rrutk wrote on Sat, 21 March 2009 07:28use this:

JFW_Damage_Occupants_Death (when the vehicle with this script on it is killed, all occupants are damaged)
 Damage (how much damage to do)
 Warhead (the warhead to use)

Set damage to 1000 or something like that.

Attach the script to the vehicle.

I guess, the RA-script has to be attached to the soldier.
So this is easier.
Use that one, I forgot about it, just give it a blamokiller warhead, and a damage of 9999.