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lt;div>World War II has been called The Good War, </span&gt
; often in contrast to later conflicts whose moral justification is seen 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></div>
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span><div>A new look at the 'Good War' - Harvard Ga
zette</div><div>news.harvard.e
du : gazette : story : 2007/03 : a-new-look-at-the-good-war</div></
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e="padding-bottom:12px;padding-top:0px"><div><div><d
iv><div><div><div><div>Call of Duty: WWII
 is a hard game. There is no regenerating health, which means you h
ave to rely on med packs you find around the environment or ask the medic in you
r squad to throw you one. You have to make sure you manage your health through t
he chaotic firefights, but also your inventory.</div></div></div&
gt;</div></div><div></div><div><a data-ved=&quo
t;2ahUKEwi87Z23ysmDAxXsIUQIHfZrCxcQFnoECAEQDQ" href="{href}">&
lt;span><div>Call of Duty: WWII is much harder than previou
s games, by design - Polygon</div>&l
t;div>polygon : 2024/11 : call-of-duty-wwii-difficulty</div></div></div></div><div><div><div&
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