Thanks for the replys guys, ill release all the files when im done. I wouldnt rely on human overides to get the job done, you have to create new skeleton create new skins and create all sorts of animatios. so basically youll end up with S_x_human(skel), C_human(skined model), then all the aniamtion names such as h_x_a0a1 which is the pure animation. Sorry dude i dont know how to get rid of animations.
But i have used human override in the past it does work for the set things it says u can use it for.

Screen any1? still needs texture, colours might still be adjusted(well of course they will for teams).

Peace