1- Create a M08 go Point (Located in Daves_Arrows->M08).
2- Copie the ID of the Daves Arrow, that you Place on the Map.
3- Doubbleklick on the Spawner and add the Script "M08_Mobile_Vehicle" and fill in AttocLoc the ID of the DavesArrow.
4- "MOD" the soldier Preset of the Spawner and add "JFW_BaseDefence".