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World at War is based on real events but naturally adds its own Call of Duty spin while Vanguard is largely a work of fiction. Funny enough, the two do share one point in common: A Russian sniper. Vanguard's Polina picks up her father's old rifle after he's killed by Nazis in the bombing of Stalingrad.

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Call of Duty: Vanguard's take on World War II can't outdo a decade-old game

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The reason why GB was so high is because campaign pack, were only paused

d/queuing and

deleted sk the espace wi a instill allocation.

By File Size, Ranked gamerant

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