sigh

If you haven't done any modding before, I wouldn't even recommend attempting this.

However,
1. Place the two files in your mod folder.
2. Go into Buildings -> Airstrip, then make a temp of mp_Nod_Airstrip.
3. Give it a name, I used mp_GDI_Airdrop but you can use whatever you want.
4. Click on the settings tab. Change PlayerType to GDI. If you are attaching it to a building, change MeshPrefix to the apropreate prefix. Change the damage reports to something more gdi apropreate, remove them all together. Or if your not attaching it to a building, ignore it all together. Change "CinematicLengthToDropOff" to 14.600 "CinematicSlotIndex" to 3 and "CinematicLengthToVehicleDisplay" to 0. Finaly change "Drop-Off Cinematic" to "CnC_GDI_Cargo_Drop" or whatever you rename the txt file too.
5. Place the building control and car marker as you would for the airstrip.
6. Go into Object -> Vehicle -> GDI Vehicles -> GDI_Transport_Helicopter and temp that object.
7. Name the temp GDI_Transport_Drop. Click the settings tab. Change the Skin to "Blamo" and the Shield Type to "Blamo"

That should be it. If you don't understand the process, you probaly shouldn't even bother.