Actually, I got it working in LAN mode. Me, being the genius I am. . .I forgot to set "Players" to "1".
 Can I get a big ol' "duuuuuuuuurrrrrrr?" Heh.

Alright, so! After playing with this modification, I agree that this thing might work better as a total
conversion only because I can't see any other logical way to go about it with the changes to
infantry and vehicles. However, unlike some others, I do actually like this. At first, I thought it was
a bit "unbalanced," but then I realized that, firstly, it was intended to be a little overpowered. . .but
yet, it's actually not that badly balanced. GDI has vehicles like the Hover MRLS which can fire
fifteen rockets slightly faster than the normal MRLS, while Nod has vehicles like the Soviet
Apocalypse Tank from Red Alert 2 which is devistation-on-treads.(It's basically the Mammoth
Tank but slightly faster.) GDI has weird units like Stealth Sydneys(Sydney 1 with stealth
capabilities. Exactly like a Stealth Black Hand with a Tiberium Rifle, really.) and Demolition
Soldiers(whose "Sucide" function doesn't seem to work) while Nod has units like the
Hacker(whom I can't seem to figure out) and the Heavy Arms Soldier(which has a modified
Railgun which fires slightly faster and, I'm guessing, has more punch.)
All and all, my original guess that this modification was something along the lines of "[i]Apocalypse
Mod for Renegade" was quite accurate. Not many of the original units were changed in the
process, but what was changed was definately changed for the better, in addition to there being
added features and vehicles. I dig this modification, despite its ancient date, and hope to find it
being used on someone's server eventually. Whomever made it did a fairly good job. My only
complaints are that some of the new units kind of look slapdash at best(Their textures don't fit in
with the normal Renegade textures.) and the fact they changed the Chem Warrior into an
Anti-Armor unit. They also swapped out the Rocket Officers of each team for Spys(be any of the
opposite team's 0 Credit units aside from Engineers), but that's alright because the Rocket
Officers are on the EXTRAS menu, now. However, that does bring up another point. This
modification cannot be played on Laddered servers. Period. Without the ability to call upon those
EXTRAS menus, this modification just doesn't work.(All but a couple Infantry units and maybe one
Vehicle units per team are on those menus.) But then again, it'd be impossible to edit the normal
screens with that many choices, so. . .

I give this a 7/10.