Man, you guys sure do get lazy with the details.

Download and install this:
http://www.OblivionInteractive.com/files/Scripts.exe

(Hit Yes on Replace)

Copy Scripts.dll and Scripts2.dll from your C:\Westwood\Renegade directory.

Make a new folder in your Mod Directory. If your mod name for Leveledit is "Winter Zone" then your path is:

C:\Program Files\RenegadePublicTools\LevelEdit\Winter Zone

Name the new folder "Scripts", and paste the two .dll's into that folder. If LE is running, you will need to restart it.

Select your Turret Spawner or otherwise, and goto your scripts tab. Add "JFW_Base_Defence".

Save and Play