Some more ideas:
1.Some script commands that will be using a combination of
GameObjManager::BuildingGameObjList, GameObjManager::SmartGameObjList,
GameObjManager::GameObjList and GameObjManager::StarGameObjList.
Along with GameObjDef::Get_Class_ID to find out what type of object it is.
And Get_Player_Type to find out the team.

So for example, you can say "find me the first soviet infantry unit in the list".

And, also, a script JFW_Zone_Timer.
On startup, a count of how many object are in the zone is set to 0.
When the zone this script is attached to is entered if the team matches with the parameters set by
the mapmaker, the "in zone count" is incremented. When something leaves the zone, the "in zone
count" is decremented.
When the "in zone count" goes from 0 to 1, a timer is started. When this timer expires, if the "in
zone count" is >= to a set number (could be 1, could be more than 1, whatever the mapmaker
wants) a custom is sent to a specified object.

Also, a script that will (if I can make it happen) give points to a specified team (or both teams)
without giving them to any one player specifically.
Same for cash. Negative numbers will be usable for both of these scripts to take away
points/cash.
These scripts will trigger when a custom is sent to them.