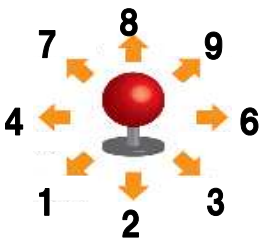


DEAD OR ALIVE 6 Last Round

■ Ver.1.06 Battle-Related Bug Fixes

Battle-related bug fixes apply to all platforms.



P: Punch
K: Kick
H: Hold
S: Special
T: Throw (also H+P)
_: Hold down (e.g.:3_P means "Hold 3 down + press P")

Character	Details
Honoka	3T: Fixed a bug where the text "To a crouching foe" was not displayed in the command list.
	Back 3T: Fixed a bug where the text "Behind a crouching foe" was not displayed in the command list.
	H+K: Adjusted the hit reaction when hit by a front Counter Strike or a Hi Counter Strike. 2026/08/13: Deleted; no longer compatible as of Ver.1.06.
Eliot	6H+K: Fixed a bug where opponents could execute a hold after guarding the first strike
Christie	K when landing after jumping over obstacle: Fixed a bug where the tracking was set incorrectly. 2026/08/13: Corrected incorrect character (Eliot -> Christie).
Mila	Expert Mid-P Hold in Critical Stun: Adjusted so recovery on occurence matches intended behavior. 2026/08/13: Corrected incorrect description.
	Expert Low-K Hold in Critical Stun: Adjusted so recovery on occurence matches intended behavior. 2026/08/13: Corrected incorrect description.
	P when jumping over an obstacle: Adjusted timing of return to standing state.
	6PK: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	6K: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	6P+K: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	P while back stepping: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	PPPK: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	Back 4PK: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	7PK: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.