

hyperlinks/timestamps added by u/BreezePosts - I just did this to have some easy to access movement guides for myself available for when I decide to learn some of the tech that I haven't yet, or need a refresher. I am not a part of the contributors or the team related to making this list/wiki. But like, if I've already made it, why not share it? Tech that doesn't have a hyperlink are likely very common tech that have too many videos for me to have a preference, or is just a variation of a tech that I've already linked to.

Though this doc won't last long, if you'd like, you can dm me on Reddit or at ubreeze if I fucked up somehow or you want me to add a video.

Every single Movement Tech in Apex Legends

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We are working on a full Movement-Wiki with guides, Difficulty Rating, Controller viability etc. For now i just wanted to at least put out a comprehensive List.

This List may be incomplete and keeps being updated.

If you want to learn more about Movement check out Apexrollouts.

<https://www.reddit.com/r/Apexrollouts/>

<https://discord.gg/7RshRDZ>

If you have an addition or correction for this List please voice those in the Discord Rollouts Channel as well.

General Movement Tech

Fundamentals

- Holstering
- Strafing
- Crouching
- Slide
- Slidejump
- Jump-Slide
- Air Strafe
- [Bhop](#)
- Slidehop
- [Coyote Time](#)
- Jump Fatigue
- [Skydiving](#)
 - Skydive Cancel

Additional Ground Slide-Tech

- [Skip-jump](#)
- ["Faide" Slide](#)

Lurch Tech

- Momentumshift
- Tap-Strafe
- No Lurch Movement
 - Air Strafe out of Superglide

- Air Strafe out of Wallbounce
- No Lurch Bunnyhopping
- Lurch Strafing
 - [Pito](#)
 - [Neo](#)
 - [Ras](#)
 - etc

Zip-Tech

- Jump
- Crouch
- [Air-Dance \(Re-attach after 600vel\)](#)
- [Superjump](#)
- Crouched Superjump
- [Elitejump](#)
- [Hyperjump](#)
- [Ultra Jump](#)
- [Mantle Jump](#)
- Mantle Crouch
- [Magnetism Tech](#)
 - [Tap-Jump](#)
 - Other zip Mag Tech

i wanted to add some mag tech for myself:

- [Mag Leap](#)
- [Downward Tap Jump](#)
- [Ghost Interact](#)
- [Float Jump](#) [this is an mp4 download]

Wall-Tech

- Climb
 - Silo stuck climb - i don't know what this is, i think its an uncommon alias for known tech, it has never been mentioned in mokey's discord server
 - Sideways climb
 - Hold sideways for higher climb
 - Crouch climb
- Jump out of a climb
 - Backwards
 - Lurch
- Fall Stun cancel
 - Corner Cancel
 - Climb Cancel
 - Mantle Cancel
- [Wallrun](#)
- Wallbounce
 - Standard

- No mantle wallbounce
- [Jump fatigue](#)
- Crouch
- Stand-crouch
- Coyote Wallbounce
- [U Bounce](#)
- [Infinite Climb aka fake rev climb](#)
- No Mo Climb & wallbounce - i don't know what this is
- Wall Hopping (healing)

Edge/Ledge Tech

- Edge-Boost
 - Edge Bug
- [Superglide](#)
 - Superglide Wallbounce
 - Legend specific Superglides
- Ledge-Slide
- Mantle Hop

Slant Tech

- Trimp
- Slant-Boost

Item Interactions

- [Damage Boost](#)
- Momentum carries
 - Snuggle Tech
 - Doors
 - Bins
 - Gondolas
 - Tridents
- Fire Range Targets

Legend Specific Tech

Pathfinder

- Grapple
 - Slingshot
 - Super Grapple
 - Grapple-Hop
 - Grapple Walljump

- Grapple Hyperjumps
- Grapple into 2nd Wallbounce
- Momentum carry
- Zipline
 - Grapple Momentum carry
 - Highspeed exit 45deg
 - Zip-Dashing

Octane

- Stim
 - Fall stun cancel
 - [Healing](#)
- Jump-Pad
 - [Ceiling Surfing](#)
 - Direction Manipulation
 - stand in front Melee + direction
 - throw down, slide through while activate tap Strafe around
 - slide next to it, tap Strafe/momentumshift onto it
 - tap Strafe of it
 - Straight up
 - Double Jump
 - Wallrunning

Horizon

- passive
- Lift
 - Walk through Lift
 - Lift Boops - Ziprail - Baloon

Vantage

- [Vantage Dashing](#)
- Vantage Double Jump out of Snuggle

Valkyrie

- Passive
 - [Moonboots](#)
 - Ledge Peak

Revenant

- [Corner Wallrun](#)

- Grenade climb
- Slow climb

Wraith

- Portal Cancel Superglide
- Phase Superglide
- [Portal Speed manipulation](#)

Rampart

- Sheila Double climb
- Wall superglide
- Wall Fall stun cancel
-

Mad Maggie

- Passive
- Ultimate
 - Speedboost
 - Ball explosion boost

Wattson

- Insta Holster - click tactical, click holster

Caustic

- Trap Fall stun cancel

Mirage, Bloodhound, Bangalore,

- Speedboost

Map Specific Tech

- Magnetism
 - Tap Jump. Up/down
 - Mag leap
 - Heal in shaft
 - Etc
- Ziprails
 - [Ghost Interact](#)
 - Superjump at end
 - Grapple dismount
- gravity Cannons
- Gondolas
 - Gondola locking in your jump-pad position
 - Jump into zip carries momentum
- Train
- Specific weird Ziplines - Stormpoint Northpad - Stormpoint Stormcatcher
- Geyser Stuck Launch
- Edge Rail Slide thing on Stormpoint down from hightpoint to the wall

Misc & Mysteries

- Boopglitches
- Random Yeets into the air on ground while walking and jumping
- [Geo Jump](#)
- Lag messes with Momentum
- Momentum being FPS based ?
- Grapple yeet climb. possible no mo climb
- Ground Superglide
- Stuck Launch

Removed Tech

- Vantage Bounce
- Vantage Dash with Healing and place on Ground
- Punchboosting
- Seer Heartbeat Zoom Untoggle strafe
- Infinite Stim with holo Sprays
- Ult-Dashing
- Loot Ball yeets
- Newcastle Fall down Super Speed revive
- Infinite Skydving
- Full Speed Bhop Healing
- Door Launch