I believe you would have to make a whole new skeleton with a whole new animation set, I'm a little rusty on my knowledge but I think you can create new ones while keeping the old default skeleton.

It's like.. h_a_a0a1.w3d etc... for the animations related to the s_a_human.w3d skeleton, which are renegades default. If you wanted to make a new one, make a skeleton named s_g_skeleton.w3d and name the related animations h_a_g0a1.w3d etc...

Don't quote me on that though.