

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

- Ground:
 - Jump
 - Crouch
 - Strafe
 - Holster
 - Melee
 - Bunnyhop
- Slide
 - Basic Slide
 - Slidejump
 - Jumpslide
 - Slidehop
 - Edge-Slide
- Air
 - Air Strafe
 - Coyote time
 - Fall Stun
 - Skydive
 - Skydive Cancel

Advanced Slide Tech

- Quick Slide/Faide Slide
- Emote Slide
- Ghost Strafe
- Skip Jump

Wall Tech

- Climb
 - Basic climb
 - Sideways climb
 - climb jump
 - crouch climb

- End strafe
- Infinite climb
- Infinite Sideways climb
- Wallbounce
 - Slidejump Wallbounce
 - Jump Fatigue Wallbounce
 - Crouchless Wallbounce
 - Coyote Wallbounce
 - U-Bounce
 - Wallrun
- Fall Stun cancel
 - Clim Stun-Cancel
 - Corner Stun-Cancel
 - Mantle Stun-Cancel
- Additional Wall Tech
 - Punchboosting
 - Wallhopping
 - Wallbug

Zip Tech

- Zipline Basics
 - Zipjump
 - Zipcrouch
- Superjump Variations
 - Superjump
 - Elitejump
 - Mantlejump
 - Hyperjump
 - Ultrajump
- Dismounts & Juking
 - Ghost Interact
 - Mantle Crouch
 - Gorilla Jumping
 - Float Jump
 - Air Dance

Lurch Tech

- Basic Lurch Tech
 - Lurch
 - Momentumshift
 - Tap-Strafe
 - No-Lurch Movement
 - Air Strafe out of Superglide
 - Air Strafe out of Wallbounce
 - No Lurch Bunnyhopping
- Lurch strafing
 - Ras Strafing
 - Neo-Strafe

Edge & Slant-Tech

- Superglide
 - Basic Superglide
 - Sideways Superglide
 - Superglide Wallbounce
 - Legend specific Superglides
- Fall stun Cancel
 - Edgeboost
 - Slant Boost
 - Mantle Stun-Cancel
- Movement Manipulation
 - Mantle Cancel
 - Mantle Hop
 - Trimp

Item Interactions

- Damage Boost (Nade & other explosions)
- Momentum carries
 - Snuggle Tech
 - Doors
 - Bins
 - Gondolas
 - Tridents

Legend Specific Tech

Pathfinder

- Grapple
 - Slingshot
 - Super Grapple
 - Grapple-Hop
 - Grapple-Bounce (Instant wallbounce out of grapple)
 - Grapple Hyperjumps
 - Grapple into 2nd Wallbounce
 - Momentum carry
- Zipline
 - Grapple Momentum carry
 - Highspeed exit 45deg
 - Zip-Dashing

Octane

- Stim
 - Slow Down cancel (fall stun, damage, abilities)
 - 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
- Horizon, Seer, Newcastle have worse Doublejump

Vantage

- Vantage Dashing

Valkyrie

- Passive
 - Moonboots
 - Ledge Peak

Revenant

- Corner Wallrun
- Grenade climb
- Slow climb

Wraith

- Portal Cancel Superglide
- Phase Superglide
- Portal Speed manipulation
- Animation cancel

Crypto

- Drone slide
- Drone .omentum throw (faster you are the further you throw the drone)
- Drone grapple
- Drone

Rampart

- Sheila Double climb

- Wall superglide
 - Wall Fall stun cancel
 - Slide into Wall and collect for Speedboost
 - Amped Cover Wallbounce
- <https://twitter.com/MobileMinigun/status/1686882324191797248?s=20>

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Mad Maggie

- Passive
- Ultimate
 - Speedboost
 - Ball explosion boost

Wattson

- Insta Holster - takes longer to whip out gun/ insta gun with wbounce
- Ult Wallbounce

Fuse

- Potential Speedboost from Ultimate that's not a Damage boost
- https://www.reddit.com/r/Apexrollouts/comments/15rteqn/fuse_alt_speed_boost/?utm_source=share&utm_medium=web2x&context=3

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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
 - all of dis: <https://youtu.be/0ZUBy-VCXfk?si=x9peabJIHFLqPmF5>
 - Grapple air strafe
https://www.reddit.com/r/Apexrollouts/comments/17xx9w6/cannon_air_strafing_at_its_finet_must_watch/?utm_source=share&utm_medium=web2x&context=3
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- Gondolas
 - Gondola locking in your jump-pad position
 - Jump into zip carries momentum
- Train
- Specific weird Ziplines - Stormpoint Northpad - Stormpoint Stormcatcher - Olympus
- 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
- Grapple Scrape

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
- Gravity Canon Tap-Strafe

- No Mo Climb & wallbounce