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Subject: BUG: Main user created merc picks up specific items randomly.

Posted by [PistolFish](#) on Wed, 18 Jan 2017 18:48:26 GMT

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Good bug for anyone interested. Main user created merc will randomly pick up all types of camo kits and glock 18s from sector inventory. It seems that it happens somewhere between tactical map and strategic map mode. Usually happens when time compression is activated and current squad is repairing items, sometimes when merc is assigned to move to a new sector. Its not a crippling bug as more inconvenience. The merc will only take specific items, but will pick up the whole stack from sector, ie the camo kits and entire stacks of glock 18s. Have not experienced any other items being grabbed thus far, but it happens often. Will repost any new changes or solutions if i find them. Maybe possibly making large stacks of affected items and seeing if they populate into his inventory appropriately by breaking down into inventory slot sizes.

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Subject: Re: BUG: Main user created merc picks up specific items randomly.

Posted by [DepressivesBrot](#) on Wed, 18 Jan 2017 18:54:39 GMT

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Did you make your dude a thief? Coz that's what thieves do.

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Subject: Re: BUG: Main user created merc picks up specific items randomly.

Posted by [Hawkeye](#) on Wed, 18 Jan 2017 22:33:29 GMT

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Or any merc with a background trait that has 'likely to steal from inventory' in it.

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