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.

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

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