

# How to punch through a wall Half life 1.1, wall punching angle CS

Punching through walls in Half life 1.1 is one of the tricks used by many people to finish off opponents hiding behind walls. Especially in the Italy map, punching through walls is most often applied. If you don't know how to punch through walls in Half life 1.1 and the corner to punch through walls in CS, you can refer to the article below to know more.

In today's article, Taimienphi will guide you on how to punch through walls in Half life 1.1, the most detailed CS wall punching angles, to help you better understand this method and be able to defeat opponents, making others have to look up.

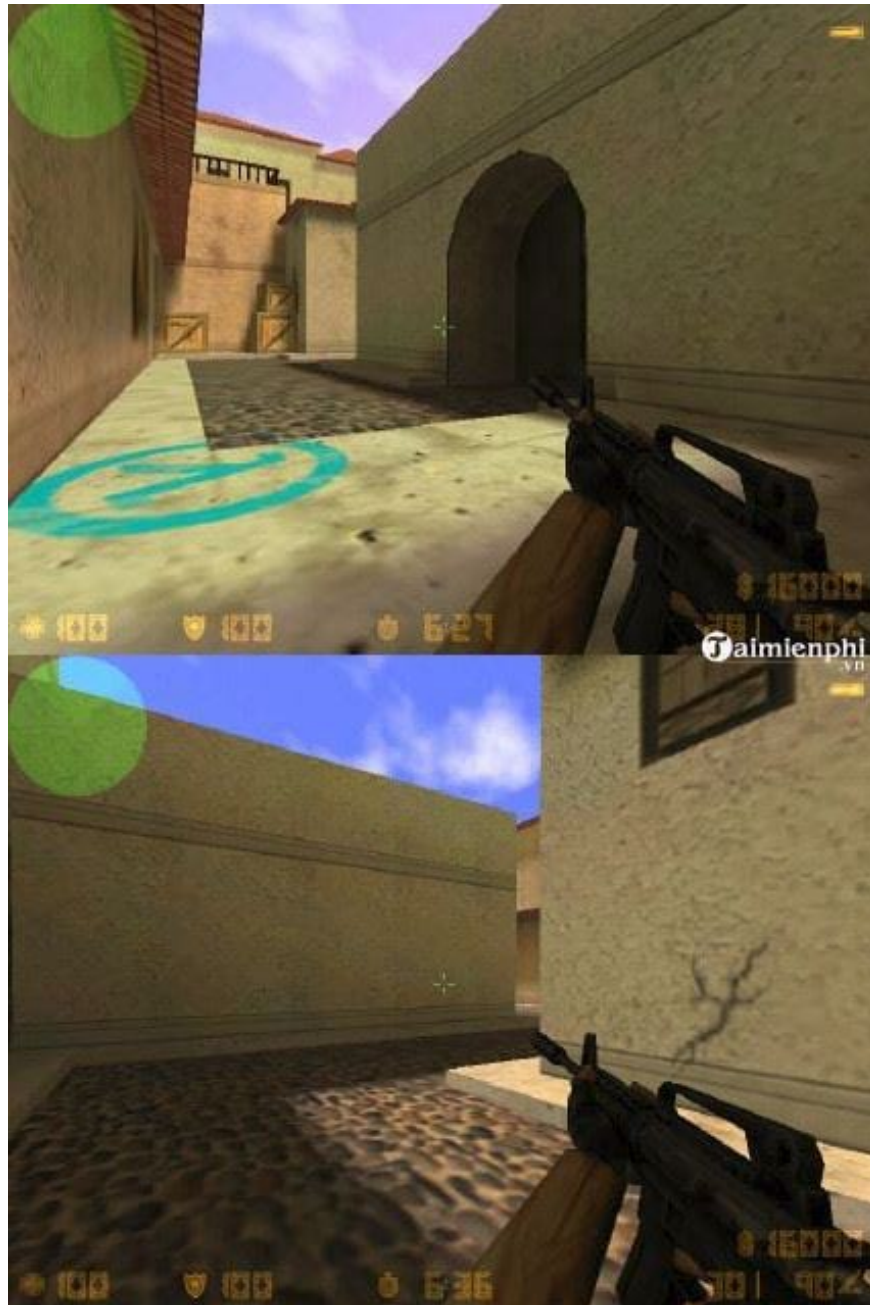
## *Map and location of perforated corners through the CS wall*

Although there are many games in the FPS shooting genre, Half life 1.1 is still something that can attract the interest of many young gamers. The most characteristic feature of the game is that the cs\_Italy map has so many corners where mines are thrown through walls or corners where walls are perforated that many players don't even know where or how they lost blood.

Below are some important positions that can penetrate walls in Half life 1.1, the corner of the CS wall is in 2 opposite positions and capturing them will help a lot in impromptu matches with friends on the cs\_Italy map. .



The small corner of the market and the back gate of the robber's house



**In this position, the damage is stronger than in the above position**



**Counterattack or attack position on the "wine cellar" door.**



**The attack position was from the market to the back gate of the robber's house and shot through the wall in the opposite direction**

Picture 5 of How to punch through a wall Half life 1.1, wall punching angle CS

**This is the wall corner most used by gamers when playing**



**The direction of chiseling the wall blocks the opponent's head from rushing into the market from either side**



**Attack opponents and prevent them from leaving the house**

### ***How to punch through walls in Half life 1.1***

To be able to punch through walls in Half life 1.1, players need to use some specialized weapons such as AK47, AK41, sniper rifle, pistol, and some other capable weapons. When you reach the locations in the image above, you can aim at it and shoot through to the opposite corner, causing direct damage to the opponent without revealing yourself.

The amount of damage the player takes when punching through a wall is equal to the damage when facing directly, so the process of shooting through does not affect the amount of damage. And to do this, you need to practice a lot and it also has its own principles, specifically as follows:

- **Aim at the right position to shoot through generals.**
- **Shoot one bullet at a time, do not discharge the entire magazine.**
- **When shooting at a target, a blood stain will appear on the wall.**
- **You should shoot 2-3 rounds at a time, avoid shooting too much or the gun will be off-center.**

Hopefully this article on how to punch through walls in Half life 1.1 and our CS wall punching angles will help you in the upcoming battles on the Italian map, improving your shooting skills is an essential thing. necessary for each player, in addition you should also **change the half life button** , adjust the key in half life 1.1 to make it more convenient to buy guns or bombs, and change the main weapon to the fastest secondary weapon.

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