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Subject: Re: LE Questions

Posted by [LR01](#) on Thu, 23 Jul 2009 21:46:53 GMT

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Well, 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.

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