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Global Army Games Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global Army Games market size is predicted to grow from US$ 28290 million in 2025 to US$ 82730 million in 2032; it is expected to grow at a CAGR of 16.9% from 2026 to 2032.

Army Games are a category of video and simulation games that focus on military themes, warfare, and armed forces operations. They typically involve players engaging in combat, strategy, or tactical missions using representations of real or fictional armies.

United States market for Army Games is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for Army Games is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for Army Games is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Army Games players cover Activision Blizzard, Electronic Arts, Ubisoft, Tencent Games, Epic Games, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

Report Scope

LPI (LP Information)' newest research report, the “Army Games Industry Forecast” looks at past sales and reviews total world Army Games sales in 2025, providing a comprehensive analysis by region and market sector of projected Army Games sales

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for 2026 through 2032. With Army Games sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US$ millions of the world Army Games industry.

This Insight Report provides a comprehensive analysis of the global Army Games landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyses the strategies of leading global companies with a focus on Army Games portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Army Games market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Army Games and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Army Games.

This report presents a comprehensive overview, market shares, and growth opportunities of Army Games market by product type, application, key players and key regions and countries.

Market Segmentation

Segmentation by Type:

Free Games

Paid Games

Segmentation by Application:

Entertainment and Leisure

Military Education

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Others

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

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Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Activision Blizzard

Electronic Arts

Ubisoft

Tencent Games

Epic Games

Bohemia Interactive

Infinity Ward

Relic Entertainment

Creative Assembly

Crytek

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Valve

Gearbox Software

Rebellion Developments

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