

Price Tag VII 2020 Table

All teams start with 1.120.000 in team money

Skill Money	Races
150.000	Wood Elves
180.000	Dark Elves
210.000@	Shambling Undead
240.000@	Amazons, Bretonnians, Dwarfs, Lizardmen, Norse, Skaven
270.000@	Chaos Dwarf, Elven Union, Necromantic, Orcs
300.000@	High Elves, Humans
330.000@	Chaos Renegades, Khemri Tomb Kings,
360.000@	Chaos Chosen, Nurgle, Underworld Denizens, Slann, Vampires, Deamons of Khorne
360.000@#	Goblin, Halflings, Ogres

@ May use Skill Money as Team Money

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Price	General	Agility	Passing	Strength	Mutation
10.000	Pass Block, Shadowing	Catch, Diving Catch, Sneaky Git, Sprint*, Sure Feet*	Hail Mary Pass, Safe Throw, Dump Off, Nerves of Steel	Multiple Block, Strong Arm, Thick Skull	Big Hand, Disturbing Presence, Foul Appearance, Very Long Legs
15.000	Dauntless, Fend, Kick Off Return,	Diving Tackle, Jump Up, Leap	Pass, Accurate	Grab	Extra Arms, Prehensile Tail,
20.000	Dirty Player, Kick, Pro			Juggernaut	Horns, Tentacles, Two Heads
25.000	Frenzy, Sure Hands, Tackle,	Side Step		Break Tackle, Stand Firm, Piling On (BB2016)	
40.000	Wrestle, Strip Ball	Dodge	Leader	Mighty Blow	Claw*
50.000	Block			Guard	

* May not be combined with other stat or skill upgrades

"double" skill costs the listed price plus 20k plus additional 10k if the player has loner

Change	1 to 2	2 to 3	3 to 4	4 to 5	5 to 6	6 to 7	7 to 8	8 to 9	9 to 10
MA		60.000	20.000	20.000	20.000	30.000	40.000	40.000	30.000*
ST	30.000	60.000	100.000*	80.000	60.000	60.000	30.000	30.000	
AG	30.000	80.000*	80.000	60.000	30.000				
AV					20.000	20.000	20.000	20.000	20.000

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