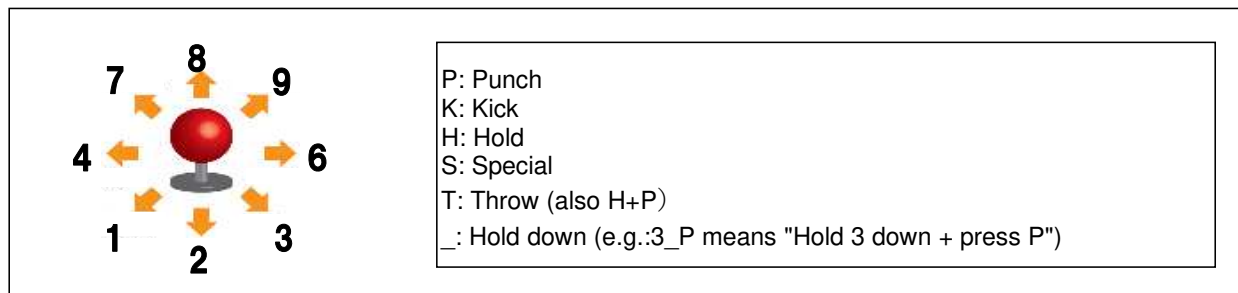


DEAD OR ALIVE 6 Last Round

■ Ver.1.13 Battle-Related Bug Fixes

Battle-related bug fixes apply to all platforms.



Character	Details
All Characters	When knocked down while against a wall: Fixed a bug where the character would not stand up facing the inputted direction.
Zack	2H+K: Unified the hit reaction for tip hits with that of normal hits.
	PP6P2K: Unified the hit reaction for tip hits with that of normal hits.
Jann Lee	7K4: Added voice line and expression. (No change to mechanics.)
Hayabusa	44P: Adjusted to make the second hit easier to land.
	2K in Ongyoin stance: Adjusted recovery from 17(3)31 to 17(3)26.
	K when landing after jumping over obstacle: Fixed a bug where the tracking was set incorrectly.
Kasumi	66PK: Adjusted effect from 14(3)31 to 13(3)31.
	66PK: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	PPK2K: Unified the hit reaction for tip hits with that of normal hits.
	H+K2K: Unified the hit reaction for tip hits with that of normal hits.
Leifang	3P4P: Unified the hit reaction for crouching guards with that of crouching normal hits.
Eliot	3P in Bear Stance: Fixed a bug where attacks would not hit downed foes.
La Mariposa	4K: Fixed a bug where the frame advantage varied depending on stance.
	1PK: Fixed a bug where the frame advantage varied depending on stance.
Brad	1_KKK: Adjusted tip hit damage from 12 to 11.
Hitomi	KP: Adjusted to make the third hit easier to land when KP from behind a foe hits.
Rig	S in Bending Stance: Adjusted effect from 18(3)27 to 18(2)28.
Marie Rose	2P with back to a foe: Adjusted so hits from behind are critical.
	KKK with back to a foe: Fixed a bug where aerial hits would launch the target in the opposite direction.
Honoka	236P+K: Fixed a bug where it was possible to execute a mid punch hold when the attack connected with a foe who was in standing guard.
	236P+K: Adjusted so that hitting a foe who is in standing guard results in a +6 frame advantage.
	4K2: Added voice lines. (No change to mechanics.)
Diego	P when landing after jumping over an obstacle: Added voice lines.

Phase 4	3P: Fixed a bug that allowed throws between the first and second hit.
	PPP: Fixed a bug that allowed throws between the first and second hit.
	66P: Adjusted from 16(5)25 to 16(2)25 to match Kasumi.
	66PK: Relaxed input detection for command.
	66PK: Adjusted from 13(7)27 to 13(3)31 to match Kasumi.
	K while jumping over an obstacle: Fixed an animation bug.
	1T in an area with a ceiling: Adjusted damage from 2+2+2+5+25 to 5+5+5+15+25.
	1T with back to a crouching foe: Adjusted damage from 2+2+2+5+25 to 5+5+5+25+15.
	1T in an area with a ceiling with back to a crouching foe: Adjusted damage from 2+2+2+5+25 to 5+5+5+25+25.
	2T to a crouching foe, during Chifu: Fixed incorrect status from "STANDING" to "CROUCHING".
	2T to a crouching foe, during Chifu: Unified the timing of damage to that of 2T to a crouching foe.
	2T to a crouching foe, during Chifu: Adjusted to trigger a wall combo.
Mai Shiranui	214P: Fixed a bug where the character faced the wrong way after taking an aerial hit from behind.
	236P: Fixed a bug where the evade hold would remain active even after Mai Shiranui's fan had passed.
	236P (Cancel): Fixed a bug where the evade hold would remain active even after Mai Shiranui's fan had passed.
	236P (Cancel): Fixed a bug preventing being thrown during recovery frames.
Kula Diamond	6T behind a foe: Adjusted to allow combos to connect from the floor danger zone.
	6T behind a foe: Fixed an animation bug.
Rachel	7K: Adjusted so hits from behind trigger a fatal stun.
	63214T (fully charged): Fixed a bug where the timing of the launched foe was off during certain animations.
	2K while knocked down: Fixed a bug that allowed the player being hit to perform a recovery on the final hit.
Tamaki	Expert Hold in Critical Stun: Fixed a bug where attacks against Tamaki during her recovery (without the long-press input) resulted in a normal hit.
	SSSS (Break Blows): Added a voice line when cancelling a Break Blow. (No change to mechanics.)

Minato	Adjusted the priority of certain commands.
	Relaxed input detection for certain commands.
	Back Dash: Adjusted move distance.
	4P: Adjusted character push distance.
	9P: Adjusted character push distance.
	PK: Adjusted character push distance.
	PKK: Adjusted character push distance.
	PPK2K: Unified the hit reaction for tip hits with that of normal hits.
	4K: Adjusted character push distance.
	7K: Adjusted character push distance.
	9K: Adjusted character push distance.
	2P with back to a foe: Adjusted character push distance.
	8K with back to a foe: Adjusted character push distance.
	61H against a low mid punch: Fixed a bug that prevented the player from performing a recovery.
	T while shuffling: Fixed a bug that prevented the player from performing a recovery.