

# Rage 2 Vendor Prices

started 3/16/21, a fair way into my first game (Hard difficulty)

Starting stock (count) for a few special items may be low. **LEGEND:** dash (-) = not found; **Comp.** = Component; **U.S.** = Upgrade Schematic.

**THIS IS THE ONLY WORKSHEET IN THIS SPREADSHEET THAT I'VE POLISHED FOR PUBLICATION.**

The other tabs are rough notes made during gameplay. Their info is shown in much better shape on my wiki page: [http://mikefay.info/wiki/index.php?title=Rage\\_2](http://mikefay.info/wiki/index.php?title=Rage_2)

		MBTV Tokens																			
LOC	Region	Varies	Broken	Sekret	Dune S	The Wi	Torn Plains					Broken	Broken	Sekret	Twistin	Broken	Torn Pl	Broken	Broken	Sekret	Torn Pl
	Location Type	Roamin	Trade	Trade	Trade	Trade	Trade Town					MBTV	MBTV	MBTV	Questi	Explor	Explor	Explor	Broken	Explor	Explor
	Location Name	Loquac	Gunbar	Lagoon	Oasis	Dreadv	Wellspring					Killbox	Slipper	Slipper	Questi	Hillside	Dead D	Alex's	Forlorn	The Re	Bygone
	Vendor Name	Garcia	Punchy	Boome	Oasis	Dreadv	Gar-illa	Jack of	Bloody	Bon Bo	Rusty's	Dizzy D	Dizzy D	Vendin	Vendin	Vendin	Vendin	Vendin	Vendin	Vendin	Vendin
<b>Ammo</b>	Pistol Rounds	0.5	0.5	0.5	0.5	0.5	-	-	-	1	-	0.25	0.25	-	-	-	-	-	1	1	-
	Assault Rifle Rounds	0.5	0.5	0.5	0.5	0.5	-	-	-	1	-	0.25	0.25	-	-	-	-	-	1	1	-
	Shotgun Shells	1	1	1	1	1	-	-	-	1	-	0.5	0.5	-	-	-	-	-	-	2	-
	Smart Micro Rockets*	25	25	25	25	25	-	-	-	25	-	13	13	-	-	-	-	-	-	-	-
	Pulse Cannon Pods*	0.5	0.5	0.5	0.5	0.5	-	-	-	0.5	-	0.25	0.25	-	-	-	-	-	-	-	-
	Hyper-Cannon Slugs*	5	5	5	5	5	-	-	-	5	-	3	3	-	-	-	-	-	-	-	-
	Grav-Darts*	0.5	0.5	0.5	0.5	0.5	-	-	-	0.5	-	0.25	0.25	-	-	-	-	-	-	-	-
	"Diablo" Cartridges*	3	3	3	3	3	-	-	-	3	-	3	3	-	-	-	-	-	-	-	-
<b>Misc.</b>	Wingstick	-	25	-	-	-	25	-	-	-	-	13	13	-	-	-	-	-	38	38	-
	Grenade	-	25	25	-	25	25	-	-	-	-	13	13	-	-	-	-	-	38	38	-
	Turret Drone	-	-	-	50	-	50	-	-	-	-	-	-	-	-	-	-	-	-	-	75
	Health infusion	-	25	25	100	25	25	-	25	-	-	13	13	38	38	38	38	38	38	38	38
	Overdrive Infusion	-	-	100	100	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	150
	Ability Infusion	-	-	100	100	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	150
<b>U.S.</b>	Wingstick U.S.	1500	500	2000	-	-	1000	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Grenade U.S.	-	500	1500	-	2000	1000	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Turret Drone U.S.	2250	-	1500	750	3000	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Health Infusion U.S.	1500	500	-	2000	-	1000	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Overdrive Infusion U.S.	2250	-	-	1500	3000	750	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Ability Infusion U.S.	2250	-	750	1500	3000	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
<b>Special</b>	Nanotrite Booster	1000	1000	1000	1000	1000	1000	-	-	-	-	-	-	-	-	-	-	-	1500	1500	1500
	Weapon Core Mod	-	1000	1000	1000	1000	-	-	1000	-	500	500	1500	1500	1500	-	-	-	-	1500	1500
	Mutant Spore	-	-	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-	-	-	-
	Life Gland	800	-	800	-	-	-	800	-	-	-	-	-	-	1200	1200	-	-	-	-	-
	Ark Tek Core	1000	-	-	-	-	-	1000	-	-	-	-	-	-	-	-	-	-	-	-	-
	Neuronic Interface	1200	-	-	1200	1200	-	1200	-	-	-	-	-	-	-	-	-	-	1800	-	-
<b>Comps.</b>	Chemical Comp.	-	20	-	-	-	-	20	-	-	-	-	-	30	30	30	-	-	-	-	-
	Electronic Comp.	-	20	-	-	-	-	20	-	-	-	-	-	30	30	30	-	-	-	-	-
	Explosive Comp.	-	20	-	-	-	-	20	-	-	-	-	-	30	30	30	-	-	-	-	-
	Mechanical Comp.	-	20	-	-	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-
<b>Auto</b>	HV Gatling Rounds	0.1	0.1	0.1	0.1	0.1	-	-	-	-	0.1	-	-	-	-	-	0.167	0.167	-	-	-
	Autocannon AP Rounds	0.1	0.1	0.1	0.1	0.1	-	-	-	-	0.1	-	-	-	-	-	0.167	0.167	-	-	-
	AP Cruise Missiles	5	5	5	5	5	-	-	-	-	5	-	-	-	-	-	8	8	-	-	-
	Hi-Ex Mortar Bombs	5	5	5	5	5	-	-	-	-	5	-	-	-	-	-	8	8	-	-	-
	Auto Parts	250	250	250	250	250	-	-	-	-	250	-	-	-	-	-	375	375	-	-	-
<b>STOCK</b>	Pistol Rounds	10K	10K	10K	10K	10K	-	-	-	10K	-	10K	10K	-	-	-	-	-	10K	10K	-
	Assault Rifle Rounds	10K	10K	10K	10K	10K	-	-	-	10K	-	10K	10K	-	-	-	-	-	10K	10K	-
	Shotgun Shells	10K	10K	10K	10K	10K	-	-	-	10K	-	10K	10K	-	-	-	-	-	-	10K	-
	Smart Micro Rockets*	10K	10K	10K	10K	10K	-	-	-	10K	-	10K	10K	-	-	-	-	-	-	-	-
	Pulse Cannon Pods*	10K	10K	10K	10K	10K	-	-	-	10K	-	10K	10K	-	-	-	-	-	-	-	-
	Hyper-Cannon Slugs*	10K	10K	10K	10K	10K	-	-	-	10K	-	10K	10K	-	-	-	-	-	-	-	-
	Grav-Darts*	10K	10K	10K	10K	10K	-	-	-	10K	-	10K	10K	-	-	-	-	-	-	-	-
	"Diablo" Cartridges*	10K	10K	10K	10K	10K	-	-	-	10K	-	10K	10K	-	-	-	-	-	-	-	-
<b>Misc.</b>	Wingstick	-	10K	10K	-	-	10K	-	-	-	-	10K	10K	-	-	-	-	-	10K	10K	-
	Grenade	-	10K	10K	-	10K	10K	-	-	-	-	10K	10K	-	-	-	-	-	10K	10K	-
	Turret Drone	-	-	-	10K	-	10K	-	-	-	-	-	-	-	-	-	-	-	-	-	10K
	Health infusion	-	10K	10K	10K	10K	10K	-	10K	-	-	10K	10K	10K	10K	10K	10K	10K	10K	10K	10K
	Overdrive Infusion	-	-	10K	10K	10K	-	-	-	-	-	-	-	-	-	-	-	-	-	-	10K
	Ability Infusion	-	-	10K	10K	10K	-	-	-	-	-	-	-	-	-	-	-	-	-	-	10K
<b>U.S.</b>	Wingstick U.S.	1	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Grenade U.S.	-	1	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Turret Drone U.S.	1	-	1	1	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Health Infusion U.S.	1	1	-	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Overdrive Infusion U.S.	1	-	-	1	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Ability Infusion U.S.	1	-	1	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
<b>Special</b>	Nanotrite Booster	10	10	10	10	10	12	-	-	-	-	10	10	2	2	-	-	-	2	-	4
	Weapon Core Mod	-	12	12	12	12	-	-	-	10	-	10	10	2	2	-	-	-	-	2	4
	Mutant Spore	-	-	-	-	-	-	100	-	-	-	-	-	-	-	-	-	-	-	-	-
	Life Gland	2	-	2	-	-	-	3	-	-	-	-	-	-	-	2	2	-	-	-	-
	Ark Tek Core	2	-	-	-	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-
	Neuronic Interface	2	-	-	2	2	-	3	-	-	-	-	-	-	-	-	-	-	2	-	-

Comps.	Chemical Comp.	-	10K	-	-	-	-	10K	-	-	-	-	-	-	10K	10K	10K	-	-	-	-	-
	Electronic Comp.	-	10K	-	-	-	-	10K	-	-	-	-	-	-	10K	10K	10K	-	-	-	-	-
	Explosive Comp.	-	10K	-	-	-	-	10K	-	-	-	-	-	-	10K	10K	10K	-	-	-	-	-
	Mechanical Comp.	-	10K	-	-	-	-	10K	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Auto	HV Gatling Rounds	10K	10K	10K	10K	10K	-	-	-	-	10K	-	-	-	-	-	-	10K	10K	-	-	-
	Autocannon AP Rounds	10K	10K	10K	10K	10K	-	-	-	-	10K	-	-	-	-	-	-	10K	10K	-	-	-
	AP Cruise Missiles	10K	10K	10K	10K	10K	-	-	-	-	10K	-	-	-	-	-	-	10K	10K	-	-	-
	Hi-Ex Mortar Bombs	10K	10K	10K	10K	10K	-	-	-	-	10K	-	-	-	-	-	-	10K	10K	-	-	-
	Auto Parts	10	5	5	5	5	-	-	-	-	10	-	-	-	-	-	-	5	5	-	-	-
Notes:																						
*Some ammo is only shown if you have the weapon.																						
"Vendor Name" is usually the name seen at top of vendor listing when viewing their inventory.																						
A decimal value like "0.5" means you can buy 2 for \$1.																						
All vendors appear to buy Junk for \$5 each (inc. Loq. Wand.). You can also sell common things (ammo, infusions, components) for half the price of buying them.																						
After you get Hagar's "Salesman" ability, you can sell for 20% more; e.g., 1 Junk is \$6. Instead of 20 Gatling Rounds for \$1, now it's 17.																						
All Trade Towns sell Ark Chest and Authority Sentry locations for \$250 each. These go away if you find them on your own.																						
Wellspring's Bon Bon Boom! also sells Golden Skins for Pistol, Assault Rifle, Shotgun, and Wingstick. All are \$10k each and have a count of 1.																						
Wellspring's Cyber Doc sells Health, Overdrive, and Weapon Damage <b>Augmentation</b> . All cost 1 Ark Tek Core, Life Gland, and Neuronc Interface.																						
Doc has 15 of each are in stock, but you can only use 10 at most. He also does a Nanotrite Reset for \$500.																						
<b>MBTV's Reward Shop prices are for Mutant Bash tokens; all other prices are dollars. You can sell MBTV vendors Mutant Spores and get 5 MBTV tokens for each Spore.</b>																						
Bloody Mary in Wellspring sells them for \$10 each and buys for half that. You can sell them to her for \$5.																						
<i>These two vendors appear to be the only place you can see how many Mutant Spores are in your inventory.</i>																						
MBTV vendors also sells weapon skins for 2500 tokens each (Massacre Pistol, Carnage Rifle, Sanguine Shotgun, Ripper Rocket Launcher, and Breeze-Whipper Wingstick).																						
Trying to find a Vending Machine at a little spot you already found before? On the Map, their popup will have a Shops section (like a Trade Town) that says "Working Vending Machine"																						
In this spreadsheet, two types of items have been moved from their usual location in vendors' goods lists for better grouping here:																						
Auto supplies appear before Infusions (in vending machines that have both types) and Components ordinarily appear after Infusions, in vendor lists.																						
You can tell based on vendors that have some of both sets, such as the last three Special items via the Loquacious Wanderer,																						
and vending machines with both auto parts and Health Infusions.																						