Here is a little work in progress, the more I think about it, the more I think it's a bad idea. However, it was funny to see a stealth Mammoth Tank with a flame tank weapon.

For this plug-in to work you will need to add the objects.gm file to your servers data directory (if you already have a modified objects.gm file then all you need to change is the 'POW_Grenade_Vest' to grant the fame tank vehicle weapon), and obviously add the gm extension in the objects key in ssgm.ini.

The only vehicles I added drops for was:

Mammy; 50% chance of dropping vehicle regen, 50% chance of dropping vehicle health
Stank; 50% chance of dropping stealth technology, 50% chance of dropping vehicle health
Flamer; 60% of dropping flame tank weapon, 40% chance of dropping vehicle health
Med; drops vehicle health
Light; drops vehicle health

I had planned to add more for other vehicles, and make it more complex (if a certain veh picks it up), and also make the chances configurable, but the more I started tinkering, the more I realised it was probably a bad idea.

There is some logic to the system:
You cannot pick-up a team-mates or your own vehicle drops (people would gain money just to make an uber vehicle in there own base).
Soldiers cannot pick-up the weapon drops either, you have to be in a vehicle to do so.
If you fail either of these conditions, then the drop will respawn (I did that so that the enemy player cannot deny you to pick-up his drop by picking it up himself).
If someone is actually going to put it on a server, I might just finish it properly...

http://game-maps.net/staff/reborn/alphavehicledrops.zip