

Bannerlord has encountered a problem and will close itself.
This is a community Crash Report. Please save it and use it for reporting the error. Do not provide screenshots, provide the report!
Most likely this error was caused by a custom installed module.

Without Color: ☐

Font Size:

Standard

▼

If you were in the middle of something, the progress might be lost.

- Exception

Exception information

Type: TaleWorlds.Core.MBUnderFlowException

Message: The given value is less than the expected value : ItemRosterElement::Character

Source: TaleWorlds.CampaignSystem

CallStack:

1. at TaleWorlds.CampaignSystem.TroopRosterElement.set_Number(Int32 value)

2. at TaleWorlds.CampaignSystem.TroopRoster.AddToCountsAtIndex(Int32 index, Int32 countChange, Int32 woundedCountChange, Int32 xpChange, Boolean removeDepleted)

3. at TaleWorlds.CampaignSystem.TroopRoster.AddToCounts_Patch2(TroopRoster this, CharacterObject character, Int32 count, Boolean insertAtFront, Int32 woundedCount, Int32 xpChange, Boolean removeDepleted, Int32 index)

4. at TaleWorlds.CampaignSystem.SandBox.CampaignBehaviors.RecrutPrisonersCampaignBehavior.RecrutPrisonersAi_Patch2(RecrutPrisonersCampaignBehavior this, MobileParty mobileParty, CharacterObject troop, Int32 num, Int32 conformityCost)

5. at TaleWorlds.CampaignSystem.SandBox.CampaignBehaviors.RecrutPrisonersCampaignBehavior.HourlyTickParty(MobileParty mobileParty)

6. at TaleWorlds.CampaignSystem.MbEvent`1.InvokeList(EventHandlerRec`1 list, T t)

7. at TaleWorlds.CampaignSystem.CampaignEvents.HourlyTickParty(MobileParty mobileParty)

8. at TaleWorlds.CampaignSystem.CampaignEventDispatcher.HourlyTickParty(MobileParty mobileParty)

9. at TaleWorlds.CampaignSystem.PeriodicTicker`1.PeriodicTickSome(Single timeUnitsElapsed)

10. at TaleWorlds.CampaignSystem.Campaign.PeriodicHourlyTick(Single deltaHours)

11. at TaleWorlds.CampaignSystem.Campaign.Tick(Single dt)

12. at TaleWorlds.CampaignSystem.Campaign.RealTick(Single realDt)

13. at TaleWorlds.CampaignSystem.MapState.OnMapModeTick(Single dt)

14. at TaleWorlds.Core.GameStateManager.OnTick(Single dt)

15. at TaleWorlds.Core.Game.OnTick(Single dt)

16. at TaleWorlds.Core.GameManagerBase.OnTick(Single dt)

17. at TaleWorlds.MountAndBlade.Module.OnApplicationTick_Patch11(Module this, Single dt)

- Installed Modules

- + Harmony (Bannerlord.Harmony, v2.0.4.60)
- + BetterExceptionWindow (BetterExceptionWindow, e2.1.0.0)
- + ButterLib (Bannerlord.ButterLib, v1.0.21.0)
- + UIExtenderEx (Bannerlord.UIExtenderEx, v2.1.5.0)
- + Mod Configuration Menu v4 (Bannerlord.MBOptionScreen, v4.3.6.0)
- + Native (Native, e1.5.9.0)
- + SandBox Core (SandBoxCore, e1.5.9.0)
- + Sandbox (Sandbox, e1.5.9.0)
- + CustomBattle (CustomBattle, e1.5.9.0)
- + StoryMode (StoryMode, e1.5.9.0)
- + BannerColorPersistence (BannerColorPersistence, v1.2.3.0)
- + Better Time (BetterTime, v1.1.0.0)
- + Bear my Banner (BearMyBanner, v0.7.3.0)
- + Battle Mini Map (BattleMiniMap, v1.0.10.0)
- + Allegiance Overhaul (AllegianceOverhaul, v1.1.5.2)
- + Diplomacy (Bannerlord.Diplomacy, v1.0.0.0)
- + EquipBestItem (EquipBestItem, v1.5.9.1)
- + Houses of Calradia (HousesCalradia, v1.2.7.0)
- + Improved Garrisons (ImprovedGarrisons, v4.0.1.13)
- + More Settlement Action (MoreSettlementAction, v1.5.7.6)
- + Noble Titles (NobleTitles, v1.1.9.0)
- + Party Screen Enhancements (PartyScreenEnhancements, v1.5.16.0)
- + Party AI Overhaul and Commands (PartyAIOverhaulCommands, v2.4.13.0)
- + RTS Camera (RTSCamera, e3.9.26.0)
- + RTS Camera Command System (RTSCamera.CommandSystem, e3.9.26.0)
- + Realistic Battle AI Module (RealisticBattleAiModule, v1.7.9.0)
- + Realistic Battle Combat Module (RealisticBattleCombatModule, v1.8.6.0)

- [+ Settlement Icons \(SettlementIcons, v1.3.3.0\).](#)
- [+ True Brigands \(TrueBrigands, v1.1.2.0\).](#)
- [+ SettlementRename \(SettlementRename, v1.5.8.0\).](#)
- [+ Telepathy \(Telepathy, v0.6.9.0\).](#)
- [+ Bannerlord Tweaks \(zzBannerlordTweaks, v1.5.9.5\).](#)
- [+ Kaoses Wages \(KaosesWages, v0.1.1.0\).](#)
- [+ Practice Duel \(PracticeDuel, v1.5.8.1\).](#)
- [+ Cheats \(BETA\) \(Cheats, v1.10.0.0\).](#)
- [+ Chinese Weapon \(ChineseWeapon, v1.0.1.0\).](#)

[+ Assemblies](#)

[+ Harmony Patches](#)