OK, heres the release version with source code. It is important you either use the ssaow.ini provided, or change yours so that "extras" are not on the disabled list (that had me thinking for a couple of minutes...).
The source code is based on SSAOW with the bot fix, I know you asked for just 1.5 but I am assuming at some point you may wish to add bot support, and I won't do this again for you.

Here is the download link:
http://www.mp-gaming.com/reborn/coderelease/JoesSSAOW.zip

The commands are bound to the name "ren00b", just change you name in the source and recompile it. It is importnat you protect this name and make the name !auth itself or something as I normally bind it to the ip too.

The commands are "!dino" and "!boss". !dino will change the model to the dino.w3d model, it doesn't work too well tbh, there is no preset for the model so it makes it spawn in that startup "jesus" position.. Just weird IMO.
The !boss command will turn the character into a stealth petrova mutant with 1200 health and 1200 armor, the stealth is server side as it is the only preset character other then the sbh to have stealth by defualt.

The character crate has also been changed to include your mutant people. You may wish to chnage there names as I called some of them oxi, reborn and zunnie. I would prefer you to keep this tbh. Kinda like a tribute to http://www.mp-gaming.com

Screenies:

I realise you didn;t want the !boss command, but you can remove it easily, and it should give you an excellent idea of how to make some commands yourself for other purposes.