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Subject: Is the pistol in SP underrated?

Posted by [Anonymous](#) on Wed, 13 Mar 2002 13:04:00 GMT

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I sure to think so. I was playing the Stowaway mission and it seemed like a stealthy mission so I started using the pistol. Well, it can bring down an Officer in 1 headshot and it takes 3 shots to the TORSO of Nod Soldier. I find it alot better than the other autorifles because aiming for the head with autos is almost futile - you basically get about .01 seconds more if you shoot the torso instead of the head. In MP however, if you hit someone once in the head, their health goes down alot, but they bend over (lets keep it clean) and you can't hit them in the head again until they stand up and if a competent user is playing then after you get shot you run like mad. Torso shots in MP with a pistol are pretty useless unless you have a chem/flame warrior and need to finish off someone out of range.

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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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Subject: Is the pistol in SP underrated?

Posted by [Anonymous](#) on Wed, 13 Mar 2002 15:17:00 GMT

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quote:Originally posted by TomXP411: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)ya, but in multi, that would completely make it suck

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Subject: Is the pistol in SP underrated?

Posted by [Anonymous](#) on Wed, 13 Mar 2002 16:31:00 GMT

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I like the pistol, proves useful on occasion (in MP). Once I was hotwire defending an Ion beacon in a refinery and was able to take down two "special" people (Sakura!!! and middle Black Hand). Get one headshot and just keep pelting body.

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Subject: Is the pistol in SP underrated?

Posted by [Anonymous](#) on Wed, 13 Mar 2002 18:05:00 GMT

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I think it is overpowered. Pistol can finish a power plant if you shoot at the MCT in 12 Shots

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Subject: Is the pistol in SP underrated?

Posted by [Anonymous](#) on Wed, 13 Mar 2002 20:22:00 GMT

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Nah, I like the chem gun, it turns people into little alien blobs. LOL!

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