

DEAD OR ALIVE 6 Last Round

■ Ver.1.09 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
Bass	8T behind a foe : Changed damage from 52 to 62. 2026/9/10: Corrected incorrect action conditions.
Honoka	8T behind a foe : Changed damage from 52 to 58. 2026/9/10: Corrected incorrect action conditions.
	6K2K: Changed the hit reaction from aerial hits to the hit reaction for low front aerial hits.
Mai Shiranui	6P: Changed the hit reaction for back hits and Fatal Stuns against a crouching opponent to a mid-back stagger that allows for a Critical Hold.