

Construction Resources

These resources are mainly used for building and upgrading the buildings in the Construction menu, but also have secondary uses in some weapon and gear crafts, as well as stocking the F.U.E.L Generator.

- [Wood](#)
- [Metal](#)
- [Cloth](#)

Wood

Wood is a resource in the Dead Zone Revive.

Metal

Metal is a resource in the Dead Zone Revive.

Cloth

Cloth is a resource in the Dead Zone Revive.