my thinking is that this mod, in the best case scenario, isn't going to get tons and tons of players
the maps and settings should probably accommodate a lower number

Renegade, the stock maps, and its settings and prices in general were intended for 16 vs 16
(vehicle limit of 8, being half of that)
you might want to keep the map sizes similar, rather than scale everything up and have a
battlefield with limited interaction

also, DJ is still oblivious to the world around him