There is an Assault script that Jonathan Wilson wrote. I suppose he intended someone would make an assault map to use it in sooner or later as when these were written he was writing things he though might be of use to people. Here is the readme for it. I figures some of the stuff out, would need a map to test it on and also come up with an objective.

JFW_Assault_Powerplant_Controller (script for assault map)
 Time (how long the timer should run for)
 TimerNum (what number to use for the timer)
 Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
 Power_Off (what message will turn the buildings off)
 Power_On (what message will turn the buildings on)
 Building1-Building15 (the buildings to turn off/on)
 On startup, this script sets an internal flag to false then sends Power_Off to all 15 building controllers. It also starts a timer.
 On timer expired, if the flag is false it will send Power_On to all 15 buildings.
 On zone entry, the flag is set to true.
 On zone exit, the flag is set to false.

Basically I think this works by killing a teams base if they don't have units in a zone after the times expires. Say you have to secure a Nod refinery within 15 minutes, if there are GDI units in the zone (zone could be anywhere, MCT or whhole refiney) when the timer expires Nod looses for example.