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The Battle for Wesnoth

The [Battle for Wesnoth](#) is a [Free](#), turn-based tactical strategy game with a high fantasy theme, featuring both single-player, and online/hotseat multiplayer combat. Fight a desperate battle to reclaim the throne of Wesnoth, or take hand in any number of other adventures... [more »](#)

Download Wesnoth 1.10.7 ([stable](#)):

Source (347.4MB) **Linux** **Windows** (319.1MB) **MacOSX**
(1.10.6, 348.1MB) **and more.**

Download Wesnoth 1.11.6 ([development](#)):

Source (380.8MB) **Linux** **Windows** (348.3MB) **MacOSX**
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Wesnoth UMC Editor:

UMC Development IDE



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News

Wesnoth 1.11.6: Development Release

Saturday, August 24 2013

Wesnoth 1.11.6 has been released. This is the sixth release of the 1.11.x development series. Please have a look at [this forum thread](#) to get a rough idea of the changes. We offer two versions of the changelog: a rather nice to read [players changelog](#) that only includes changes every player will probably notice and the (rather) [complete changelog](#) with (almost) all the details, which is likely to cause a serious headache...

The Battle for Wesnoth



Get Started

Want to know more about the game? [Get started](#) and read the complete [manual](#).

Join Us

Whether you are a new player or an experienced developer, welcome to our [community](#).

FAQ

A compilation of the most [frequently asked questions](#) about this game and the project behind it.

Reviews

There were many [reviews](#) by print and web magazines. Don't hesitate to have a look at them.



the moment only the Windows package is ready. You can find it on the [download page](#). Once the others are done you can find them on the [download page](#), too. Please keep in mind that it is a development release which might include quite many bugs. If you find one, please [report](#) it to help us fix it in following releases.

DATE (2013-09-03): The Mac OS X build is now available.

Wesnoth 1.10.7: Maintenance Release

Saturday, August 24 2013

Wesnoth 1.10.7 has been released. This is a bugfix release for the stable 1.10 series. For information about other changes in this release, please visit [this forum thread](#).

We offer two versions of the changelog: a rather nice to read [players changelog](#) that only includes changes every player will probably notice (and often feels empty because devs tend to forget to add their stuff there) and the (rather) [complete changelog](#) with (almost) all the details, which might make your head spin due to the technical terms used every now and then...

At the moment the Windows and OpenPandora packages are ready. You can find them on the [download page](#). Once the others are done you can find them on the [download page](#), too. If you find a bug, please [report](#) it to help us fix them in following releases.

Wesnoth 1.11.5: Development Release

Thursday, June 27 2013

Wesnoth 1.11.5 has been released. This is the fifth release of the 1.11.x development series. It includes huge, groundbreaking changes. Please have a look at [this forum thread](#) to get a rough idea about those big changes. We offer two versions of the changelog: a rather nice to read [players changelog](#) that only includes changes every player will probably notice and the (rather) [complete changelog](#) with (almost) all the details, which is likely to cause a serious headache...

At the moment the Windows and Mac OS X packages are ready. You can find them on the [download page](#). Once the others are done you can find them on the [download page](#), too. Please keep in mind that it is a development release which might include quite many bugs. If you find one, please [report](#) it to help us fix it in following releases.

Wesnoth 1.11.4: Development Release

Monday, May 20 2013

Wesnoth 1.11.4 has been released. This is the fourth release of the 1.11.x development series. It includes huge, groundbreaking changes. Please have a look [this forum thread](#) to get a rough idea about those big changes (including why it is called 1.11.4 and not 1.11.3). We offer two versions of changelogs: a rather nice to read [players changelog](#) that only includes changes every player will probably notice and the (rather) [complete changelog](#) with (almost) all the details, which is likely to cause a serious headache...

At the moment the Windows and OpenPandora packages are ready. You can find them on the [download page](#). Once the others (e.g. the Mac OSX package) are done you can find them on the [download page](#), too. Please keep in mind that it is a development release which might include quite many bugs. If you find one, please [report](#) it to help us fix it in following releases.

UPDATE (2013-06-09): The Mac OS X build is now available.

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