Well , me and my friend who are working on this project tried setting up a script, but the problem is that , it made the tga's out of the different RGB .bmp's but it constantly used the same alpha .bmp so the .tga's are unusable. We both somehow lack the skills to get it working.

So i was somehow hoping that there would be somewhere a third party script available, though we have been looking around and cant seem to find any.

Doing it for one works i photoshop, but for one unit there are over 1300 frames and thats just for one of the 7 animations that that unit has, so I'm sure you see why I could use such a script.