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Subject: Is the pistol in SP underrated?

Posted by [Anonymous](#) on Wed, 13 Mar 2002 14:55:00 GMT

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I wouldn't mind the bending over part so much if the player actually stopped moving... instead, even though he just got shot, he can still turn and run after you! Meanwhile, you can't nail him in the head until he's standing upright again. At least in SP, when you start nailing a guy, he stops moving until you stop shooting (lovely with the flamethrower, chem gun, tiberium weapons, and volt rifle)

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