how about making it so that it's a prison escape map - where the prisoners have to destroy the resources/gates/etc. for the guards, and the guards have to destroy whatever stockpiled resources the prisoners are using to fuel their escape.

Might these be of use to you?
  http://tiberios.justinpereira.com/haunted-house-2-structures

You could make it so there's levels of gates that the prisoners need to break through (just static objects that can be destroyed), and the guards have alternate points of entry that they only have access too (maybe doors that only open from the outside).