Station Siege Game mode:

This game mode is a classic attack / defend game mode which focuses on capturing strategic points in order to capture a station (ground or space). The goal of the attackers is to fight their way through the defence in order to capture command points. Once the attackers have gained a command point, it cannot be recaptured by the defenders. The only way for the defenders to win is to dwindle the numbers of the attackers by killing them, or if they hold the capture point long enough. When the attackers gain a capture point, they will receive a reinforcement bonus. This reinforcement bonus essentially means that the defenders will have to kill more of the attackers in order to win; it makes the job easier for the attackers. This bonus will have to be tweaked for each map most likely.

Map Design:

The type of objectives on the station is down to what kind of station it is. For example, an industrial station may have the refinery as an objective that the attackers need to capture. The last objective to capture should be the command room of the station. If the station is in space, the attackers shall spawn in the hangar or at the boarding position. The defenders will spawn in a barracks of some description in the station, this will have access to all the objectives in some way. The defenders will have a setup phase before the attackers can escape the hangar room. This will allow them to get into position and setup defences such as turrets.