Combat: all guides

How attacks work, weapons and armour in a fight, hospital, revives and getting ready to fight.

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Equipment loadouts

How to save weapons, armour, clothing, mods and special ammo as presets, and how to set up loadouts for attacking, defending and chaining.

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Introduction

A loadout is a saved set of equipment you can switch to with one click. Instead of re-equipping a weapon, armour pieces and special ammo every time your plans change, you save each setup once. This matters most for players who attack and defend differently, or who chain and fight wars with different gear.

How it works

You start with three loadouts, shown from the icon at the top right of the loadout panel in your inventory. More loadout capacity can be bought at the Points Building for 50 points per upgrade.

Only one loadout is active at a time; its box turns green. Whatever you equip or unequip changes the active loadout, so equipping an item is the same as saving it there.

Each loadout holds:

Slot	Notes
Primary, secondary and melee weapons	Each weapon keeps its attached mods in the loadout
Temporary weapon	One per fight, unless a special bonus allows more
Armour	Head, chest, legs, hands and feet
Clothing	Several pieces; some clothes layer with armour, others clash and you must choose
Special ammo	Chosen per weapon by cycling the ammo panel under it

Step by step

1. **Open your items** and find the loadout panel.
2. **Activate an empty loadout** with the plus icon at its top right; the box turns green.
3. **Equip what you want in it:** weapons, armour, clothing and a temporary item.
4. **Attach mods and choose special ammo** for each weapon from the panel under it.
5. **Name the loadout** by clicking its name panel, for example "Defence" or "Chain".
6. **Repeat for your other setups,** then switch between them with one click before you act.

Examples

Attack and defend. A player keeps a "Defence" loadout with their heaviest full set of armour and a reliable primary, worn while offline, and an "Attack" loadout with their highest-damage

weapons and special ammo. They switch to Attack before a session and back to Defence before logging off.

Chaining. During a chain the player wants quick, cheap wins, so a "Chain" loadout uses regular ammo instead of scarce special ammo and a weapon with a respect or experience bonus. See Weapon bonuses, caches and Big Al's Bunker.

Advanced tips

- Your equipped gear is also what defends you when someone attacks you, so the loadout you leave active when you log off matters.
- Save special ammo choices per loadout so expensive rounds are only used in the loadout meant for hard fights.
- When you change one weapon's mods while a loadout is active, the change is stored in that loadout. Check the others if you share weapons between them.

Common mistakes

- **Editing the wrong loadout.** Equipping or unequipping always changes the active (green) one.
- **Logging off in an attack loadout.** If it has lighter armour, you defend worse while offline.
- **Forgetting clothes clash with armour.** Some clothing cannot be worn with certain armour pieces; check after equipping.

Sources

Torn wiki: Loadout: https://wiki.torn.com/wiki/Loadout, retrieved 2026-11-23

Torn wiki: Point: https://wiki.torn.com/wiki/Point, retrieved 2026-11-23

Torn wiki: Ammo: https://wiki.torn.com/wiki/Ammo, retrieved 2026-11-23

Torn wiki: Weapon Mod: https://wiki.torn.com/wiki/Weapon_Mod, retrieved 2026-11-23

Related guides: Preparing to fight, Weapons explained, Armour explained, Weapon mods and special ammo, Points and the Points Building

Combat guide, beginner

Attacking basics

How an attack works from start to finish, the choices at the end of a fight, and what each one gives you.

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Introduction

Attacking another player is how you earn respect for your faction, complete missions and bounties, gain experience and, sometimes, money. A fight is turn-based: you choose a weapon each turn, your battle stats and equipment decide what happens, and the fight ends when someone runs out of life or time runs out.

How it works

Cost. Starting an attack costs 25 energy. You cannot attack players who are in hospital, in jail, flying, or (if you are in Torn) abroad.

During the fight. Each turn you use one of your equipped weapons: primary, secondary, melee or temporary, or your fists (10 damage, 50 accuracy) or a kick once Kick Boxing is completed. Non-melee weapons need ammunition. Strength, speed, defence and dexterity decide how hard and how often hits land (see Battle stats).

How a fight ends.

- The defender's life reaches zero: you have won and choose an outcome.
- Your life reaches zero: you lose and go to hospital with 1 life.
- The fight times out after 5 minutes: you, the attacker, end up in hospital.

The three outcomes of a win:

Outcome	What it does
Leave	The most experience for you
Mug	Takes some of the defender's money on hand; about 55 to 60% of the experience of leaving; 0.75x respect
Hospitalise	Puts the defender in hospital; about 40% of the experience of leaving

Until you choose, the defeated defender stays at zero life, unable to act or be attacked.

Step by step

1. Check your life is full and your bars and cooldowns are where you want them.
2. Look at the target's profile: level, faction, status and any information you have about their stats.
3. Make sure your weapons have ammunition and your loadout is right (see Preparing to fight).

4 Start the attack and choose weapons turn by turn; finish the fight well within 5 minutes.

5 Pick the outcome that suits your goal: experience, money, or putting them in hospital.

Examples

- A player attacking for a bounty must hospitalise the target; leaving or mugging does not collect it.
- On a faction chain, hospitalising gives full respect, while mugging gives 75%.

Advanced tips

- Experience depends on your opponent's level. Leaving higher-level opponents levels you fastest.
- Several faction members can attack the same target together, and each additional friendly attacker raises the respect from the hit (see Respect).
- Defeating someone close to your strength gives the best fair fight bonus for faction respect.

Common mistakes

- **Attacking with half your life.** The fight is much more likely to go against you.
- **Running out of ammunition.** You can only bring a limited number of clips.
- **Letting the fight time out.** Five minutes passes quickly in a long fight, and the timeout puts you in hospital.

Sources

Torn wiki: Energy: https://wiki.torn.com/wiki/Energy, retrieved 2026-11-23

Torn wiki: Hospital: https://wiki.torn.com/wiki/Hospital, retrieved 2026-11-23

Torn wiki: Life: https://wiki.torn.com/wiki/Life, retrieved 2026-11-23

Torn wiki: Level and Ranks: https://wiki.torn.com/wiki/Level_and_Ranks, retrieved 2026-11-23

Torn wiki: Chain: https://wiki.torn.com/wiki/Chain, retrieved 2026-11-23

Torn wiki: Weapon: https://wiki.torn.com/wiki/Weapon, retrieved 2026-11-23

Related guides: Preparing to fight, Weapons explained, Armour explained, Hospital and revives, Battle stats, Levels and ranks

Combat guide, intermediate

Preparing to fight

Loadouts, ammunition, medical supplies and timing. Everything to sort out before an attack, a chain or a war.

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Introduction

Most fights are decided before they start. A player with the right weapons equipped, ammunition loaded, armour on and medical items ready wins fights that an unprepared player of the same strength loses. This guide is a checklist for getting ready, whether for one attack or a long faction war.

How it works

Loadouts. You can save up to three loadouts of weapons, armour, clothing, mods and ammunition, and switch between them. Each loadout holds a primary, secondary, melee and temporary weapon, five pieces of armour (head, chest, legs, hands, feet) and some clothing. Special ammunition can be saved to a weapon in a loadout.

Ammunition. Every non-melee weapon needs ammunition, and you can only bring a limited number of clips into a fight. Basic ammunition is sold in the ammo locker. Special types, Hollow Point, Tracer, Piercing and Incendiary, come from mission credits, the Big Al's Gun Shop benefit block, Gun Shop and Firework Stand job points, and some crimes.

Medical supplies. Each medical item adds to your medical cooldown; above 6 hours (up to 9 with faction upgrades) you cannot use more. See Medical items.

Temporary items are used once per fight and can decide close fights. See Temporary items.

Step by step

1. Save one loadout for attacking and one for defending, and name them.
2. Check every gun in your loadout has ammunition, and enough clips for long fights.
3. Equip a temporary item suited to your plan.
4. Keep medical items in your inventory and your medical cooldown low.
5. Fill your life before attacking.
6. Before wars, stay out of jail and hospital and do not travel during your planned online time.
7. Print the war preparation sheet for faction wars.

Examples

- A player switches to a defensive loadout with full armour before logging off, so anyone who attacks them overnight faces their best defence.

- During a chain, a member runs out of rifle ammunition after three fights and has to fight with a pistol; buying ammunition beforehand avoids that.

Advanced tips

- Armour only protects where it covers. Check coverage for each piece in the item directory.
- Weapons with the same name can roll different accuracy and damage. Compare yours in the item comparison.
- The Fortitude faction branch can raise your medical cooldown limit to 9 hours and medical effectiveness by 30%.

Common mistakes

- **Fighting with whatever happens to be equipped.**
- **No ammunition** for the weapon you rely on.
- **High medical cooldown at the start of a war**, leaving no room to heal.

Sources

Torn wiki: Loadout: https://wiki.torn.com/wiki/Loadout, retrieved 2026-11-23

Torn wiki: Ammo: https://wiki.torn.com/wiki/Ammo, retrieved 2026-11-23

Torn wiki: Hospital: https://wiki.torn.com/wiki/Hospital, retrieved 2026-11-23

Torn wiki: Temporary: https://wiki.torn.com/wiki/Temporary, retrieved 2026-11-23

Torn wiki: Weapon: https://wiki.torn.com/wiki/Weapon, retrieved 2026-11-23

Related guides: Attacking basics, Weapons explained, Armour explained, Temporary items, Medical items, War preparation

Hospital and revives

What puts you in hospital, every way out, how revives work, and the early discharge rule for outside hits in wars.

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Introduction

Hospital is where you go when you lose a fight and in several other situations. While you are there, you cannot attack or be attacked and most of the game is closed. For fighters, getting out quickly, or getting a faction mate out, is often the difference between a good war and a poor one.

How it works

What puts you in hospital:

- Starting a fight and losing it, or a fight timing out after 5 minutes.
- Being attacked, losing and being hospitalised.
- Losing at Russian Roulette, some Spin the Wheel results, and failed crimes or organised crimes.
- Drug overdoses, using an incompatible or irradiated blood bag, or Ipecac Syrup.
- Training at the gym with addiction above 9% while not under a drug cooldown (this can happen at random).
- A failed Stink Bomb, Dog Poop or Toilet Paper against a much stronger player.
- A Dirty Bomb on your faction.

You stay until your timer runs out, even with full life.

Ways out:

Method	What it does
Wait	The timer runs down
Medical items	Remove a fixed amount of time and restore some life, adding to medical cooldown (see Medical items)
Opium	Removes all standard hospital time and restores life to 50%; uses the drug cooldown, not medical cooldown
Revive	Another player revives you, ending your stay and restoring some life based on their revive skill
Neumune Tablet	The only way to remove hospital time caused by radiation poisoning
Early discharge	Leave without items after certain outside hits (below)

Revives cost the reviver 75 energy, cut by 5 per Fortitude "Reviving" upgrade in their faction, to a minimum of 25.

Early discharge. If you are put in hospital by an outside hit, someone outside the war you are part of, you can leave hospital with no items or cooldown, with your life restored to what it was before that attack. Early discharge is available at the start of ranked wars and territory wars for all incoming outside hits. Hits in the Elimination competition do not count as outside hits.

Step by step

1. Check why you are in hospital and how long is left.
2. If you were hit from outside a war, look for the early discharge option first.
3. Decide whether a medical item is worth the cooldown, or whether to wait.
4. In a war, ask your faction's revivers if you need to be back quickly.
5. If radiation is involved, only a Neumune Tablet removes that time.

Examples

- A player with 90 minutes left uses Morphine (70 minutes) and a Small First Aid Kit (20 minutes) to leave immediately, adding 30 minutes to their medical cooldown.
- A reviver in a faction with all five Reviving upgrades spends 50 energy less per revive than one without, 25 rather than 75.

Advanced tips

- During a ranked war, members leaving hospital or jail get 60 seconds of protection from outside hitters.
- Players who revive for a living keep their energy and Fortitude upgrades in mind; Warden's Eye's revive board lets factions request and track revives, if they use it.

Common mistakes

- **Using medical items when early discharge was available.**
- **Hitting the 6-hour medical cooldown limit early in a war.**
- **Using the wrong blood type,** which sends you straight back with 1 life.

Sources

Torn wiki: Hospital: https://wiki.torn.com/wiki/Hospital, retrieved 2026-11-23

Torn wiki: Life: https://wiki.torn.com/wiki/Life, retrieved 2026-11-23

Torn wiki: Faction: https://wiki.torn.com/wiki/Faction, retrieved 2026-11-23

Torn wiki: Drug: https://wiki.torn.com/wiki/Drug, retrieved 2026-11-23

Related guides: Medical items, Life, Attacking basics, Ranked wars

Medical items

First aid kits, morphine, blood bags and more. What each removes from your hospital time, how medical cooldown works and how to make them stronger.

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Introduction

Medical items shorten a hospital stay and restore some life. Each one adds to your medical cooldown, which limits how many you can use in a row. Knowing what each item does, and how much cooldown it costs, helps you get out of hospital when it matters without locking yourself out of healing later.

How it works

The items, standard values without bonuses:

Item	Hospital time removed	Life restored	Medical cooldown added	Where from
Small First Aid Kit	20 minutes	5%	10 minutes	Pharmacy, $7,500
First Aid Kit	40 minutes	10%	15 minutes	Pharmacy, $15,000
Morphine	70 minutes	15%	20 minutes	Pharmacy, $20,000
Blood Bag	120 minutes	30%	30 minutes	Fill an empty bag yourself
Neumune Tablet	3 hours (radiation only)	none	3 hours	Switzerland (price disputed, see below)

The full list is in the item directory.

> **Not confirmed**
> The wiki's Hospital page gives the Neumune Tablet's price in Switzerland as $6,500,000, but its Switzerland page lists the shop price as $900,000. Check the shop before you fly.

Medical cooldown. Each item adds time. When your cooldown is above 6 hours, you cannot use more medical items until it drops below. The Fortitude faction branch raises that limit to 9 hours.

Effectiveness. Education can add 20% and faction specials 30%, for up to 50% more time removed and life restored. With both, a First Aid Kit removes 60 minutes and restores 15%.

Blood bags. You need the Intravenous Therapy course to use them. Filling an empty bag takes 30% of your life, adds an hour to your medical cooldown and gives a bag of your own blood type. A bag that is incompatible with your blood type sets your life to 1 and hospitalises you.

Step by step

1. Keep a few kits and morphine in your inventory if you fight.
2. Before using an item, check your medical cooldown and how much hospital time is left.

3 Use the item that removes just enough time; using a blood bag on 30 minutes wastes most of it.

4 Take Intermediate Biochemistry for 10% more medical effectiveness on the way to the full 20%.

5 Check your blood type before using any blood bag that is not your own.

Examples

- 45 minutes left: a First Aid Kit (40) plus a Small First Aid Kit (20) gets you out, adding 25 minutes of cooldown.
- With full education and faction bonuses, one Morphine removes 105 minutes.

Advanced tips

- The Torn City Health Service (THS) stock benefit gives a Box of Medical Supplies, with chances of 50 Small First Aid Kits, 30 First Aid Kits or 20 Morphine.
- Opium is not a medical item for cooldown purposes; it uses your drug cooldown and removes all standard hospital time.

Common mistakes

- **Stacking cooldown before a fight** and having none left to heal.
- **Using a blood bag of the wrong type.**
- **Buying the biggest item every time** when a smaller one would do.

Sources

Torn wiki: Hospital: https://wiki.torn.com/wiki/Hospital, retrieved 2026-11-23

Torn wiki: Blood Bag: https://wiki.torn.com/wiki/Blood_Bag, retrieved 2026-11-23

Torn wiki: Empty Blood Bag: https://wiki.torn.com/wiki/Empty_Blood_Bag, retrieved 2026-11-23

Torn wiki: Faction: https://wiki.torn.com/wiki/Faction, retrieved 2026-11-23

Torn wiki: Switzerland: https://wiki.torn.com/wiki/Switzerland, retrieved 2026-11-23

Related guides: Hospital and revives, Life, Preparing to fight, Faction upgrades