1) please make shore your in release compile mode.
2) there are many custom files added to scripts in SSAOW compaired to the original scripts release:
- Aow.cpp/.h
- Crates.cpp/.h
- changes to dllmain.cpp and engine.cpp/.h
- gamelog.cpp/.h
- might be some i forgot...

if you where to add that script, do it in aow.cpp/.h

as for craching at startup, check server configgeration and/or reinstall FDS sometimes helps OR install SSCP1, that helps out a few things.

Also make shore that latest BHS.dll is in your server folder

edit... lol, just noticed this post is like, a few days old...lol, oh well