Would it be possible to include the things addresses point to in the stack dump, eg.

0012E94C: 0012E980 (No Owner)   "blah"
0012E950: 12345678 SCRIPTS.DLL 00000010

I guess it wouldn't be easy to do, but it would be useful for finding the causes more easily. Which probably is easier would be to include the player count or a player list, you could see whether the game was running and whether it was buzy at the moment it crashed. The time the game has been running might be interesting too to detect crashes happening when the map loads or something.

[edit]
If possible could there be a way to dump the whole process, for bugs which are tricky to solve. Maybe some config setting?

Also, I've had several bugs which did not create a crashdump, any idea on why this happens, whether it can be fixed? One of the crashes happened on the memcmp (or strcmp, not sure) assert functions. Maybe the assert things (in release mode) do not create a crashdump and quit without message? Note that I'm using VC 2005 and am unsure whether the same happens with other versions.