@ the lag-producing question: I cannot fully answer that because I have no knowledge of the underlying functionality or procedures being applied in the functions I am calling. However, I can assure you that the code that I wrote is sufficiently clean enough to be unnoticeable.

I have just sent the final version of the system off to Whitedragon. I added the "SpawnSoldier" entry for each team to allow for the default spawn character to be changeable as well. Seeing as how I received no other requests, this is the only addition I made. Also, I have taken Jon's advice and put in the call to Update_PT_Data.

It's out of my hands at this point. When Whitedragon puts it out in SSAOW 1.6 under its GPL, so to will this code follow. Enjoy.

(Also, hopefully the XML parsing code is sufficiently commented enough for those of you to look off of and emulate if you choose to do something with XML in your future projects. I have applied the use of an interface which you should find helpful.)