



WORLD OF TANKS

RUSH



Game Overview

World of Tanks, a popular online game, comes alive on your table. The World of Tanks: Rush game has been illustrated by the same artists that have worked on the original digital version of the game and uses the same original artwork, terminology, and other elements.

In World of Tanks: Rush each player assumes the role of a tank squad commander. The main idea of the game is to strategically select cards from the dozens of available cards to form a strong squad. Players will lead their tanks into battle, defend their own Bases, call for reinforcements and receive Medals.

The goal of the game is to earn more Medals than everybody else by the end of the game. There are three ways to earn a Medal:

1. one Medal is awarded for each enemy Vehicle destroyed;
2. three Medals are awarded for destroying an enemy Base;
3. the end-of-game achievement is worth five Medals.

Game Contents

100 Vehicle cards, 25 cards per country (USSR, Germany, USA and France)

02

1 First Player card



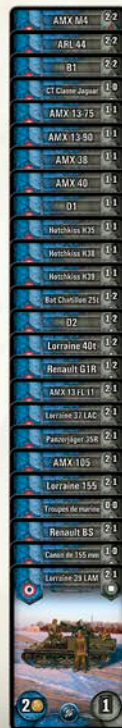
1 Tank Graveyard card



15 Base cards (five three-card sets)



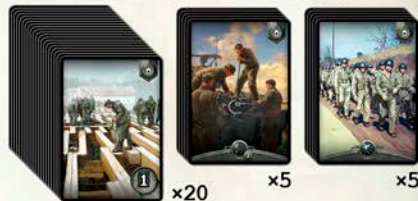
5 Reference cards (double-sided)



48 Medal cards, 12 cards per country (USSR, Germany, USA and France)



30 Barracks cards (five six-card sets)

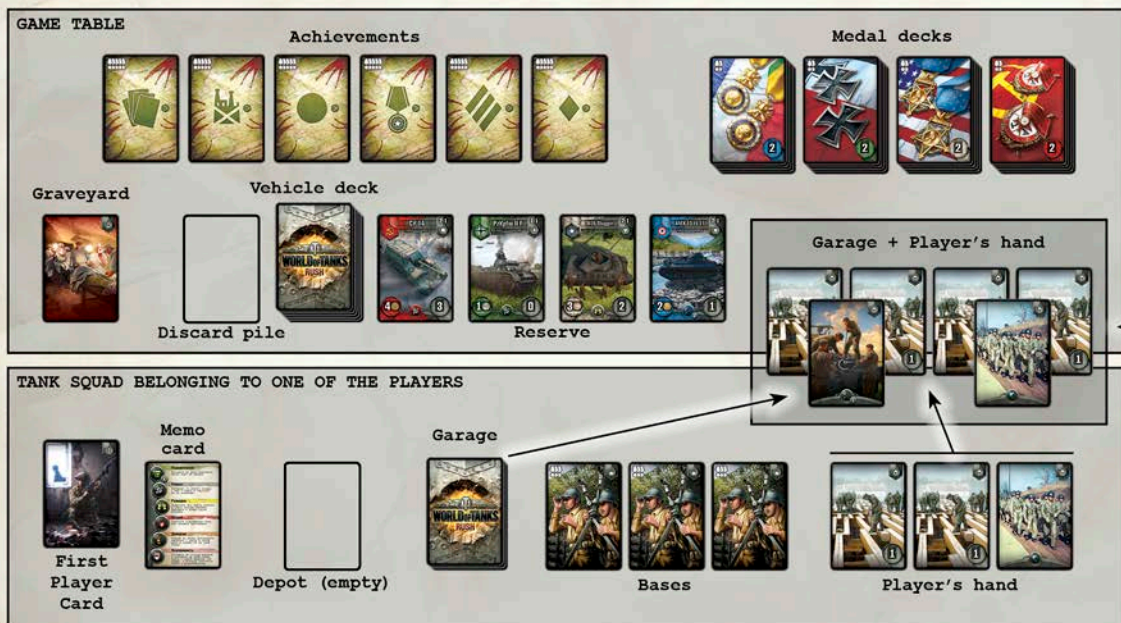


12 Achievement cards



Game Setup

Setup for 5 players



1. The last person to have played the online version of World of Tanks places the **First Player card** in front of him or herself (for ease and simplicity players will henceforth be referred to as he). The player keeps this card until the end of the game.
2. Each player takes **3 Base cards**. The players place these cards face up in front of them. The game ends as soon as all bases belonging to any one player are destroyed.
3. Each player is dealt a starter set of cards, which contains the following 6 Barracks cards: 4 Engineers cards, 1 Technicians card, 1 Volunteers card (see page 11).
4. Each player shuffles his Barracks deck and then places it face down in front of himself. All these cards constitute a player's **Tank Squad**. The deck of face-down squad cards is known as the **Garage**, and the pile of discarded cards placed face up next to the deck is known as **Depot**. The player may examine cards in his Depot pile at any moment during the game.
5. Each player draws 3 cards from his Garage and places them in his hand. Each player can view the cards in his hand at any moment of the game. At the beginning of his turn, the player places all cards in his hand in front of himself face up.
6. Shuffle the 100-card **Vehicle deck**. Place it at the center of the table face down, leaving enough space for a discard pile nearby. Draw 4 cards from this deck and place them face up in a row next to the deck. This row is the common **Reserve**.

7. Place the **Tank Graveyard** card at the center of the table. It will mark the area where the cards that are no longer part of the game are discarded to. Make sure there is some space between the Graveyard and the Vehicles deck, so that the discarded cards do not get accidentally mixed in with the Graveyard cards. Discarded cards will be used again once the Vehicle deck runs out, while the Graveyard cards will no longer be part of the game.
8. Sort the **Medal cards** into 4 piles: American, French, German and Soviet. Place the piles face up on the table. Players can examine and count the cards in the Medal piles at any moment during the game.
9. Shuffle the **Achievements deck**. Draw a number of Achievement cards equal to the number of players **plus one additional card** and place them face up at the center of the table (for instance, for a 5 player game you should place 6 Achievement cards face up on the table). These are the Achievements available in a given game.
10. Give **Reference cards**, listing the abilities, to all players who have not played the game before and all those who simply want one.
11. Put the remaining Achievement, Barracks, Base and Memo cards back in the box. You will not need them to play the game.

Turn Order

04

The player who received the First Player Card takes the first turn, followed by all other players in a clockwise direction.

During his turn the player must undertake the following sequence of actions: repair damage and reveal his hand (I), play the cards from hand (II), replenish the Reserve and draw new cards (III).

I. Repairing damage and revealing the hand

If the player has any damaged Base and/or Vehicle cards (the damaged card is turned sideways), he turns all of them back to the upright position, thus repairing the damage.

After this, the player places all cards from his hand (usually 3 cards) face up in front of himself. There are a number of ways the cards can be played.

II. Playing the cards from hand

Each card in the player's hand can be played in **one** of the following three ways:

1. card resources may be used to make a purchase;
2. card abilities may be used, and the card may proceed to defend the player's Base if it's possible;
3. the card may be used to assault enemy vehicles or Bases.

If a card can be played in several ways, it is up to the player to decide which option to choose. If a card cannot be played in any of the above mentioned ways (or if a player is reluctant to play it), the card is placed into the player's Depot.

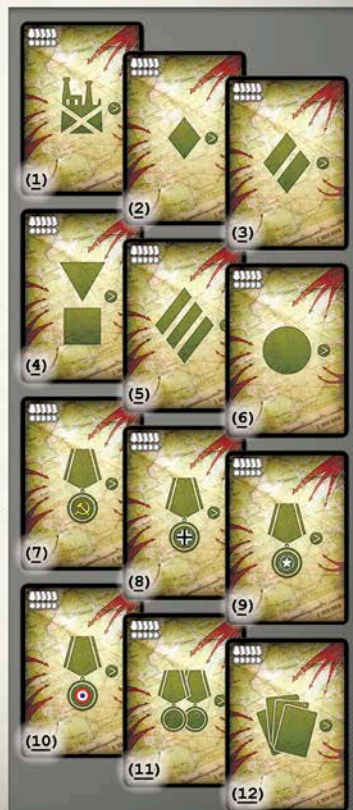
Achievements

Achievements are of paramount importance for winning the game: one achievement earns a player five Medals, which is much more than what the player would get for destroying enemy vehicles or Bases.

At the end of the game, each Achievement card is given to the player who meets the Achievement's specifications. **Only one player** can receive any given Achievement card. If the Achievement's conditions are met by several players (for example, two players have a maximum number of Heavy Tanks in their squad), nobody receives the card. We strongly advise the players to read the available Achievement cards carefully before starting to play.

The following 12 Achievements are available:

1. **Bases Destroyed.** Received by the player who destroys the most Bases.
2. **Light Tanks.** Received by the player who has the most Light Tanks in his squad by the end of the game, regardless of what country they represent.
3. **Medium Tanks.** Received by the player who has the most Medium Tanks in his squad by the end of the game, regardless of what country they represent.
4. **SPG.** Received by the player who has the most SPG vehicles in his squad by the end of the game, regardless of what country they represent.
5. **Heavy tanks.** Received by the player who has the most Heavy Tanks in his squad by the end of the game, regardless of what country they represent.
6. **Auxiliary Units.** Received by the player who has the most Auxiliary Units in his squad by the end of the game, regardless of what country they represent.
7. **Soviet Medals.** Received by the player who has the most Orders of the Red Banner in his squad by the end of the game.
8. **German Medals.** Received by the player who has the most Iron Crosses in his squad by the end of the game.
9. **American Medals.** Received by the player who has the most Medals of Honor in his squad by the end of the game.
10. **French Medals.** Received by the player who has the most Médailles Militaires in his squad by the end of the game.
11. **Leader in Double-Medal Cards.** Received by the player who has the most Double-Medal cards in his squad by the end of the game.
12. **Leader in Cards.** Received by the player who has the most cards in his squad by the end of the game, including Medal and destroyed Base cards.



If a player must draw a card from the Garage during his turn and there are no cards left in the Garage, the player must shuffle all the cards in his Depot and place the resulting deck face down in front of himself. This now becomes his new Garage. After that the player draws the rest of required cards from his Garage.

Cards in a player's hand can be played in any order.

1) Using card resources to make a purchase

Vehicle, Engineers, and Medal cards have a resource value that varies from 0 to 6. These cards may be used for making purchases.

Player may use one or several cards with resources icons on them from his hand to purchase one card from the Reserve.

To do that, he does the following:

1. the player places the cards being played in his Depot
2. the player chooses one Vehicle card from the Reserve, making sure that its cost is equal to (or less than) the total amount of resources obtained from the played cards, and puts the chosen card at the top of his Depot pile
3. the player shifts the cards in the Reserve row **away from the Vehicles deck**, freeing up enough space for one card to be placed between the Vehicle deck and the Reserve
4. the player draws a card from the Vehicle deck and puts it face up on the newly-freed Reserve slot.



If a card has no resource value, it cannot be used to make a purchase. Note that you have to use at least one card with resource value even if you purchase a card that costs 0. You can purchase no more than one card from the reserve during you turn unless you use the Recruitment ability (see page 15).

2) Using card abilities and when possible placing the card next to the Base to protect it

Most Vehicle cards and some of the Barracks cards have special symbols on them, representing one or more abilities. See page 15 for the description of all abilities and corresponding symbols.

Abilities are resolved one after another. The player must fully resolve the first ability from a played card before proceeding to the second ability from the same card.

The player must fully resolve all abilities of the played card before moving on to the next one.

A card with ability is considered to have been played when it leaves the player's hand and is placed in the Depot, the Graveyard, or is used to reinforce the defenses of the Base.





Every Vehicle card has a particular amount of armor.

If a player is playing a Vehicle card with 1 or 2 points of armor (not zero), he must use this card to defend one of his Bases right after the card's ability is resolved.

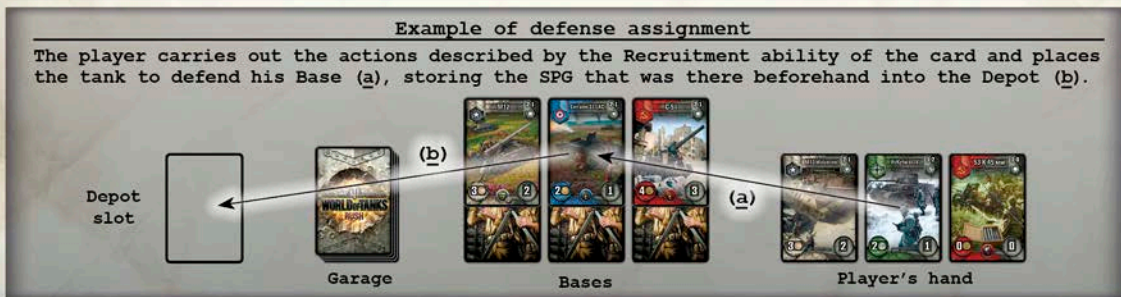
For this purpose the player must carry out the following sequence of actions:

1. the player performs the actions described by the card's abilities,
2. the player selects one of his Bases,
3. the player places the played Vehicle card on top of one of his Base cards in such a way, that the edge of the Base card is still visible from underneath the Vehicle card defending the base.

A Base can be defended only by **one single** Vehicle.

If all of the player's Bases are already being protected, the player must pick one of them, and replace the old card defending the Base with the new one. The old card is placed into the Depot.

A Base that is being protected cannot be attacked by the enemy.



Some of the Vehicle cards with 1 or 2 points of armor have no special abilities. These cards can be used to defend the Base. The cards are said to have "non-existent abilities" that are simply ignored. If a player does not wish to use the ability specified on a Vehicle card, but would nevertheless like to use it to defend his Base, he can also resort to using the "non-existent ability" of the card. In this way he can use the card to defend the Base without having to carry out the actions described by the ability of the card.

Cards with no armor points specified on them and cards with zero armor points cannot be used to defend the Base. Once their abilities are used, these cards go into the Depot (or to the Graveyard, if that is part of the description of the ability).

Thus, once a card with one or more abilities has been played, it is:

1. sent to defend the Base if it has an amount of armor points greater than zero, or
2. placed into the Depot, if it cannot be used for defense, or
3. discarded into the Graveyard (only if the card's ability specifies this explicitly).

3) Assaulting enemy vehicles or Bases

A player can use the cards he has on hand to launch **one single assault** per turn. One or several Vehicle cards can be used for this purpose. All the Vehicle cards used for the assault must meet the following criteria: they must have 1 or 2 power points (not zero); they must be from the **same country**.

When a player launches an assault, he must announce which cards he is using.

After that the player chooses one of the cards from those that are taking part in the assault and declares the target of the attack of this card. A target may be: a Vehicle card defending the Base of one of the opponents, or an unprotected Base of one of the opponents.

Once the results of the first card's attack are tallied up, the card is placed in the player's **Depot**. The player then proceeds to choose a target for the second card etc. The player has the right to attack the same target more than once or choose another target that may even belong to a different opponent than the one that was targeted during the first attack.



Attacking enemy Vehicles

If the attacking card has a number of power points that is **greater than or equal to** the amount of armor points of the defending card, the opponent's card is destroyed and sent into the owner's Depot.

If the amount of power points is **less** than the amount of armor points, the opponent's card is damaged and turned 90 degrees sideways. If the card under attack has already been damaged (rotated) before, it is destroyed and sent into the owner's Depot pile.

Note that destroyed Vehicle cards are sent to **their owner's Depot** and not the Graveyard or the Depot of the assaulting player.

Attacking an unprotected enemy Base

If a player attacks an enemy Base, the Base receives damage, which is represented by turning it sideways (by 90 degrees). If the Base under attack has already been damaged (rotated sideways), it is destroyed.

If a player uses a **Heavy Tank** to attack an opponent's Base, the Base is destroyed. Only a Heavy Tank can destroy a Base in a single attack.

The destroyed Base **is placed into the Depot of the player that has destroyed it**. Players receive three Medals for each destroyed enemy Base when they tally up their scores at the end of the game.

Note that a player cannot attack a Base that is being protected by a Vehicle. It is, however, possible to destroy the Vehicle defending the Base and then attack the Base itself in the course of a single assault with two or more attacking cards.

The attacker's reward

Once the assault is finished, the attacker receives a Medal for each enemy Vehicle destroyed. The player takes a corresponding number of Medals from the pile of the same country as that of the attacking Vehicles. If a player has destroyed two Vehicles or more in the course of a single attack, it is recommended that they take a Two-Medal card. Received Medals are put **into the player's Depot**.

Note that players do not receive Medals for destroying a Base: the Base card itself is their reward.

This means that the player performs the following actions during a single assault:

1. he announces participating Vehicle cards
2. he chooses a target for the attacking card
3. he deals damage to the target or destroys the target, and then places the attacking card into his Depot
4. he chooses the same (or a different) target for the next attacking card etc. This is repeated until all the attacking cards have been played, dealing damage to their respective targets or destroying them
5. he receives a corresponding number of Medals at the end of the attack, which are stored in the player's Depot.

Reward example

The player used Soviet tanks to destroy 3 enemy Vehicles over the course of a single assault (a). The player takes one card with two Orders of the Red Banner from the Soviet Medal pile and one card with a single Order of the Red Banner (b).

Attacking player's hand cards



(a)



Cards of attacked player

Medal deck



(b)



Award

III. Replenishing the Reserve and drawing a new hand of cards

The player **replenishes the Reserve**. To do that he performs the following actions:

1. he puts the Reserve card that is the furthest away from the Vehicle deck into the Vehicle discard pile facing up
2. he moves the Reserve cards away from the Vehicle deck in order to have enough space for one card between the deck and the Reserve
3. he draws the top card in the Vehicles deck and puts it face up in the newly-freed Reserve slot.

If the player has any cards left that have not been played, they are put into his Depot. Then the player draws three cards from the top of his Garage to form a new hand.

If there are not enough cards in the Garage, the player first takes all the cards remaining in his Garage, then shuffles all the cards in his Depot and places the resulting deck face down on the table. This deck is now the new Garage. The player takes as many cards from the Garage as he needs to end up with a total of **three cards** in his hand.

The turn then passes on to the opponent to the left.

End of Game

The game ends in one of the following cases:

- when all three Bases of any one player are completely destroyed, or
- when the last (ninth) one-Medal card is taken from any one of the four Medal decks.

The game, however, does not end immediately once either one of the above mentioned events takes place. Once one of the above events has taken place, the players continue taking turns playing as usual until **the player sitting to the right of the First Player** (the person with the First Player card) finishes his turn. Once this turn has ended, the game is over.

During this final round every remaining player takes his turn as usual even if all his bases were destroyed. In this case he puts all played cards into his Depot (as he has no bases to protect). A player can win the game even if all his bases were destroyed.

Winning the Game

Each player forms his final tank squad that consists of all cards in his hand, in his Garage, and in his Depot. Note that a player's own surviving Bases are not included in the squad.

The first player names the condition of one of the Achievement cards placed on the table at the beginning of the game. Players check whether or not they were able to fulfill the requirements to receive this Achievement (for instance, which player has the most Medium Tanks in their squad). The player who meets the requirements receives the corresponding Achievement card. If two or more players meet the requirements (for example, two players have an equal number of Medium Tanks in their squads), nobody receives the Achievement card in question.

Players go through the remaining achievement cards, figuring out who of them earned which card. Note that Achievement cards are not included in a player's squad.

Next, every player counts the number of Medals he received, including:

- the Medals on the Medal cards in the squad (1 or 2 per card),
- 3 Medals for each Base card in the squad,
- 5 Medals for each Achievement card received.

The player with the most Medals wins the game. If several players have the same number of Medals, the winning player is the one who has destroyed the most Vehicles. If it is still a tie, the winner is the player who has destroyed the most Bases. If the scores are still equal, the winner is the player with the most Achievement cards. If the scores remain equal even then, the game has more than one winner.

Types of Cards

A tank squad can include cards of several different types. The type of the card defines how it comes to the tank squad and how it can be played.

When a new card is added to the tank squad, it is always placed face up to the Depot. It must be placed to the discard pile, and never to the Garage, or the actual deck.

Barracks cards

Barracks cards are **starting cards** used in the initial formation of a player's squad. There are three types of these cards: Engineers, Technicians and Volunteers.

The Engineers card gives you a single resource and can only be used for making a purchase. Each of the Technicians and Volunteers cards has one ability: Research 1 (🔧) and Recruitment (👤), accordingly. Technicians and Volunteers cards can only be used for their abilities (see the ability descriptions in the corresponding section.). Barracks cards cannot be used to defend a Base.



Vehicle cards

Vehicle cards can be purchased from the **Reserve** and are used to replenish a player's squad. There are five types of Vehicles: Light Tanks, Medium Tanks, SPGs, Heavy Tanks, and Auxiliary Units. The first four classes (Light Tanks, Medium Tanks, SPGs, and Heavy Tanks) belong to the **Armored Vehicle** subtype.

- ◆ **Light Tanks 11** are classified as Armored Vehicles. All light Vehicles have the same Attack and Armor values.
- ◆ **Medium Tanks 12** are classified as Armored Vehicles. All medium Vehicles have the same Attack and Armor values.
- ▽ □ **SPG 21** are classified as Armored Vehicles. All SPG Vehicles have the same Attack and Armor values.
- ◆ **Heavy Tanks 22** are classified as an Armored Vehicles. All Heavy Tanks have the same Attack and Armor values. Heavy Tanks are the only Vehicles capable of destroying an enemy Base in a single attack. In order to destroy a Base using other Vehicle types, at least two Vehicles have to be used during an assault. The Heavy Tank icon is highlighted in red in order to remind the players of this ability.
- **Auxiliary Units** are not classified as Armored Vehicles. Auxiliary Units vary greatly in the amount of Attack, Armor and Resource points they have. They also possess a variety of different abilities.

Medal Cards

You add Medal cards to your squad once your forces manage to destroy one or more enemy Vehicles. There are four types of Medals. Each type corresponds to a particular country: The Order of the Red Banner (USSR), the Iron Cross (Germany), the Medal of Honor (USA), and the Médaille Militaire (France).



If a player manages to destroy two enemy Vehicles in one turn, he has the option to take a two-Medal card instead of two one-Medal cards (a two-Medal card and a one-Medal card for 3 kills, two two-Medal cards for 4 kills etc.). The player takes Medals from the pile that belongs to the same country as his assaulting Vehicles. If there are no two-Medal cards left in the deck, the player takes one-Medal cards only.

Each country's Medal deck has 9 one-Medal cards and 3 two-Medal cards. Once the last (ninth) one-Medal card is taken out of any of the four decks, the game is over.

Medal cards may be used to purchase Vehicles. A one-Medal card is worth for 1 resource, and a two-Medal card is worth 2 resources (as specified on the cards).

The quantity of Medals in a given squad determines whether or not the player has won at the end of the game.

Base Cards

Base cards are added to a player's squad once he managed to destroy an enemy Base. At the beginning of the game each player has three Base cards on the table. Once a Base is destroyed, it is taken off the table and is added to the squad of the player who has destroyed it. Once any one of the players loses his third and final Base card, the game ends (see page 10).



Vehicle card anatomy

(a) Card Title

The historical name of the Vehicle, written in the language of its country (Russian, German, English or French).

(b) Country

Each Vehicle belongs to one of the four countries represented in the game:



(c) Class

Vehicles belong to one of the following five classes:

- ◇ – Light Tank, ◇ – Medium Tank, ▽ и □ – SPG,
- ◆ – Heavy Tank, ○ – Auxiliary Unit.

(d) Cost

The amount of resources required to purchase this card from the Reserve.

(e) Resources

The amount of resources the card provides when the player uses it to purchase cards from the Reserve.

(f) Power points

The number of power points summarizes a given Vehicle's active battle statistics such as top speed and rate of fire, engine power, amount of weaponry etc. Expressed as value from 0 to 2: 0 – the Vehicle cannot be used to attack an enemy, 1 – if the Vehicle is used in an attack, it deals 1 point of damage to a single target, 2 – if the Vehicle is used in an attack, it deals 2 points of damage to a single target.

(g) Armor points

The number of Armor points summarize a given Vehicle's passive battle statistics such as the thickness of the armor plate, visibility, durability etc. Expressed as value from 0 to 2. The numbers have the following meaning: 0 – the Vehicle cannot be used to defend a Base, 1 – the Vehicle can be used to defend a Base; it will be destroyed if it receives 1 point of damage, 2 – the Vehicle can be used to defend a Base; it will be destroyed if it receives 2 points of damage.

(h) Ability

Abilities are represented on the cards with special symbols. The functions of the abilities are described in detail on page 15.



Base cards received by a player on hand cannot be played. They are immediately placed into the Depot. Thus, Base cards aren't merely useless during the game, they actually slow down the squad, since the player could have had a more useful card in his hand instead. This element of the game might seem strange at first, but it reflects the fact that in real warfare battling squads (even if they win) deteriorate over time due to losses, wear and tear, fuel and ammo expenditure etc.

At the end of the game both Medal cards and destroyed Base cards help the players win the game (one destroyed Base card is worth three Medals, as specified on each of the Base cards).

FAQ

- Why can a single squad include Vehicles from different countries? This does not reflect the reality of WWII!

- World of Tanks: Rush is based on the online game World of Tanks, where the usage of different Armored Vehicles built by different countries is normal. If you have your doubts about just how historical this approach is, bear in mind that tanks captured from the enemy would often be included as part of the captor's armored forces.

- Why are no Medals awarded for keeping the Bases intact by the end of the game? Isn't defense as important as offense?

- The developers of World of Tanks reward confident and aggressive players. Echelon-ing in defense only prolongs the game-play, to the discontent of many players.

- What is the point of having two-Medal cards? It doesn't seem to make much difference from having two one-Medal cards.

- Medal cards are not very useful (you receive one resource per Medal) during the game. If you have too many of them, towards the end of the game they will crowd your hand. It is better to have one "useless" card in your deck than two. However, to get a two-Medal card you must destroy two enemy Vehicles in one turn.

- What will a player do if he should take a one-Medal card but no one-Medal cards of the required country are left?

- The player does not receive any Medals in this case.

- At the start of my turn I have a hand of 3 Vehicles. May I make an assault with two of them, then use the ability of the third one, and after that take a card with 0 cost from the Reserve and put it in my Depot?

- No, you cannot get a card from the Reserve "for free" even if it costs 0. You should purchase it using at least one card with a resource value from hand. In this case, you can use a card which resource value is 0, but you cannot use a card with no resource value at all (for instance, Volunteers card, or destroyed base).

Active Abilities



Reinforcements. Draw the specified number of cards from your Garage.



Recruitment. You can buy any number of Vehicles during this turn. The total number of resource points on the cards you are using to make this purchase has to be equal or greater than the total cost of the Vehicles you purchase during the turn.



Scouting. Place all Reserve cards to the Vehicle discard pile. Draw 4 Vehicle cards and place them face up to the Reserve.



Sabotage. Each of your opponents selects a card from their hand and puts it in his Depot. They do not take extra cards to replenish their hand.



Siege Master. Select an enemy Base or an armored Vehicle that defends it. Damage it (turning the enemy card sideways) or destroy it if it had already been damaged previously. You can attack using Vehicles of one country and a Siege Master card of another country. The country of the Siege Master and the country of the attacking vehicles do not have to be the same.

The destroyed Base card goes into your Depot. You can use the Siege Master cards even against protected Bases. Once the protected Base is destroyed, the Vehicle that used to defend it returns to its owner's Depot.

A destroyed Vehicle is sent to its owner's Depot as well. You receive 1 Medal of the country that the Siege Master card belongs to for each destroyed Vehicle at the end of your turn.



Research. Place this card in the **Graveyard**. Take a Vehicle card whose cost does not exceed the specified number and put it into your Depot. Replenish the Reserve from the Vehicle deck. You cannot combine the Research ability with the resources of other cards in order to make a more expensive purchase, but you can use the card's resources in order to make a purchase instead of using its ability.



Repair. Choose one or two cards from your Depot and place them in the **Graveyard**. Note that the Repair card does not end up at the Graveyard itself.



Invulnerability. Take a one-Medal card from the pile that belongs to the same country as the Invulnerability card and put it in your Depot.

Passive Abilities

Passive abilities are not actions that can be played. They merely limit the use of a Vehicle card in some way.



Can Only Be Used to Attack Bases. The card may not be used to attack a Vehicle.



Can Only Be Used to Attack Vehicles. The card may not be used to attack a Base.



National Resources. The card's resources may only be used to purchase cards belonging to the corresponding country. While purchasing cards of a given nation you can combine national resources with the usual ones. You can purchase several cards of a single country only if you are using a card with the Recruitment ability.



WORLD OF TANKS RUSH

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LET'S BATTLE



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