entered"
-1 Set_Primary,  2
-1 Attach_to_Bone,  2, 1, "BN_Trajectory"
-1 Play_Animation,  2, "v_GDI_trnspt.XG_HD_Transport",1
-700 destroy_object,  2

; **************************** Trajectory Nod_Light_Tank

-1 Create_Object,  3, "XG_HD_HTraj",   0, 0, 0, 0
-1 Play_Animation,  3, "XG_HD_HTraj.XG_HD_HTraj", 1

; **************************** Nod_Spy_Stank

-1 Create_Real_Object, 4, "CnC_Nod_Stealth_Tank", 3, "BN_Trajectory"
-1 Attach_Script,  4, "joe_add_spy"
-1 Attach_Script,  4, "M02_Player_Vehicle", "0"
-1 Attach_Script,  4, "KAK_Prevent_Destruction_Until_Entered"
-1 Attach_to_Bone,  4, 3, "BN_Trajectory"
-437 Attach_to_Bone,  4, -1, "BN_Trajectory"
-437 Move_Slot,  7, 4

; **************************** Harness

-1 Create_Object,  6, "XG_HD_Harness",   0, 0, 0, 0
-1 Play_Animation,  6, "XG_HD_Harness.XG_HD_Harness", 0

;**************************** SigFlare

-1 Create_Real_Object, 8, "SignalFlare_Gold_Phys3"
```

-437 Destroy_Object, 8

; ***************************** Primary Destroyed

1000000 Destroy_Object, 1
1000000 Destroy_Object, 2
1000000 Destroy_Object, 3
1000000 Destroy_Object, 4
1000000 Destroy_Object, 5
1000000 Destroy_Object, 6

You will also need to amend the entries for:
void Crate_Defaults()
void Crate_Level_Loaded()
void CrateSettings
So that it includes you new crate (this is a simple task).

You should have all the information you need now to start working on your spy veh crate on your own now.

_____