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Subject: Beacon tactics

Posted by [Anonymous](#) on Tue, 02 Apr 2002 14:22:00 GMT

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one fun thing to do is plant the beacon on the barracks/hand AFTER it has already destroyed (assuming the beacon win is enabled). selfish players might not like it ,because you don't get points... but a lot of times the other team doesn't consider the destroyed building, forgetting that the beacon win is still possible. it doesn't always work, but it does a lot!

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