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Not coming to the PC yet
Wikipedia

[Halo Wars Isn't Coming to the PC](#)

At least, that's what Ensemble says

Halo Wars is shaping up to be a very interesting title, promising players a complete RTS (Real Time Strategy) experience, based in the Halo universe. Microsoft, the publisher of [Halo Wars](#), says the game will feature the best polished strategy system ever employed on its console.

The title will be the last project made by [Ensemble Studios](#), one of the most long-lasting developers, as it will be dismantled after Halo Wars is shipped out, on February 28. The game will have its action placed 20 years after the event in the first release in the franchise, Halo: Combat Evolved, and will feature a lot of units showed in the three games which have appeared until now, plus new units, specifically designed for this title.

A lot of rumors have appeared saying that a port of the game to the PC is already in the works, as Microsoft does have a habit of porting successful titles to the PC. Graeme Devine, the producer of the game, recently spoke with Videogamer about the plans for a PC version of Halo Wars. He stated that his team would definitely not work on such a rumored project, and that the game would certainly be an Xbox 360 exclusive.

"I'm going to go on the record and say never ever! Microsoft may go and announce it, but I'll say never. The whole point of the game was to do it with the controller, it was never to think of, 'oh my gosh, in two years time let's do it on PC.' It was never ever that. Let's put the effort into Halo Wars 2, rather than making Halo Wars work on PC. Halo Wars is a console game, and it was designed to work on a console. So let's keep it on a console."

That is a very interesting statement from the Ensemble executive, but considering that games which were initially shipped as Xbox 360 exclusives, like Gears of War, eventually found their way onto the PC, under Microsoft's own Games for Windows label, who knows what the future might hold for Halo Wars.