

# Items

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## Overview

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You can find the details surrounding various items throughout the economy here, as well as details about their functions if they have one. Items can be purchased and sold by the means of the [Auction House](#), and can be purchased from the [Auction House](#), or purchased in stores found by [Travelling](#).

## Weapons

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Found on the complete [Weapons](#) page.

1. [Primary](#)
2. [Secondary](#)
3. [Melee](#)
4. [Temporary](#)

## Armour

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Found on the complete [Armour](#) page.

1. [Helmets](#)
2. [Body Armour](#)
3. [Pants](#)
4. [Boots](#)
5. [Gloves](#)

## Collectibles

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Found on the complete [Collectibles](#) page.

1. [Collectibles](#)
2. [Staff Items](#)
3. [Unreleased & Test Items](#)

## Useful Supplies

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Found on the complete [Useful Items](#) page.

1. [Medical](#)
2. [Energy Drinks](#)
3. [Enhancers](#)
4. [Boosters](#)
5. [Drugs](#)
6. [Alcohol](#)
7. [Sweets](#)

## Other Items

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Found on the complete [Other Items](#) page.

1. [Cache](#)
2. [Clothing](#)

3. [Fish](#)
  4. [Jewellery](#)
  5. [Miners](#)
  6. [Other](#)
  7. [Plants](#)
  8. [Plushies](#)
  9. [Special](#)
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