It looks nice except for the roof. I like the concept for it as a vehicle bunkers. I have been looking through your model and you an improve alot currently it has 1266 polygons. Which is if you ask me for a bunker a lot.

First thing is, I would center the pivot of your bunker. This will allow you to move the object to the middle point of the grid. Then give your bunker an X=0 and Y=0 and a Z>0. This will also allow Leveledit to rotate your bunker easily around its own ax.

After that it should look like this. Since you wont be really using the 3 sided polygons convert it to Editable poly which uses 4 sided polygons so you have way less polygons on your bunker. (See the picture below)

After you have centerd the bunker you can see it is not symmetrical. I don't know if you planned it to be like this. This also allows us to see that the higher piece of the roof is not in the middle of the bulding.

After that I was looking at the entrences of the building and I find the floor a bit weird looking then I discoverd this (This part was actually from the roof of the bunker) ->

Also your bunker windows are very complex, they use up te most polygons in your bunker.

Although your current model had 1266 polygons which doesnt sound that high but for a bunker which mostly are boxy then it is a very complex cube. To compare a firstperson model of a 500 sniper has the same amount of polygons. (Which uses cylinders)

I hope this advice is usefull for you, since the bunker is pretty nice it only needs some patching/cleaning up.