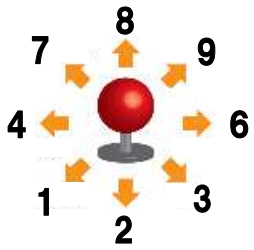
DEAD OR ALIVE 6 Last Round

■Ver.1.17 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
Jann Lee	S in Dragon Stance: Adjusted damage from 18 to 15 to unify with standard move.
	S in Dragon Stance: Adjusted damage from 18(2)31 to 18(2)28 to unify effect with standard move.
	1P+K: Fixed a bug where the command list entry was missing the note "SP⇒Dragon Stance".
	SSS: Fixed a bug where the entry was missing from the command list.
	T behind a foe: Adjusted damage from 20+30 to 40+10 to fix a bug where damage dealt on certain areas of the upper level of The Pirate Ship was lower than intended.
Kasumi	66P: Adjusted guard advantage from -15 to -14.
Helena	PP4P2P: Fixed a bug where tip hits were set incorrectly.
	6P+KP: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	4KK: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
Eliot	T to an airborne foe: Fixed a bug where Eliot could not transition to a crouching state after the animation.
La Mariposa	T behind a foe while running: Adjusted the hit reaction and unified the frame advantage on recovery from -15 to -3 to match T while running.
Marie Rose	8P: Adjusted guard advantage from -8 to -6.
	8P with back to a foe: Adjusted damage from 17(3)26 to 17(3)23 to unify effect with standard move.
Nyotengu	T during Hiten-No-Mai or Karasu-Tobi, behind a foe Fixed an animation bug.
Diego	4P with back to a foe: Adjusted fully charged damage from 32 to 52.
Phase 4	66P: Adjusted guard advantage from -12 to -14.
	2K: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	3K: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
Momiji	1P2K: Fixed a bug where Momiji could not transition to a crouching state after the move animation.
	214P: Fixed a bug where the entry was missing from the command list.
	2K with back to a foe: Fixed a bug where Momiji could not transition to a crouching state after the move animation.
	K when landing after jumping over obstacle: Fixed a bug where Momiji could not transition to a crouching state after the move animation.
Minato	2H+K: Fixed a bug where Momiji could not transition to a crouching state after the move animation.
	2K with back to a foe: Fixed a bug where Momiji could not transition to a crouching state after the move animation.
	K when landing after jumping over obstacle: Fixed a bug where Momiji could not transition to a crouching state after the move animation.