Combat guide, intermediate

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

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