Author: *Bobbojoe*

Kite Commanders in Alterac Valley (Alliance, WoW)

Introduction
This exploit will allow you to run the Commanders, two level 61 elites (one at the Iceblood Tower, one at Tower Point, see this image for a map),

Located at the top of each tower, around in circles for a good amount of time while a friend taps the tower, possibly until all five minutes needed for the towers to burn pass. To do this for a long time, you need to be a caster or a Hunter. This will not include the West and East Frostwolf towers, as I'm not sure if there are elites there. Read on for the instructions.

Diagram
First, a diagram of what the TOP level of each horde Tower (where you want to be) looks
like.

Code:

```
       _____
      / _B_ \
     /B(    )B\_
     | ( CAP ) R|
     | (  G  ) A|
     \B(_E_)B M|
      \__L__/ |P|
```

The L indicates Commander Louis Philips at Tower Point. In Iceblood Tower, in his
place is a Frostwolf Bowman instead.
The G indicates Commander Dardosh.
The B indicates Frostwolf Bowmen. They should all be killed before this is attempted.
The E indicates the entrance to a tower, as I can't underline text inside code tags.
RAMP indicates both a ramp and an inability to show three dimensions in two-
dimensional mediums. Mostly the ramp, though.

If your brain exploded from this awful mockery of ASCII, please don't sue.

Instructions
Now, for the procedure. First, as said before, kill all of the Frostwolf Bowmen. They'll
knock your health down in a hurry while you're trying to kite. Next is pulling. Louis is
easy to pull, as you can just let him see you, then turn around and start. Dardosh is a little
harder. The easiest way is to run past the doorway. Now that you've pulled them, run
them around the entire hexagonal walkway outside the room in a circle repeatedly. They
tend to catch around the corners, stopping them for a few milliseconds, so you can almost
run them in circles forever. Note that the easiest way to kite them is with an optical
mouse. You can hold right-click, and to turn, snap it around 45 degrees at every turn.
Once you run out of mousepad real estate, move it back to the other side at a
straightaway. I suggest jumping, rotating around 180 degrees, casting some kind of
instant spell [Fire Blast, Curse of <x>, Shadow Word: Pain], and rotating again (all in
midair) at a straightaway to prolong the time they'll be aggroed on you, so your friend
inside the room can kill anyone attempting to capture the tower back.

Practice this on easy higher-level mobs found on the wild, if you mess up you may land
off-center and fall off the tower. If you are a hunter, do not use Concussive Shot, Aspect
of the Cheetah, or Wing Clip, as you'll either eventually run into his back or he'll turn
around, run into your face, and stab you in the head. Use Arcane Shot or a Sting (pref.
Scorpid Sting, so if he does happen to hit you, he won't do too much).

In action

A sequence of images that show the kiting can be viewed here. The red circles indicate where the ramp to the top level is. With the exception of the arrow (which I randomly placed somewhere near where I thought the ramp was), viewing the images as a slideshow will show the aforementioned red circles moving, indeed, in a circular pattern, without the health bar (the green bar to the left of the blur where my character would be) moving. I was not able to blur it without also removing the damage left on my shield, but I can assure that it only moved once; at the very end when I turned too wide and got hit

00:0729:0200:38

+130 Honor

Weakened Soul

Damage Left: 1083

5678/57   5236

Comments in thread:

IF we are talking bout the dudes protecting the tower.... they are usually quite solo able because they aren't immune to the effects of CC.

To pull this off, you must have practiced the fine art of the "Jump Shot". Most every hunter has had a go at that, but I don't know many casters who have.

Basic Alterac Valley info

http://wow.tentonhammer.com/index.php?module=ContentExpress&file=index&func=display&ceid=411&meid=101