I have better ways to find out what got added than using levelredit (we know far more about the format of the .lvl files than was the case in the past).

The main issue I forsee with re-creating lvl files for these maps based on what we currently ship is if any objects that cant be re-created from the lsd/ldd files got added/moved/deleted. Specifically:
Editor Only Objects
Manual Vis Points
Pathfind Generators
Dummy Objects

For everything else (including zones and blockers) it should be possible to identify what got changed in the Iranian level changes.

The other big issue is the lack of any .lvl file at all for Walls Flying and City Flying. Again, I could use levelredit to re-create those but I would rather not use that piece of crap (and more to the point spend ages massaging the output of levelredit into something usable)