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span&gt;World War II has been called The Good  
War, &lt;/span&gt; often in contrast to later conflicts whose moral justificat  
ion is seen as more ambivalent. But how did the Good War become good, and what a  
spects of it had to be suppressed to qualify it for that title?&lt;/div&gt;&lt;/  
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Call of Duty: WWII is a hard game&lt;/span&gt;. There is no regenerating health,  
which means you have to rely on med packs you find around the environment or as  
k the medic in your squad to throw you one. You have to make sure you manage you  
r health through the chaotic firefights, but also your inventory.&lt;/div&gt;&lt;  
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arder than previous games, by design - Polygon&lt;/span&gt;&lt;/div&gt;&lt;/span  
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