LR01 wrote on Fri, 24 July 2009 00:46Well, in bones.ini you can set a damage multiplier for the head, but that counts for all weapons.
Now, you can make a warhead to more damage to a armor type.
Can I have a warhead do more damage to a body part, as in bones.ini?

Ow, and the make it more clear, it's for C&C Battle for Dune (see siggy)

so, as for what Goztow said, it isn't for renegade it self.
you can't add a new warhead afaik, but surely can edit one. And then set the multiplier for every surface type