

《CSGO》7.32d后补更新：回退本不应该在7.23d中出现的更新

《csgo》进行了7.32d更新后的小更新，本次跟新回退了如下本不应该在7.32d更新日志中的更新(这些更新内容可能会在以后的版本中实装)：

- 1.龙骑士-神龙摆尾的伤害由80/120/160/200回退至70/100/130/160
- 2.回退了神龙摆尾对小兵造成双倍伤害的机制
- 3.齐天大圣的基础护甲由1回退至2
- 4.回退了赏金猎人-投掷飞镖击杀单位时获得额外6/12/18/24金钱的机制
- 5.食人魔魔法师-火焰爆轰的伤害由80/140/200/260回退至70/130/190/250
- 6.军团指挥官10级右天赋压倒性优势范围加成由115回退至100
- 7.血精石的冷却时间由40秒回退至30秒
- 8.赤红甲的卷轴价格由600回退至800
- 9.赤红甲的配方由先锋盾+铁意头盔+守护指环回退至先锋盾+铁意头盔
- 10.先锋盾的总价由3575回退至3600(综合8/9条的改动)
- 11.移除了韧鼓每180秒回复1点充能点数的机制

EXTRA NOTES

The following changelog has been automatically generated from [GameTracking data](#).

Heroes

- `npc_dota_hero_monkey_king`: Armor physical increased from `1` to `2` (+1)

Abilities

- `Dragon Tail`: Changed ability damage from `88/128/168/208` to `78/108/138/168`
- `Dragon Tail`: Removed attribute `creep damage multiplier` with value of `2`
- `Shuriken Toss`: Removed attribute `gold on kill` with value of `6 12 18 24`
- `Fireblast`: Changed fireblast damage from `88/148/208/268` to `78/138/198/258`
- `+{s:value} Overwhelming Odds Radius`: Value reduced from `115` to `100` (-15)

Items

- `Bloodstone`: Ability cooldown reduced from `48` to `38` (-10)
- `Crimson Guard Recipe`: Item cost increased from `600` to `800` (+200)
- `Crimson Guard Recipe`: Changed ItemRequirements/01 from `item_vanguard;item_helm_of_iron_will;item_ring_of_protection` to `item_vanguard;item_helm_of_iron_will`
- `Crimson Guard`: Item cost increased from `3575` to `3600` (+25)
- `Drum of Endurance`: Removed attribute `AbilityValues/recharge_time` with value of `180`

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