I've finally worked out how to edit the bones to pose the characters. The file I was after was s_a_human.w3d under %MODDIR%\Characters.

Of course all other animations become relative to this file
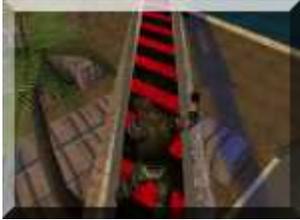
Expect to see posed comics soon!

File Attachments
1) Extra_5.jpg, downloaded 412 times

2) Extra_5_thumb.jpg, downloaded 525 times

3) Extra_6.jpg, downloaded 435 times

4) Extra_6_thumb.jpg, downloaded 521 times