

---

Subject: Wall jumping

Posted by [Hulkcore](#) on Sat, 04 Dec 2004 02:45:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

infantry wall jump works best for NOD on field, because it is quite possible to get into GDI ref almost completely untouched. Person A runs out first and crouches in the corner nearest tunnels. Person B follows and runs into them and jumps, thus launching them over the wall and into Ref. When not defended against with mines (which is rare nowadays) it is awesome cause any decent tech can take it out before they know anything happened.

---