Yes.
You can either use:

Create_Sound_Player(GameObject *obj,const char *soundname,const Vector3 &
position,GameObject *obj2)

 or

Create_2D_WAV_Sound_Player(GameObject *obj,const char *soundname)

You can also use the console command sndp.

If your sound is dialog though I recommend using:

Create_2D_Wave_Sound_Dialog_Player(GameObject *obj,const char *soundname)

That makes it play over the dialog channel/volume rather than sound effects.