



THE LEGION | BUG-LIST

This is a list of bugs that are affecting The Legion's power, add-ons, and cosmetics.

The list of bugs and issues are classified as either **FIXED** or **NOT FIXED**. Specific issues may be marked as **PARTIALLY FIXED** and may only occur in specific scenarios. Bugs that have been resolved for several patches in a row without being reverted are removed from this list.

GAMEPLAY (MAJOR ISSUES)

- **NOT FIXED:** Feral Frenzy cannot detect Survivors after they finish mending.
- **NOT FIXED:** Feral Frenzy cannot detect Survivors after they are rescued from a hook.
- **NOT FIXED:** Feral Frenzy cannot detect Survivors after they are healed from the dying state.
- **NOT FIXED:** Feral Frenzy cannot detect Survivors within a created terror radius from various perks unless the add-on Susie's Mix Tape is equipped.
- **NOT FIXED:** Feral Frenzy cool-down visual effects (vignette) are darker than other Killers.
- **NOT FIXED:** Feral Frenzy attacks cause the camera and animation-set to snap into position.
- **NOT FIXED:** Feral Frenzy attacks sometimes reset the accumulated number of chained-hits.
- **NOT FIXED:** Feral Frenzy window vault animation snaps into position rather than moving into place gradually.
- **NOT FIXED:** The Legion can become soft-locked when starting Feral Frenzy at the same time as being blinded and attempting to vault.

- **NOT FIXED:** The Legion can become soft-locked when vaulting over the trash chute window on the Gideon Meat Plant map.
- **NOT FIXED:** The Legion cannot vault the greenhouse pallet on the Garden of Joy map.
- **NOT FIXED:** The Legion gets stuck vaulting the office window on the Azarov's Resting Place map.
- **PARTIALLY FIXED:** The Legion loses collision with Survivors when Feral Frenzy ends and after vaulting windows or pallets.
- **FIXED:** The Legion makes no sound when ending Feral Frenzy from the Survivor perspective.
- **FIXED:** The Legion is missing the cool-down animation when Feral Frenzy ends from the Survivor perspective.

GAMEPLAY (MINOR ISSUES)

- **NOT FIXED:** Feral Frenzy pallet vaulting is missing one of the two animations.
- **NOT FIXED:** Feral Frenzy attacks that down healthy Survivors cause the weapon wipe animation to elapse before the fatigue state.
- **NOT FIXED:** Feral Frenzy attacks performed rapidly after enabling the power causes the dying state animation and sounds to play despite not downing the Survivor.
- **NOT FIXED:** Feral Frenzy missed attacks cause a 0.225 second missed attack cool-down animation to elapse before the fatigue state.
- **NOT FIXED:** Feral Frenzy continues to accumulate Bloodpoints after the power gauge has depleted.
- **NOT FIXED:** Feral Frenzy is missing the first person falling animation – the hands and held weapon to not react when falling.
- **NOT FIXED:** Feral Frenzy stops recharging when performing a mori on a Survivor.
- **NOT FIXED:** The Legion's left hand clips through the camera when vaulting over any window when the FOV is above 87.
- **NOT FIXED:** The Legion's left hand that sways when running during Feral Frenzy is visibly bent when the FOV is above 87.
- **NOT FIXED:** The Legion's weapon does not pivot accordingly when moving the camera up or down.
- **NOT FIXED:** Being blinded during Feral Frenzy causes the fatigue animation to play in first person only and does not slow down The Legion or prevent them from attacking.

- **NOT FIXED:** Canceling Feral Frenzy manually and then re-enabling the power, then canceling once again causes the grunt sounds to be muted.
 - **NOT FIXED:** Picking up a dying Survivor during Feral Frenzy causes a brief animation hitch to occur after the pick-up animation ends when holding any movement keybinds.
 - **NOT FIXED:** Performing the single kick animation on generators causes repeat animation frames to occur.
 - **NOT FIXED:** Performing the single kick animation on breakable walls causes both the kick action and the wall crumble animation to be out of sync.
-

COSMETICS

- **NOT FIXED:** The Legion's (Frank) common, uncommon, and prestige cosmetics have a visible hole in his right arm.
 - **NOT FIXED:** The Legion's common recolour torso cosmetics revert to the base torso cosmetic when loading into a lobby, or completing a match.
 - **NOT FIXED:** The Legion's hoodie tassels on their common, uncommon, and prestige cosmetics no longer have physics attached to them.
 - **NOT FIXED:** The Legion's Devil May Care cosmetic mask clips through the camera when FOV is above 87.
 - **NOT FIXED:** The Legion's Angsty Artist cosmetic and its correlated re-colour use the Julie character model.
 - **NOT FIXED:** The Legion's Red Tree cosmetic uses the Susie character model.
 - **NOT FIXED:** The Legion's Backstabber cosmetic has numerous stretching and clipping issues with the arms and hands.
 - **NOT FIXED:** The Legion's Last Sleepover cosmetic has major clipping issues surrounding the arms and hands.
 - **NOT FIXED:** The Legion's Never Stop Slashing cosmetic does not have an animated backpack.
 - **NOT FIXED:** The Legion's Hunk cosmetic uses the incorrect running animation in third person view.
 - **PARTIALLY FIXED:** The Legion's hand moves based on camera motion during the cool-down of Feral Frenzy.
-

ADD-ONS

- **NOT FIXED:** Mischief List add-on description is incorrect as it has been written in plural form.
 - **NOT FIXED:** Julie's Mix Tape add-on description is incorrect as the power gauge replenishes when stunned and not after recovery.
 - **NOT FIXED:** Never-Sleep Pills add-on causes the camera to rapidly oscillate when moving at 4.6m/s or falling from any height.
 - **NOT FIXED:** Stolen Sketch Book add-on description is incorrect as the item drop effect occurs on every chained-hit.
 - **NOT FIXED:** BFFs add-on description is incorrect as it gains tokens on all chained-hits.
 - **NOT FIXED:** Stab Wounds Study add-on description contains a Deep Wound tooltip despite not altering the status effect.
 - **NOT FIXED:** Iridescent Button add-on does not trigger the effects of the perk Game Afoot.
 - **PARTIALLY FIXED:** Stolen Sketch Book add-on sometimes does not drop the Survivors item.
-