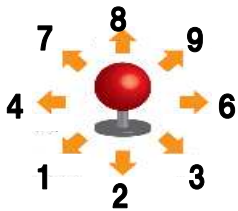


DEAD OR ALIVE 6 Last Round

■ Ver.1.15 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
Kasumi	33T behind a foe: Fixed a bug where the command list entry was missing the note "SP⇒Back Turned".
Helena	1K2: Fixed a bug where the entry was missing from the command list.
	66K2: Fixed a bug where the entry was missing from the command list.
Kokoro	S: Adjusted to make SS easier to land on a forward hit.
Ayane	214K (first hit): Changed the first hit's frame advantage on guard to -13F to match the second hit. (No changes to block string between first and second hit.)
	214K (first hit): Adjusted to make the second hit easier to land, as it could sometimes fail to land in certain situations.
La Mariposa	1K (first hit): Unified the hit reaction for tip hits with that of normal hits to make the second 1K hit easier to land.
	1K (second hit): Adjusted tip hit damage from 8 to 4 to make it deal half the damage of a normal hit. Unified the hit reaction for tip hits with that of normal hits to make the first follow-up 1K2K hit easier to land.
	1K2K (first hit): Adjusted tip hit damage from 10 to 5 to make it deal half the damage of a normal hit. Unified the hit reaction for tip hits with that of normal hits to make the second follow-up 1K2K hit easier to land.
	1K2K (second hit): Adjusted tip hit damage from 10 to 7 to make it deal half the damage of a normal hit.
	K2K (first hit): Unified the hit reaction for tip hits with that of normal hits to make a second follow-up K2K hit easier to land.
	K2K (second hit): Adjusted tip hit damage from 8 to 4 to make it deal half the damage of a normal hit.
	H+K while getting up (first hit): Unified the hit reaction for tip hits with that of normal hits to make a comeback follow-up K2K hit easier to land.
	H+KK while getting up (first hit): Fixed a bug where tip hits were set incorrectly.
Brad	H+KK while getting up (2nd hit): Adjusted tip hit damage from 8 to 4 to make it deal half the damage of a normal hit.
	2T while back-to-back with a crouching foe: Because the damage increase for hitting a foe from behind was not being applied, adjusted damage from 30+32 to 40+32.
	2T while lying with head towards a crouching foe: Because the damage for hitting a foe against a wall was incorrect, adjusted damage from 15+30+wall damage to 20+45+wall damage.
	2T while lying with head towards the back of crouching foe: Because the damage increase for hitting a foe from behind was not being applied, adjusted damage from 25+45 to 30+45.
	2T while lying with head towards the back of crouching foe: Because the damage for hitting a foe against a wall was incorrect, adjusted damage from 20+30+wall damage to 30+45+wall damage.
Christie	S: Adjusted from 18(2)23 to 18(2)28 to match other characters.
Mila	3KK: Fixed a bug where the entry was missing from the command list.

Honoka	1K (first hit): Fixed a bug where tip hits were set incorrectly.
	1K (second hit): Fixed a bug where tip hits were set incorrectly.
	1K (second hit): Adjusted range to make the second hit easier to land.
	1K2K (second hit): Fixed a bug where tip hits were set incorrectly.
Phase 4	H + K · P + K during Chifu: Fixed a bug where the command list entry was missing the note "SP⇒Chifu".
	T while running: Fixed a bug where the command list entry was missing the note "SP⇒Back Turned".
	33T behind a foe: Fixed a bug where the command list entry was missing the note "SP⇒Back Turned".
Momiji	T while jumping over an obstacle: Fixed a bug where the status incorrectly stayed as "JUMPING" after landing.
	T when landing after jumping over obstacle: Fixed a bug where the status incorrectly stayed as "JUMPING" after landing.
	4P+K with back to a foe: Adjusted to allow close hits to occur, matching 3P+K.
Minato	1K (first hit): Unified the hit reaction for tip hits with that of normal hits to make the second 1K hit easier to land.
	1K (second hit): Adjusted tip hit damage from 8 to 4 to make it deal half the damage of a normal hit. Unified the hit reaction for tip hits with that of normal hits to make the first follow-up 1K2K hit easier to land.
	1K2K (first hit): Adjusted tip hit damage from 10 to 5 to make it deal half the damage of a normal hit. Unified the hit reaction for tip hits with that of normal hits to make the second follow-up 1K2K hit easier to land.
	1K2K (second hit): Adjusted tip hit damage from 10 to 7 to make it deal half the damage of a normal hit.
	236P: Adjusted the command priority.
	Expert Low Punch Holds: Adjusted certain command contents.
	Mid kick hold while in Critical Stun: Fixed a bug where 6H would not perform a hold against a mid kick even if 3-way Holds were enabled in FIGHT SETTINGS.