Comments:
Good layout, nice to actually see some Infantry War maps with some thought put into them, and oh yes... tunnels.

Building destructions just add more to the gameplay, love it, did you use the damage aggregate ideas that where tossed around, i only assume you did, by adding a seperate aggregate (m*_ag4.w3d) for each building then playing the destruction as certain healths. what happens when you heal, does it reverse LOL, that would be comical to see the ball fly back up on the HoN.

Great over all, give it 4 stars.

Suggestions:
Lighting & Atmosphere. I can't stress this enough, what makes each and every map different is the atmosphere, and the lighting that you use, the same old "happy mid day, lets take a ride in my convertable down to the beach" look is a bit overplayed, i want fog, i want rain, i want hellish background noises that let me know im in the middle of a warzone. i NEED some pre-existing marks that there has been battle there before, or else why would i be here?

SOME objects, yes, using objects in MP is a big no no it seems, but not when used in some cases, a mining cart perhaps, a track on the floors of one of the tunnels would easily make this option accessible and make mroe realism to the map. Perhaps a pile of (tiberium i am assuming is what they are mining) somewhere that was not yet taken out of the "mine".

Foliage. there is no way that there can not be at least ONE tree in this "semi-grassy" location, toss in a bush or two and a couple of differentiated trees to give it a bit of "growth".

ok, enough of all that

great work, keep it up