I can reproduce this:

- Host ope player LAN game on client.
- Quit client game.
- Join online game.
- Kill ref.

It probably happens when hosting any game (SP, LAN, WOL) and then joining a non-hosted game.

Thanks for the details in your first post, (map name and destroying ref) that really helped figuring it out. There are quite a few similar crashes that I believe will be fixed once this one is fixed.