
MORDHAU Xforce

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About This Game

MORDHAU is a medieval first & third person multiplayer slasher. Enter a hectic battlefield of up to 64 players as a mercenary in a fictional, but reali 5d3b920ae0

Title: MORDHAU
Genre: Action, Indie
Developer:
Triternion
Publisher:
Triternion
Release Date: 29 Apr, 2019

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64 Bit, Windows 8 64 Bit, Windows 10 64 Bit

Processor:

48. This should help with queuing and finding servers while we are working on a proper fix. Please restart the game, as this is a client update! Once again, we're terribly sorry for these issues.. Patch #4 hotfix 2 : This hotfix reintroduces the friend marker option. The FPS drop issue that occurred in Patch #4 has been fixed.. New patch : New patch! Make sure to restart Steam so the update is downloaded. - Supporter Pack DLC items should now show up - Matchmaking improvements - Server browser improvements - Fixed a certain duping exploit on Horde - Added 64p variant Skirmish maps for custom servers: SKMTaiga64, SKMMountainPeak64, SKMGrad64, SKMCamp64 - Exposed some parameters for server owners (these go into game.ini), see for details (server owners only). Server Browser improvements : You can now temporarily access official Frontline and Horde servers via the Server Browser. Additionally we've added a small dropdown to filter for your preferred gamemodes. Note that the refresh times can take around 10-15 seconds until servers appear. We will address that lack of feedback with an upcoming patch. PS. Since this is a client update, you need to restart the game/Steam.. Server Hotfix : We've deployed a server hotfix that should hopefully fix the ping spikes. Thanks for your patience.. Patch #6 Hotfix 1 : This is a very small hotfix patch to address certain cosmetic skins having more range in patch #6, which was unintended. Make sure to restart Steam to ensure the update is applied.. HOTFIX: Progression : First and foremost an apology to all players from our entire team. The current state of the game is not the one we wanted you to experience at launch. It might sound clich, but we were not able to keep up with the rapidly growing playerbase in this short amount of time. On the bright side we were able to locate the problems that caused Gold and XP rewards to not be distributed properly, as well as unlocks not working in the Armory. - They should work properly now . We are also currently looking into ways to compensate players for their troubles. Make sure to restart your game so the update gets applied! We are also currently restarting the servers on our end. Additionally we've added some improvements to the Server Browser. You can now filter for a server name or set a ping limit. Our top priority right now is to iron out the stability problems

with our Official Servers, as well as bugs with the Matchmaker.

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