

DEAD OR ALIVE 6 Last Round

■ Ver.1.05 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
Christie	6H+K (2nd strike): Fixed a bug where the tracking was set incorrectly.
Eliot	4PK: Fixed a bug where an unintended hit reaction would occur when hit in a specific stance.
	3P in Bear Stance: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	6K in Bear Stance: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	3_P: Changed Command Training from 3_P to 3_P4.
	3_P4: Fixed a bug where SP⇒Bear Stance was not listed in the command list.
Hitomi	K when landing after jumping over obstacle: Fixed a bug where the tracking was set incorrectly.
Kokoro	9P+K: Fixed a bug where back hits would not trigger a Fatal Stun.
Mila	4T behind a foe: Changed damage from 50 to 62.
	2026/9/10: Corrected incorrect action conditions.
	41236T behind a foe: Changed so a successful throw triggers a 4T behind a foe.
Zack	2026/9/10: Corrected incorrect action conditions.
	2H+K: Unified the hit reaction for aerial hits with that of 6K2K.
	PP6P2K: Unified the hit reaction for aerial hits with that of 6K2K.
	Updated 7/31/2026: Fixed the description to list the correct moves impacted.