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;div><div>World War II has been called □The Good War, □&lt
;/span> often in contrast to later conflicts whose moral justification is see
n as more ambivalent. But how did the Good War become good, and what aspects of
it had to be suppressed to qualify it for that title?</div></div>&lt
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n>Call of Duty: WWII is a hard game. There is no regenerating he
alth, which means you have to rely on med packs you find around the environment
or ask the medic in your squad to throw you one. You have to make sure you manag
e your health through the chaotic firefights, but also your inventory.</div&g
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"{href}"><div>Call of Duty: WWII is m
uch harder than previous games, by design - Polygon</div><
/span><div>polygon : 2024/11 : call-of-duty-wwii-difficul
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