So a quick overview of how beacons work:

Beacons are meant to signal to Scorebot that an asset is essentially pwned and could be destroyed without actually doing any harm to the host.

Red Team (and other Blue teams during second half of game) will be hiding beacons on our network - a couple of the quickest ways to find/indentify them is to watch egress traffic in the fw logs and on hosts w/ netstat, etc

We are also allowed (during the second half of game) to plant beacons on other blue teams. Sometimes we will need to register w/ Scorebot for our unique beacon id/token. Then any box we own on another team we create a process to send that token to scorebot on a recurring ~3min interval. Each time scorebot sees it - we get points and the team that the beacon is hosted on loses points.

There are many ways to send the beacon to Scorebot (i.e. cronjobs/scheduled tasks, scripts on sleeps, etc - be creative) - Scorebot will only count 1 active beacon per team per host but dropping several can be beneficial so that as they find/remove them maybe one sticks.

For further details on Beacons - <https://github.com/dichotomy/scorebot/tree/version3.0/CLI_BEACON_SERVER> (This is the actual beacon server in use...handy for understanding how to create one)

Also - <https://github.com/droberson/simplebeacon> This allows you to generate a Windows .exe with a beacon in. Defo handy.