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Subject: a beacon tactic

Posted by [futura83](#) on Tue, 26 Jun 2007 12:52:02 GMT

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when placing a beacon, one way i found that really works is to plant 2.

Have the first one be planted someone less obvious, then one more or less in plain site.

If done right, all the hotties/techs/engis will convulge the one planted last, go to it, and repair it, while the other one is going off.

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