Items and equipment guide, intermediate

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

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