Combat guide, beginner

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

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