Yeah they do exist but if they function is another thing. I think that they only work in singleplayer mode & multiplayer practise. However there is an alternative script or scripts to do it. See below:

** EDIT: Attach these scripts to "Dave's Arrow" and configure them. You need the custom scripts version 1.2 to use them. **

JFW_2D_Sound_Timer_Health

(plays a 2D sound when the timer expires but only if the health of the object its attatched to is between certain values, great for "building is
damaged" for example)

Time (how long the timer should run for)
TimerNum (what number to use for the timer)
Repeat (whether to repeat this or to only send it once, 1 = repeat, 0 = not repeat)
Sound (the sound preset to use, must be 2D)
Min_Health (minumum health can be for the sound to play)
Max_Health (maximum health can be for the sound to play)

JFW_3D_Sound_Timer_Random

(plays a sound at random intervals)

Time_Min (minumum time for how long the timer should run for)
Time_Max (maximum time for how long the timer should run for)
TimerNum (what number to use for the timer)
Repeat (whether to repeat this or to only send it once, 1 = repeat, 0 = not repeat)
Sound (the sound preset to use, must be 3D)
Position (the position to play the sound at)

JFW_3D_Sound_Zone

(plays a 3D sound on entry to the zone)

Player_Type (which team type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
Sound (the sound preset to use, must be 3D)

_General Havoc