I'm well aware that it needs more texture variation. I fully planned to add that, but at the moment I've got the terrain put together as one piece so I can edit the mountains and the parts where the rock meets the grass so that it all stays together and makes for less annoying editing.

Rocks are an idea I considered. I might go into Mudbox and make some more. I created a rock set for the cave entrances to prevent vehicles from getting in there, but I imagine the field would be more useful with places for infantry to hide beyond the forest. By the way, the forest is infantry-only - the translucent barrier you see over the trees is a vehicle blocker. These are Max renders so I haven't put it in-game yet, but it's getting closer.