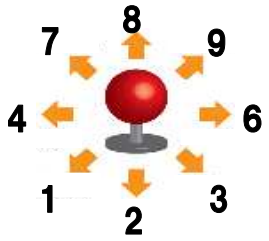
DEAD OR ALIVE 6 Last Round

■Ver.1.19 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
All	**We have unified the hit reactions for mid attacks against crouching foes and crouching guarding foes to make the outcomes easier to understand.**
Helena	8K: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	PPP in Bokuho stance: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	K in Bokuho stance: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	PP during Teishitsu: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
Leifang	P2PP+K: Adjusted the launch height on hits against a crouching foe.
	3P4P: Adjusted crouching hits from Stun -5 to Critical +17.
	3P2PP+K: Adjusted the launch height on hits against a crouching foe.
	33PP+K: Adjusted the launch height on hits against a crouching foe.
	3P+K: Adjusted the launch height on hits against a crouching foe.
Ayane	PPKKK: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	7P: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
La Mariposa	4KK: Adjusted advantage for crouching guard hits from +1 to +6.
Christie	H+KKK: Adjusted the launch height on hits against a crouching foe.
Hitomi	PP4P: Adjusted advantage for crouching guard hits from +6 to +21.
	4P: Adjusted advantage for crouching guard hits from +6 to +21.
Rig	PPP4K: Adjusted the launch height on hits against a crouching foe.
	H+K6K: Adjusted the launch height on hits against a crouching, guarding foe.
Mila	P6PK: Adjusted advantage for crouching guard hits from 0 to +8.
	4P with back to a foe: Fixed a bug where the command list entry was missing the note "Links to the same combo as 6P".
	K with back to a foe: Fixed a bug where the command list entry was missing the note "Links to the same combo as K".
Honoka	KK: Adjusted crouching hits from Critical +21 to sit-down bounce.
	4P+K: Adjusted the launch height on hits against a crouching foe.
Kokoro	4P with back to a foe: Adjusted crouching hits from Uppercut Stun +34 to air juggle.

Mai Shiranui	H+K: Unified the hit reaction for crouching hits with that of 4K with back to a foe.
	H+K: Adjusted the launch height on hits against a crouching, guarding foe to match 4K with back to foe.
	6H+K: Adjusted crouching hits from sit-down bounce to Critical +19.
	4K with back to a foe: Adjusted the launch height on hits against a crouching foe.
	4K with back to a foe (Counter or higher): Adjusted the launch height on hits against a crouching foe.
	4K with back to a foe (Critical): Adjusted the launch height on hits against a crouching foe.
	4K with back to a foe (Fatal Stun): Adjusted the launch height on hits against a crouching foe.
Momiji	PP4P: Adjusted advantage for crouching guard hits from +3 to +18.
	4P: Adjusted advantage for crouching guard hits from +3 to +18.
Minato	3P+K: Adjusted the launch height on hits against a crouching foe.
	66T: Adjusted the command input timing window.
	4P+K: Adjusted the command input timing window.