Random team types at the start of the map, with unique structures and units based on that team type being available would be a cool dynamic.

For example, one team might start as France and the other side as Cuba.

I know that really that's RA2, but it's still something that might interest you if you're not going to strictly stick to a direct translation.

Imagine playing the same map 10 times, but it's a different dynamic every time you played it, with different structures and units.

Will you introduce the Yak and MiG? Seeing the attack dog and kennel would be cool (even if they are just bots)!
I also miss the sand bag walls and chain link fences.