Items and equipment: all guides

Weapons, armour, temporary items, medical supplies, drugs, boosters, collectibles and what items are worth.

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Weapons explained

Weapon slots and types, what accuracy and damage mean, rolls, bonuses, mods and ammunition, and how to choose a weapon.

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Introduction

Weapons multiply what your battle stats can do. Two players with the same stats but different weapons will not fight the same. This guide explains the slots, the numbers on a weapon, the extras that make some weapons far better than others, and how to pick what to carry.

How it works

Slots. You can equip four weapons: primary, secondary, melee and temporary.

Weapon type	Slot
Rifles, machine guns	Primary
Pistols	Secondary
Heavy artillery, shotguns, SMGs	Primary or secondary
Clubbing, slashing, piercing	Melee (with a few exceptions such as the Slingshot, Harpoon, Crossbow and Blowgun)
Mechanical	Melee or secondary
Temporary	Temporary

Without a weapon you can punch (10 damage, 50 accuracy) or kick once Kick Boxing is completed (30 damage, 40.71 accuracy).

Accuracy and damage. Each weapon is generated with accuracy and damage inside a range for that weapon: from its minimum to 5 points higher. A 9mm Uzi, for example, rolls accuracy between 43 and 48 and damage between 65 and 70. So two weapons with the same name can differ. The weapons directory lists every range from the official wiki.

Weapon bonuses. Some weapons carry a bonus such as extra damage, a chance of a special effect, or damage over time. Weapons without one are often called "grey" or "vanilla". Rarer quality colours exist, but their exact rarity has never been confirmed.

Mods and ammunition. Primary and secondary weapons can take attachments (mods). Guns need ammunition of the right size; special ammunition (Hollow Point, Tracer, Piercing, Incendiary) changes performance and comes from missions, stocks, job points and crimes.

Skills that help. Weapon mastery merits raise accuracy and damage with one weapon type. Education adds more: each Combat Training weapon study course gives +1 accuracy with one type, and Evolution gives +1% damage with all weapons.

Step by step

1 Choose a weapon type to specialise in, so masteries and education stack on it.

2. Compare weapons of that type in the item comparison using the wiki ranges.
3. Look at the actual roll on a weapon before buying; it can be up to 5 points better or worse.
4. Keep ammunition stocked and consider mods once you can afford them.
5. Carry a melee weapon too, for when ammunition runs out.

Examples

- A rifle with a high damage roll and a player with full Rifle mastery and Study of Rifles fights very differently from a new player with the same rifle.
- A player whose primary runs out of clips mid-fight switches to their melee weapon rather than their fists.

Advanced tips

- Weapons from ranked war caches with a general bonus can have accuracy or damage above the normal ranges.
- Damage-over-time bonuses last for the rest of a fight, and in group attacks the damage counts for whoever triggers it.

Common mistakes

- **Buying by name only.** The roll matters.
- **Spreading masteries over several types.**
- **Forgetting ammunition** for a new gun.

Sources

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

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

Torn wiki: Education: Perks: https://wiki.torn.com/wiki/Education_Perks, retrieved 2026-11-23

Related guides: Armour explained, Temporary items, Comparing items and what they are worth, Attacking basics, Preparing to fight

Armour explained

How armour rating reduces damage, why coverage matters, set bonuses, and the specials that make armour stronger.

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Introduction

Armour reduces the damage you take from hits. It is simple in principle, the rating is a percentage, but coverage, set bonuses and company specials make choosing armour more interesting than reading the biggest number.

How it works

Rating. An armour piece's rating is the percentage of damage it removes from hits that land where it covers. A 40.00 piece turns a 1,000 damage hit into 600.

Coverage. Armour only protects the parts of the body it visibly covers on the player model. A helmet may cover the head fully but the throat only partly. Where pieces overlap, the stronger piece applies. The armour directory shows each item's coverage from the official wiki.

Sets. Armour comes in sets: Leather, Combat, Assault, Riot, Dune, Delta, Sentinel, Vanguard, Marauder and EOD. The higher sets carry set bonuses that grow with more pieces worn; Marauder's Imperviable bonus, for example, raises maximum life.

Specials that strengthen armour.

Special	Effect
10-star Clothing Store	20% stronger armour, so a 40.00 piece acts as 48.00
7-star Private Security Firm	25% stronger when wearing a full set (helmet, chest, gloves, pants and boots)

Step by step

1. Fill every armour slot; an empty slot is an unprotected part of the body.
2. Prefer pieces with good coverage of the head and chest, where many hits land.
3. If you can afford a set with a bonus, wear the whole set.
4. Compare pieces in the item comparison and work out the effect with the Armour damage reduction calculator.

Examples

- A 1,000 damage hit on a body area covered by a 50.00 piece deals 500. The same hit on an uncovered area deals the full 1,000.
- With the 10-star Clothing Store special, the 50.00 piece acts as 60.00, and the hit deals 400.

Advanced tips

- Some helmets block certain temporary items, giving protection the rating does not show. The wiki's armour page lists which.
- Hazmat Suits cover 70% of the head and the whole of the rest of the body.

Common mistakes

- **Judging by rating alone** and ignoring coverage.
- **Mixing pieces** and missing a set bonus you nearly had.
- **Leaving a slot empty** to save money.

Sources

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

Related guides: Weapons explained, Comparing items and what they are worth, Preparing to fight, Battle stats

Weapon mods and special ammo

The 12 kinds of weapon mod and what each does, how to get them from the mission shop, which ammo fits which gun, and when hollow point, piercing, incendiary or tracer ammo is best.

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Introduction

Once you have a gun you like, two things improve it further: mods, which are permanent attachments you can move between weapons, and special ammo, which changes each shot. Neither is needed early on, but both make a measurable difference in harder fights. This guide lists every mod type, explains how ammo calibres work, and shows which special ammo to load against which opponents.

How it works

Mods. There are 12 mod categories with 30 mods in total. They are bought only from the mission shop with mission credits, and a higher tier only appears there once you own every lower tier in that category. Your first purchase opens a mod inventory; from there, or with the "+" on an equipped weapon in your items, you attach and remove mods.

Category	Effect (lowest to highest tier)	Fits
Sights	+1.00 to +1.75 accuracy (4 tiers)	Machine guns, pistols, rifles, SMGs
Lasers	+2% to +5% critical hit rate (4 tiers)	Most guns, and the Taser
Suppressors	+3 to +5 stealth, -5% damage (3 tiers)	Pistols, rifles, SMGs
Extended magazines	+20% or +30% clip size	Machine guns, most pistols, rifles, most SMGs
Extra magazines	One or two extra mags in a fight	Most guns, and the Taser
Triggers	+5.00 or +7.50 accuracy on the first turn only	Machine guns, pistols, rifles, shotguns, SMGs
Mounts	+1.75 or +2.00 accuracy, -30% dexterity	Machine guns, rifles, heavy artillery
Grips	+0.75 accuracy	Machine guns, pistols, rifles, shotguns, SMGs
Chokes	+6% to +10% damage (3 tiers)	Shotguns only
Recoil pads	25% ammo conservation	Machine guns, rifles, most shotguns
Brakes	+1.00 to +1.50 accuracy, -3 stealth (3 tiers)	Machine guns, pistols, rifles, SMGs
Lights	Lowers opponent accuracy (-3 to -5) and stealth (3 tiers)	Pistols, rifles, shotguns, SMGs, and the Taser

Exceptions: dual weapons cannot take some mods, and any mod on a dual weapon gives half its listed bonus. Revolvers and tube-fed shotguns cannot take extended magazines.

Ammo. Every gun needs ammo of its calibre, bought in the ammo locker at the top of your Items page. Melee weapons need none. You bring a limited number of clips into each fight; when they run out you must switch weapons. Examples of calibres:

Calibre	Some weapons using it
9mm Parabellum	Glock 17, MP5 Navy, 9mm Uzi, Beretta 92FS
5.56mm Rifle	M4A1 Colt Carbine, M16 A2, SIG 550, Minigun
7.62mm Rifle	AK-47, PKM, SKS Carbine
12 Gauge	Benelli M1 Tactical, Jackhammer, Ithaca 37
5.7mm High Vel.	P90, Fiveseven
.44 Special	Desert Eagle, Magnum

Special ammo cannot be bought in the locker. It comes from the mission shop, from job points at a Gun Shop company (or a Firework Stand for incendiary), from the Big Al's Gun Shop stock benefit block, and as rare outcomes from some crimes. You load it by clicking its count on the weapon so it turns green.

Type	Effect
Hollow point	+50% damage, but the enemy's armour counts 50% more
Piercing	The enemy's armour counts half
Incendiary	+40% damage
Tracer	+10.00 accuracy

Step by step

1. **Check your weapon's calibre** on its item page and buy plenty of that ammo before fighting.
2. **Earn mission credits** by doing missions; see Missions.
3. **Start with mods that help every fight:** a sight or grip for accuracy, a laser for critical hits, or extra magazines for long fights.
4. **Buy tiers in order.** You cannot skip to a top-tier mod; each tier must be owned first.
5. **Match special ammo to the target's armour** using the table in the examples below, and save it for fights that matter.
6. **Save the setup in a loadout** so the weapon, mods and ammo switch together.

Examples

Which special ammo against which armour. Torn's wiki compares the damage ammo types against armour values from none up to the maximum of about 56. The order of effectiveness changes as armour rises:

Target's armour	Best to worst
None	Hollow point, incendiary, piercing, regular
About 20 to 28	Incendiary, hollow point, piercing, regular
About 29 to 40	Incendiary, piercing, hollow point, regular
About 40 to 44	Incendiary, piercing, regular, hollow point
About 45 and above	Piercing, incendiary, regular, hollow point

So hollow point is best against unarmoured targets and worse than plain ammo against heavily armoured ones, while piercing wins only against the heaviest armour. Incendiary is a strong all-round choice.

A first mod plan for a rifle user. Reflex Sight (+1.00 accuracy), then 1mW Laser (+2% crit), then Extra Mag. Each is the cheapest tier in its category, and together they cover accuracy, damage and endurance.

Dual weapons. A 5mW Laser normally gives +3% critical hit rate. On Dual 92G Berettas it gives +1.5%, because mods on dual weapons give half.

Advanced tips

- A trigger only helps on turn one of the fight, not the first turn you use that weapon. It suits players who open with that weapon.
- Mounts trade dexterity for accuracy, so they suit glass-cannon builds more than tanks who rely on dodging.
- Suppressors raise stealth, which matters for keeping attacks hidden, but cost 5% damage. Brakes do the opposite.
- Recoil pads and "conserve" bonuses reduce rounds used per turn, so you reload less in long fights.

Common mistakes

- **Running out of ammo mid-fight.** Buy ammo before a chain or war, not during it.
- **Loading hollow point against armoured targets.** Against heavy armour it does less than regular ammo.
- **Buying mods for a weapon you are about to replace.** Mods move between weapons, but only to weapon types that accept them.
- **Forgetting special ammo is still loaded.** It stays active until you turn it off, and it runs out faster than you might expect in a chain.

Sources

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

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

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

Related guides: Weapons explained, Weapon bonuses, caches and Big Al's Bunker, Missions, Armour explained, Equipment loadouts

Boosters and cooldowns

The three cooldowns that limit consumables (booster, drug and medical), what adds to each, and how to plan around them.

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Introduction

Torn limits how fast you can use powerful consumables with cooldowns. There are three separate ones, and each item adds to exactly one of them. Planning around them, rather than bumping into them, is what lets players use refills, cans and medical items when they matter most.

How it works

Booster cooldown. Shared by candy, alcohol, energy drinks, stat enhancers, Erotic DVDs, Feathery Hotel Coupons, Lawyer Business Cards, Books of Carols and Gift Cards. Each use adds time. The base maximum is 24 hours; once your cooldown is above your maximum you cannot use another booster until it falls back below.

Booster	Effect	Cooldown added
Energy drink	5 to 30 energy	2 hours
Candy	Happiness (for example 25 to 50)	30 minutes
Feathery Hotel Coupon	Refills energy, +500 happiness	6 hours

The energy drink and candy directories list each item.

Changing the booster cooldown.

- Faction Voracity adds up to 24 hours to the maximum, for up to 48 hours.
- A 3-star Grocery Store cuts consumable cooldowns by 10%, a 10-star Restaurant by 25%.
- The book Self Control Is For Losers halves candy, alcohol and energy drink cooldowns for 31 days.
- A 3-star Mining Corporation adds 30% to alcohol cooldown.

Drug cooldown. Each drug has its own cooldown, and you cannot take a second drug while one is running. See Drugs.

Medical cooldown. Each medical item adds time; above 6 hours (up to 9 with Fortitude) you cannot use more. See Medical items.

Step by step

1. Decide which boosters matter most to you: energy drinks for training, alcohol for nerve, candy for happiness.
2. Spend your 24 hours on those first.

3. Use the cooldown before you need it: a full cooldown at the start of a training session or war means no boosters until it drains.
4. Check the Energy planner, which warns when your planned boosters will not fit.

Examples

- Twelve energy drinks add 24 hours of cooldown, filling a standard maximum. A player with full Voracity could use twenty-four.
- A Feathery Hotel Coupon uses 6 hours, the same as three energy drinks.

Advanced tips

- Stat enhancers share the booster cooldown, which is one reason very strong players think carefully about cans and candy.
- Energy drinks also gain up to 50% more energy from faction Voracity's energy drink upgrades.

Common mistakes

- **Mixing up the cooldowns.** Medical items do not stop you using energy drinks, and drugs do not stop you using candy.
- **Using cheap boosters first** and blocking the valuable ones.
- **Forgetting cooldown drains in real time** while you are offline.

Sources

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

Torn wiki: Feathery Hotel Coupon: https://wiki.torn.com/wiki/Feathery_Hotel_Coupon, retrieved 2026-11-23

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

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

Related guides: Energy, Happy, Drugs, Medical items, Happy jumps, Faction upgrades

Temporary items

Grenades, debuffs and needles. The one-use items that can swing a fight, what each kind does and how to use them well.

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Introduction

Temporary items go in your temporary weapon slot and are used up when you use them in a fight. Some deal damage, some weaken your opponent, and some strengthen you. Used at the right moment, a cheap temporary item can win a fight you would otherwise lose.

How it works

The official wiki divides temporary items into four groups. The temporary items directory lists every one.

Damaging. Thrown or exploding items such as the Grenade, HEG, Nail Bomb, Molotov Cocktail and Throwing Knife. The Molotov Cocktail burns, dealing damage over time; some missions fail if damage over time is used. Temporary Mastery merits make damaging temporary weapons stronger.

Debuffing. These weaken the opponent, and their effects multiply together. Used on your first turn, they also improve your stealth.

Item	Effect
Pepper Spray, Concussion Grenade	Opponent's dexterity to a fifth for 15 to 20 seconds
Flash Grenade	Opponent's speed to a fifth for 15 to 20 seconds
Tear Gas	Opponent's dexterity to a third for 120 to 180 seconds
Smoke Grenade	Opponent's speed to a third for 120 to 180 seconds
Bolas	Opponent misses their next 3 turns

Buffing (needles). These strengthen you. Tyrosine raises your dexterity by 500% for 120 seconds; Serotonin raises your defence by 300% for 120 seconds. You can only use needles after completing the Bachelor of Biology, and the Sports Medicine course makes them 10% stronger. Needle effects add together and are lost if you are hospitalised. Needles are sold at the Pharmacy.

Decorative. Items such as the Glitter Bomb and Party Popper only make a splash on screen.

Helmets. Some helmets block certain debuffing items. The wiki's armour page has a table of which.

Step by step

1 Choose a temporary item that fits your plan: damage to finish fast, a debuff against a strong opponent, or a needle to survive.

2. Equip it in your loadout before the fight.
3. Use debuffs early: on the first turn they also help your stealth, and short-lasting effects need to be used before the turns that matter.
4. Check whether your opponent's helmet blocks the item you plan to use.

Examples

- Against an opponent who dodges a lot, Tear Gas cuts their dexterity to a third for two to three minutes, most of a fight.
- A player who has finished the Bachelor of Biology uses Tyrosine to make their dexterity five times higher for two minutes while defending a key target.

Advanced tips

- Because debuffs multiply, two different debuffs on the same stat stack strongly.
- Factions often keep a stock of temporary items in the temporary armoury for wars.

Common mistakes

- **Saving the item for later** and losing the fight first.
- **Using needles before qualifying.** They require the Bachelor of Biology.
- **Using a Molotov Cocktail on missions** that forbid damage over time.

Sources

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

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Related guides: Weapons explained, Preparing to fight, Armour explained, Attacking basics

Weapon bonuses, caches and Big Al's Bunker

How yellow, orange and red weapons work, what the main weapon bonuses do, where caches come from, and how to trade unwanted cache gear for bunker bucks.

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Introduction

Most weapons in Torn are plain: they have damage and accuracy and nothing else. Weapons and armour from caches are different. They come in three quality colours, carry boosted stats, and have one or two special bonuses that change how a fight plays out. This guide explains the colours, the most useful bonuses, where caches come from, and how Big Al's Bunker lets you recycle the gear you do not want.

How it works

Quality classes. Players call ordinary weapons grey, white or vanilla. Bonus weapons come in three classes:

Colour	Name	Rarity
Yellow	Superior	The usual result from a cache
Orange	Epic	Rarer; higher stat boosts and a small chance of two bonuses
Red	Legendary	Rarest; the highest boosts and the best armour mitigation

Not confirmed
Torn has never published the exact chances of orange and red results. Community estimates suggest each class is roughly ten times rarer than the one below, based on how many special armour pieces are in circulation, but this is not confirmed for weapons.

Caches. An Advanced Cache, also called a Ranked War Cache, is a reward for taking part in a ranked war. Opening one always gives at least a yellow item. There are five types:

Cache	Contains
Melee	A clubbing, slashing or piercing weapon
Small Arms	A pistol or SMG
Medium Arms	A rifle or shotgun
Heavy Arms	A machine gun or heavy artillery weapon
Armor	A piece of Riot, Assault, Dune, Delta, Marauder, Sentinel, Vanguard or EOD armour

Bonuses. Each bonus has a strength, shown as a percentage or a number of turns, that falls in a range for its colour. There are around 50 general bonuses, each limited to certain weapon types, plus unique bonuses that belong to one named weapon. Some of the most common:

Bonus	Weapon types	What it does
Powerful	Most guns and clubs	Increased damage
Expose	Pistols, rifles, shotguns, slashing	Increased critical hit rate
Deadeye	Piercing, pistols, rifles, machine guns	Increased critical hit damage
Penetrate	Machine guns, piercing, rifles	Ignores part of the enemy's armour
Assassinate	Piercing, pistols, rifles	Extra damage on the first turn
Fury	Clubbing, piercing, slashing	Chance to hit twice in one turn
Double Tap	Pistols	Chance to hit twice in one turn
Bleed	Piercing, shotguns, slashing	Damage over time after a hit
Stun	Clubbing, heavy artillery, shotguns	Chance the opponent misses their next turn
Weaken, Wither, Slow, Cripple	Various	Each cuts one of the opponent's stats by 25%, stacking up to three times
Warlord	Heavy artillery, rifles, shotguns, SMGs, machine guns	More respect from the win
Plunder	Clubbing, piercing, slashing	More money when mugging with the finishing hit
Proficience	SMGs	More experience from the finishing hit
Revitalize	SMGs	Chance to get the attack's energy back on the finishing hit

Damage-over-time effects last the full five minutes of a fight and do not stack with each other. They are not tied to the player who caused them: in a group attack, any attacker's turn can trigger the damage tick and get credit for it.

Big Al's Bunker is a shop inside Big Al's Gun Shop, unlocked once for 2,500 points at the Points Building. It sells every cache type for bunker bucks, and you get bunker bucks only by trading in cache weapons and armour (and a few special items). It does not take money.

Cache	Price in bunker bucks
Small Arms	20
Melee	30
Medium Arms	50
Armor	60
Heavy Arms	70

Trade-in values depend on the item type and colour. A yellow pistol or SMG is worth 4 bucks; a yellow machine gun or heavy artillery piece 14; yellow armour 12. Orange items are worth three times their yellow value, red items nine times, and weapons with two bonuses half as much again.

Step by step

1. **Open caches you earn** from ranked wars to see what you have. The colour and bonus are shown on the item.
2. **Check the bonus against your build.** A bonus is only valuable if the weapon type suits your stats and how you fight; see Weapons explained.

3. **Look up what similar items sell for** on the item market. Bonus weapons are priced by players, and the same weapon can vary widely in value with its bonus and percentage.
4. **Decide: keep, sell or trade in.** Keep what improves your loadout, sell what other players will pay well for, and trade the rest into the bunker.
5. **If you trade in,** buy the bunker unlock once, exchange items for bucks, then buy the cache type you actually want.

Examples

Turning unwanted gear into the cache you want. A player has three yellow rifles that do not suit them (10 bucks each) and two yellow pistols (4 each), for 38 bucks. That is enough for a Small Arms Cache at 20 bucks, with 18 left towards a Medium Arms Cache at 50.

Reading a bonus. A yellow rifle shows "Expose 8%". That means 8 percentage points of extra critical hit chance while using it, at the low end of the yellow range for Expose (7 to 9). An orange version could show 10 to 14.

When not to trade in. Special items such as dual SMGs, the Gold Plated AK-47 or the Pink Mac-10 can be traded for bunker bucks, but they usually sell to other players for much more. The bunker is the floor price, not the best price.

Advanced tips

- A finishing-hit bonus (Plunder, Proficience, Revitalize, Warlord, Stricken) only works if the weapon itself deals the final damage, not a damage-over-time tick.
- Bonuses that need a hit to work, such as stat debuffs, do not trigger on a hit that does zero damage.
- Execute only triggers on the first action of a turn, so the second shot from Double Tap never executes.
- A stronger effect of the same kind replaces a weaker one rather than adding to it.
- Mods on a bonus weapon still apply as normal; see Weapon mods and special ammo.

Common mistakes

- **Valuing by colour alone.** A red weapon with a bonus that does nothing for your style can be worth less to you than a strong yellow that does.
- **Trading in items worth more on the market.** Check player prices before exchanging anything for bunker bucks.
- **Buying the bunker unlock too early.** At 2,500 points it only pays off if you get a steady flow of cache items to trade, usually from regular ranked wars.
- **Assuming damage-over-time stacks.** Bleed, Burning, Poisoned, Lacerated, Severe Burning and Contaminated do not stack; a second application does not double the damage.

Sources

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Torn wiki: Big Al's Bunker: https://wiki.torn.com/wiki/Big_Al's_Bunker, retrieved 2026-11-23

Torn wiki: Ranked War: https://wiki.torn.com/wiki/Ranked_War, retrieved 2026-11-23

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

Related guides: Weapons explained, Armour explained, Weapon mods and special ammo, Ranked wars, Points and the Points Building

Comparing items and what they are worth

How to compare weapons and armour fairly, where item values come from, and how collectibles and market prices fit in.

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Introduction

Torn has hundreds of items, and many look alike on paper. Comparing them well means knowing which numbers are fixed and which vary, and knowing where a price comes from. This guide explains how to use the Academy's item comparison and directory, and how to judge value.

How it works

Fixed and rolled figures. Medical items, drugs, energy drinks and candy have fixed effects. Weapons and armour roll their accuracy, damage or rating within a range when created. The directory shows the range, from the official wiki; the item you are offered has one specific roll inside it.

What a comparison leaves out. Weapon bonuses, mods, ammunition, your masteries and education, armour coverage and set bonuses all change real performance. Compare like with like: two rifles, or two helmets.

Prices. Torn's own item data includes a market value for each item. The Academy shows that value only from a dated snapshot, and says "No reliable price" when there is none, because a price without a date can be badly out of date. The Item Market itself shows current listings; selling there costs 5% (10% more to list anonymously).

Collectibles. Some items are valued for collections rather than use. Once you have completed the History bachelor, the Museum exchanges complete sets for points:

Set	Points
Plushie set	10
Exotic flower set	10
Medieval Coin set	100
Shabti Sculpture	500
Senet Game set	2,000

Other artefact sets sit in between. On Museum Day, sets give 10% more points. Up to 1,000 sets can be exchanged at once. A collectible's value therefore follows the price of points.

Step by step

1. Open the directory for the item type and sort by the figure you care about.
2. Pick up to four items and open them side by side in the item comparison.
3. For a specific weapon or armour piece on sale, compare its actual roll with the range.

4 Check the price against current Item Market listings, not an old figure.

Examples

- Two 9mm Uzis can differ by up to 5 accuracy and 5 damage. The one at the top of both ranges is worth more.
- Armour with a high rating but poor head coverage may protect less in practice than a lower-rated helmet with full coverage.

Advanced tips

- Bonus weapons and high-set armour are priced mainly by their bonus and roll, so their market value varies far more than ordinary items.
- Market value in Torn's data is an average; individual sales can be well above or below it.

Common mistakes

- **Comparing across types,** such as a pistol with a rifle, as if they did the same job.
- **Trusting a price with no date.**
- **Forgetting fees** when working out a profit.

Sources

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

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

Torn wiki: Item Market: https://wiki.torn.com/wiki/Item_Market, retrieved 2026-11-23

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

Torn API v2 reference (OpenAPI specification): https://www.torn.com/swagger.php, retrieved 2026-11-23

Related guides: Weapons explained, Armour explained, Trading and markets, Temporary items

Drugs

What each drug does, the shared drug cooldown, overdoses and addiction, and why some players avoid drugs altogether.

Version 1.0. Published 23/11/2026, last reviewed 23/11/2026.

Introduction

Drugs give strong short-term effects: energy, nerve, happiness or stat changes. Every one carries a cooldown, a chance of overdose and addiction that builds up over time. Used carefully they are a powerful tool; used carelessly they cost far more than they give.

How it works

The drug cooldown. You cannot take another drug while a previous drug's cooldown is running. Hover over the drug icon to see how long is left.

Effects and cooldowns, from the official wiki's drug table:

Drug	Main effect	Cooldown
Xanax	+250 energy, +75 happy, -35% all battle stats	360 to 480 minutes
Ecstasy	Doubles happiness	200 to 230 minutes
LSD	+50 energy, +5 nerve, happiness; strength and defence up, speed and dexterity down	400 to 450 minutes
Cannabis	+8 to 12 nerve; strength, defence and speed down	60 to 90 minutes
Opium	Removes standard hospital time, life to 50%, +30% defence	120 to 180 minutes
Vicodin	+25% all battle stats, +75 happy	240 to 360 minutes

The full table, with overdose effects, is in the drug directory.

Overdoses. Each drug can overdose. Most overdoses empty your energy and nerve and often happiness, and many send you to hospital: a Xanax overdose means about 5,000 minutes in hospital and a longer cooldown. Your addiction level does not change your overdose chance. The faction Toleration branch lowers it by up to 30%.

Addiction. Every drug adds addiction (unless you are reading the Hot Turkey book). Addiction lowers your battle stats, lowers your company effectiveness from the very first drug, and when high enough removes you from your education course. At high levels you may be unable to train without an active drug. It does not affect organised crime success.

Reducing addiction: the faction Toleration branch (up to 50% less addiction, up to 30% fewer side effects), Addiction Mitigation merits, and Rehab in Switzerland.

The Sports Science Lab is closed for good to anyone who has taken more than 150 Xanax and Ecstasy in total.

Step by step

1. Decide before your first drug whether you might want the Sports Science Lab later.
2. Read the overdose effect of a drug before taking it.
3. Check your drug cooldown, and do not plan drugs around a moment when an overdose would be costly, such as the start of a war.
4. Watch your addiction during education courses.
5. Visit Rehab when addiction starts to bite.

Examples

- A player takes Xanax for 250 energy. They cannot take another drug for 6 to 8 hours, and their battle stats are 35% lower while the effect lasts.
- Ketamine can be obtained with 5 job points in a 5-star or better Zoo or Farm, the only drug available through companies.

Advanced tips

- City shops do not sell drugs; they are bought abroad or from players.
- Love Juice is only usable around Valentine's Day, lowers the energy cost of attacks and revives by 10, and raises speed and dexterity.
- Passive stat changes from some drugs, such as Speed and PCP, fade slowly during the after-effects.

Common mistakes

- **Taking Xanax before a fight.** It lowers all your battle stats by 35%.
- **Ignoring addiction** until education is lost.
- **Forgetting the 150 limit** for the Sports Science Lab.

Sources

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

Torn wiki: Love Juice: https://wiki.torn.com/wiki/Love_Juice, retrieved 2026-11-23

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

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

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

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

Related guides: Happy jumps, Energy, Boosters and cooldowns, Long-term stat planning, Hospital and revives

Rehab and Switzerland

Using the Swiss rehabilitation centre to cut drug addiction, what it costs, and what else Switzerland offers travellers.

Version 1.0. Published 24/11/2026, last reviewed 24/11/2026.

Introduction

Every drug adds addiction, and addiction quietly lowers your battle stats and company effectiveness and can remove you from education. The rehabilitation centre in Zurich is the only way to clear it. This guide covers rehab and the rest of what Switzerland offers.

How it works

Getting there. Zurich is 2 hours 46 minutes each way by standard flight and costs $27,000. Faster options:

Travel	One way	With Mailing Yourself Abroad
Standard	166 min	125 min
Airstrip	116 min	87 min
WLT benefit	83 min	62 min
Business class	50 min	38 min

Rehab costs $250,000 a session. Each session lowers your addiction and refills your happiness bar. Sessions get less effective the more you use them, so heavy users need several. You cannot use rehab with no addiction at all, and it does not remove the after-effects of a drug or an overdose. The faction Excursion branch can cut the cost by up to 20%.

Shopping. The General Store sells the Chamois Plushie and Edelweiss (collectibles for the Museum), the Neumune Tablet and other items. The Arms Dealer sells Flash Grenades, the Jackhammer, the SIG 552 and the Swiss Army Knife. The Black Market sells several drugs.

Step by step

1. Check your addiction (the brain icon, or your company effectiveness).
2. Fly to Zurich with enough for several sessions.
3. Do rehab sessions until your addiction is where you want it.
4. Buy any Swiss goods you need before flying home.

Examples

- A player who has used Xanax daily for months may need several sessions in one trip.
- Rehab's happiness refill means it is worth timing a gym session soon after you land home, if your happiness was low.

Advanced tips

- Combine rehab with the Toleration faction branch and Addiction Mitigation merits to keep addiction low between trips.
- A White Easter Egg halves your current addiction without the flight.

Common mistakes

- **Waiting until you are removed from a course** before dealing with addiction.
- **Expecting rehab to cure an overdose's after-effects.** It does not.
- **Flying with too little money** for the sessions you need.

Sources

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

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

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

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

Related guides: Drugs, Travel and trading abroad, Medical items, Faction upgrades