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It is a action/war simulation game in the first-person perspective, set during the Second World War in Europe, and on the Eastern front. The game is the seventh in the Panzer Elite series of games. The player controls a German Panzer company in combat during various World War II battles. Gameplay Throughout the game, players can move from one objective to the next, some of which are in combat against the player's enemies, but most of which are free of combat. Several types of goals and objectives can be completed in this manner. The game is based on historical military scenarios from the Second World War, with missions taking place in the game's 15 areas (as of version 1.03, 5 more areas were added). The player assumes the role of a German tank unit, primarily the Panzer company or Panzergrenadier company. The player has access to a variety of ground vehicles, as well as access to naval missions. In addition to the ground vehicles, there are also infantry sections, an artillery unit, air units, and specialized units such as tank destroyers, combat engineers, and tank recovery vehicles. The player is able to customize the company with various vehicles, weapons, equipment, and camouflage. The company also has a staff available, who are available to the player via the pause menu, to perform a variety of functions. These include: general staff, intelligence section, commander, operations section, supply section, logistics section, repair section, and information section. The staff can also be called upon at any time to issue orders or reinforcements. If the player wants to take an offensive, the player must first destroy the enemy's tanks, then capture them. In order to capture a tank, the player must first destroy the engine using a tool or by destroying the superstructure. After that, the tank is no longer an obstacle, so the player can move in and capture it. Enemy forces must be taken down, or it becomes impossible to capture the enemy tanks and proceed. The player is graded on how many tanks he captures. There are multiple missions available in the game, and the player can choose which mission to play. When a battle starts, the player is notified of its location. Playable area Playable area map The playable area is divided into 15 areas, with each area being around 1 km square, and having multiple battles being played simultaneously in multiple areas at the same time. Each area is split into various segments (e.g 82157476af

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