Madtoneok, i changed a few colour levels an opacity on the texture overlays.

Is this better?
[snip]

Yes, now you can't really notice the concrete patterns he used in it. Give it 25-50% saturated brown and tan for the camoflauge areas and that should fix most of the problems on your side. The MLRS (Yes, it's a Hover MLRS in TS, not a MRLS... That's TD) still looks like an ass model on its own, most of it needs to get redone as stated before.