The terrain ends to fast, you can see the map borders everywhere. Bad texturing on many places. Vehicles often get stuck near water. Flying walls and base defences on final bericade. Flame towers shoot at the apaches on final bericade. There is a AP mine inside on of the civ buildings on <forgot map name>, the one with a boat... i thought you also sead that that boat did something... but once on it i could only jump in the water... Also on that map there are 3 ALLIED trucks inside a structure, this would give the soviets free points if they destroy them, make em unteamed.

Also some terrain errors... like inside the civ building on ivory wasteland, you can walk trough the enterior decorations there

However i think they are worth hosting in a server, i am sure it will be fun