On the WFDS it works like this: scripts.dll = regular custom scripts.dll, scripts2.dll = DG, scripts3.dll = WS scripts.
I'm not sure how its going to work on the LFDS yet, but it might require a modified scripts.dll. I haven't done any testing on a live server yet, but hopefully it won't take much resources.

It gets all values from the internal game definitions of the weapons and ammo, so any changes from mods will be taken into account.