The best way, if your starting you map from scratch is to work around the template. Some objects in the template are frozen, so you need to un-freeze them to get them to move.

Other than that you can make a new map and use the gmax "X ref objects" (cross reference objects) feature to import parts of the file. All Nod structures have the prefix "MNXXX^" and all GDI ones have "MGXXX^" where "XXX" is the building name.

Basically you place the models in the template on your map then you export it all as terrain. When you inport to Level Edit you need to add building controllers to the structures.