Taking bunker "models" from a map cannot be done since the model are attached to the terrain. You can easly make a model yourself. just take a box at the base, 2-3 more boxes to make windows and another one for the roof, simple.

Blending textures, well, their are two way's to do it. One way is to unwrap the piece and paint it in photoshop, or, their is a tutorial in leubi's renhelp site about "alpha blending".