@stealthEye
If I understand him right what he is trying to do is.

Make custom w3d's to add in LE and then make it a mix map with custom damage rates, etc.

Witch the only way that should stop a player from joining a different server is if, that said map was named the same as one already made.

@robbyke
You have to temp everything you want to add other wise, it will default back to westwood setting when loaded.

The reason your mrls isn't working is because your not temping it and adding that temped preset to the PT, or your not setting up your spawners for the veh right.

P.S.
rob you can always get on teamspeak and ask me things about LE, I can say I've been there done that, asked that before.