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Subject: Random fun tricks that people don't use...

Posted by [Jamie or NuneGa](#) on Sat, 02 Apr 2011 16:48:00 GMT

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Complex - jumping off of the middle with tanks is easy, meds and It's can drive straight off. Apc's, stanks and flamers need to jump into a wall so they starighten out. Arty's are an art(no pun intended), you need to roll off the ramp on the gdi side.

Mesa - you can drive humvee's up and down the nod ramp in the middle cave - resulting in an easy way to squash techs and engis on those artys. Most tanks can be jumped off the bridge using certain tactics, easiest way is jumping onto another tank or the harv.

More to come...

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