

Dota Auto Chess: Synthesize assassins to be strengthened in this update

Some new updates and changing heroes for players in Dota Auto Chess

The latest updated version of Dota Auto Chess recently changed the "dignity" of many gamers when updating the power for each killer. Not only benefit from being strengthened, assassins also have the advantage when other heroes with reduced power like Doom, Kunkka . are all reduced their power.

In addition to adjusting the strength for the hero, Drod Studio also updated for players some pretty attractive features for their top climbing. Below is a list of power-adjusted generals and new features updated for Dota Auto Chess this time.

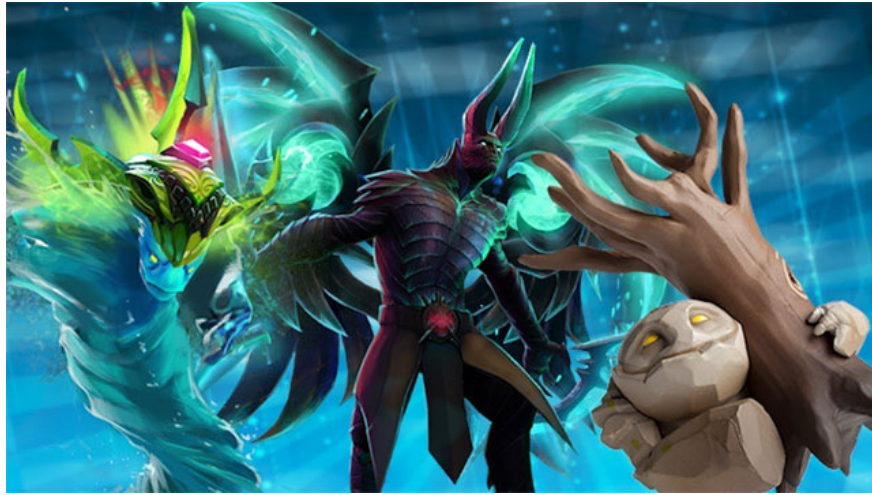
1. Dota Auto Chess: The most effective tips for making gold and using gold
2. Dota Auto Chess: Combine more than 10 tactics to help you get into the Top 3 easily
3. Dota Auto Chess: How to build teams according to each stage of the most effective match

Dota Auto Chess: The killer list is increased, reducing the power in this update

Some gameplay changes in this update:

Update to add 3 generals feature to 1, you can turn this feature on and off in the right corner of the screen. When you turn on this feature, the general will automatically pair even when sitting on the bench. It seems that Druid will not like this.

When you defeat 3 enemy units continuously, there will be a Triple Kill effect, and if you defeat 5 enemy units continuously, there will be Rampage effect. The unit that gets Rampage will also have more advantages.



Here are the changes in chess pieces in Dota Auto Chess:

Redoing **Alchemist**: Chemical Rage now automatically uses Acidic Spray around Alchemist, which reduces the armor of nearby enemies within 15 seconds.

Balancing Coup de Grace (Assassin) with the critical rate changed from 10% / 15% / 20% to 15% / 15% / 15%.

Increases power for **Phantom Assassin**: Base damage is increased by 10.

Medusa 's base damage is increased by 5, in addition Medusa will be reduced to petrification time, from 2/3/4 seconds to 2 / 2.5 / 3 seconds.

Balance **Doom** 's time from 20 seconds to 10/15/20 seconds.

Kunkka 's cooldown is rebalanced from 10 seconds to 15/12/9 seconds.

Increasing the power of **Omniknight**: Including the skill's damage / healing bonus is increased by 50.



Power up **Morphling**: Basic health is increased by 50.

Increasing **Sand King** power : Basic health is increased by 50.

Increasing **Mirana** power : The Sacred Arrow cooldown will be reduced by 2 seconds.

Update new images for Gyrocopter 2 stars and Gyrocopter 3 stars.

Fixed English error for a Hwytty owner and Shyzyrd could not find the Courier list.

Metamorphosis can help turn a target into a zombie when exchanging blood that targets dead.

Above are some features updates and correction for the chess pieces in Dota Auto Chess. With these updates, you will know how to choose the strategies to arrange your formation to go to TOP 1.

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