Awesome, 'cept the fact that the Mig missile FPS lags like crazy (atleast for me).

Also, for that map, try not to plop object on top of eachother. It doesn't look so smooth, and, as I can tell from that screenshot, the meshes will collide visually since they're on the same Z height.

If I wasn't so lazy I'd make a few maps for you.

Maybe I'll get around to it sometime. But otherwise, awesome.