A good map but a some texture errors, both silo's are black and missing a parts, this way i can see trough the map.

The "moving" water animation shows only 2 water textures.

The tunnels are to small, you can't even see anyone comming... or hurt your head when you jump... good to get a hart attack once a n00b havoc comes around the corner

Many options for infantry, but that makes SBH overpowered(with weapons spawning), make em cost 600/800.

And destroying a CY with 1 techie/hotie is imposable, it will keep 10% of it's health... but is that good or bad?