I've been following this thread every few days or so, but the work is so good that I didn't feel the need to post.  Wanted to say those textures your thinking of using for the map, or the 'texture-style', per se, would be a really phenomenal addition.  I generally dislike playing competitive game modes, and I know your slating RA_Fjord to most likely be a player vs player map, but given how much work your putting into it, the details, environment, terrain, textures and the like, I'd probably play it just to check out work you've put into the map.

Anyways, those textures are a good choice.  Would love to see them in-game for the map.  Great work so far with the modeling, lighting, texturing, and map flow/design concept, along with everything else.