The scripts.dll/scripts2.dll/bhs.dll do work in Level Edit. Once you have opened Level Edit and created a new mod package follow the following steps:

1) Navigate to your mod package directory, e.g. C:\Program Files\RenegadePublicTools\Level Edit\<ModPackageName>\
2) Create a directory called "scripts"
3) Copy and paste all your dlls into the new folder, "scripts"
4) Open Level Edit and select your package.

I hope that is what you would like. I'm a bit sleepy :/