Now that ive actually played this map i have a few suggestions:

Add flying vehicles.
Move the Recon Bike and TOW Hummer to the regular vehicle menu.
Increase the price of the MRLS and Artillery, they're both very powerful on this map because they can attack the bases without being hit by any defenses.

I also noticed a few glitches:
The Nod PP always has a red interior, like its dead, even when its alive.
The fake PPs always have a green interior, like they're still alive.