Combat guide, intermediate

Preparing to fight

Loadouts, ammunition, medical supplies and timing. Everything to sort out before an attack, a chain or a war.

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

Introduction

Most fights are decided before they start. A player with the right weapons equipped, ammunition loaded, armour on and medical items ready wins fights that an unprepared player of the same strength loses. This guide is a checklist for getting ready, whether for one attack or a long faction war.

How it works

Loadouts. You can save up to three loadouts of weapons, armour, clothing, mods and ammunition, and switch between them. Each loadout holds a primary, secondary, melee and temporary weapon, five pieces of armour (head, chest, legs, hands, feet) and some clothing. Special ammunition can be saved to a weapon in a loadout.

Ammunition. Every non-melee weapon needs ammunition, and you can only bring a limited number of clips into a fight. Basic ammunition is sold in the ammo locker. Special types, Hollow Point, Tracer, Piercing and Incendiary, come from mission credits, the Big Al's Gun Shop benefit block, Gun Shop and Firework Stand job points, and some crimes.

Medical supplies. Each medical item adds to your medical cooldown; above 6 hours (up to 9 with faction upgrades) you cannot use more. See Medical items.

Temporary items are used once per fight and can decide close fights. See Temporary items.

Step by step

1. Save one loadout for attacking and one for defending, and name them.
2. Check every gun in your loadout has ammunition, and enough clips for long fights.
3. Equip a temporary item suited to your plan.
4. Keep medical items in your inventory and your medical cooldown low.
5. Fill your life before attacking.
6. Before wars, stay out of jail and hospital and do not travel during your planned online time.
7. Print the war preparation sheet for faction wars.

Examples

- A player switches to a defensive loadout with full armour before logging off, so anyone who attacks them overnight faces their best defence.

- During a chain, a member runs out of rifle ammunition after three fights and has to fight with a pistol; buying ammunition beforehand avoids that.

Advanced tips

- Armour only protects where it covers. Check coverage for each piece in the item directory.
- Weapons with the same name can roll different accuracy and damage. Compare yours in the item comparison.
- The Fortitude faction branch can raise your medical cooldown limit to 9 hours and medical effectiveness by 30%.

Common mistakes

- **Fighting with whatever happens to be equipped.**
- **No ammunition** for the weapon you rely on.
- **High medical cooldown at the start of a war**, leaving no room to heal.

Sources

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

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

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

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

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

Related guides: Attacking basics, Weapons explained, Armour explained, Temporary items, Medical items, War preparation