Items and equipment guide, intermediate

Weapon bonuses, caches and Big Al's Bunker

How yellow, orange and red weapons work, what the main weapon bonuses do, where caches come from, and how to trade unwanted cache gear for bunker bucks.

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Introduction

Most weapons in Torn are plain: they have damage and accuracy and nothing else. Weapons and armour from caches are different. They come in three quality colours, carry boosted stats, and have one or two special bonuses that change how a fight plays out. This guide explains the colours, the most useful bonuses, where caches come from, and how Big Al's Bunker lets you recycle the gear you do not want.

How it works

Quality classes. Players call ordinary weapons grey, white or vanilla. Bonus weapons come in three classes:

Colour	Name	Rarity
Yellow	Superior	The usual result from a cache
Orange	Epic	Rarer; higher stat boosts and a small chance of two bonuses
Red	Legendary	Rarest; the highest boosts and the best armour mitigation

Not confirmed
Torn has never published the exact chances of orange and red results. Community estimates suggest each class is roughly ten times rarer than the one below, based on how many special armour pieces are in circulation, but this is not confirmed for weapons.

Caches. An Advanced Cache, also called a Ranked War Cache, is a reward for taking part in a ranked war. Opening one always gives at least a yellow item. There are five types:

Cache	Contains
Melee	A clubbing, slashing or piercing weapon
Small Arms	A pistol or SMG
Medium Arms	A rifle or shotgun
Heavy Arms	A machine gun or heavy artillery weapon
Armor	A piece of Riot, Assault, Dune, Delta, Marauder, Sentinel, Vanguard or EOD armour

Bonuses. Each bonus has a strength, shown as a percentage or a number of turns, that falls in a range for its colour. There are around 50 general bonuses, each limited to certain weapon types, plus unique bonuses that belong to one named weapon. Some of the most common:

Bonus	Weapon types	What it does
Powerful	Most guns and clubs	Increased damage
Expose	Pistols, rifles, shotguns, slashing	Increased critical hit rate
Deadeye	Piercing, pistols, rifles, machine guns	Increased critical hit damage
Penetrate	Machine guns, piercing, rifles	Ignores part of the enemy's armour
Assassinate	Piercing, pistols, rifles	Extra damage on the first turn
Fury	Clubbing, piercing, slashing	Chance to hit twice in one turn
Double Tap	Pistols	Chance to hit twice in one turn
Bleed	Piercing, shotguns, slashing	Damage over time after a hit
Stun	Clubbing, heavy artillery, shotguns	Chance the opponent misses their next turn
Weaken, Wither, Slow, Cripple	Various	Each cuts one of the opponent's stats by 25%, stacking up to three times
Warlord	Heavy artillery, rifles, shotguns, SMGs, machine guns	More respect from the win
Plunder	Clubbing, piercing, slashing	More money when mugging with the finishing hit
Proficience	SMGs	More experience from the finishing hit
Revitalize	SMGs	Chance to get the attack's energy back on the finishing hit

Damage-over-time effects last the full five minutes of a fight and do not stack with each other. They are not tied to the player who caused them: in a group attack, any attacker's turn can trigger the damage tick and get credit for it.

Big Al's Bunker is a shop inside Big Al's Gun Shop, unlocked once for 2,500 points at the Points Building. It sells every cache type for bunker bucks, and you get bunker bucks only by trading in cache weapons and armour (and a few special items). It does not take money.

Cache	Price in bunker bucks
Small Arms	20
Melee	30
Medium Arms	50
Armor	60
Heavy Arms	70

Trade-in values depend on the item type and colour. A yellow pistol or SMG is worth 4 bucks; a yellow machine gun or heavy artillery piece 14; yellow armour 12. Orange items are worth three times their yellow value, red items nine times, and weapons with two bonuses half as much again.

Step by step

1. **Open caches you earn** from ranked wars to see what you have. The colour and bonus are shown on the item.
2. **Check the bonus against your build.** A bonus is only valuable if the weapon type suits your stats and how you fight; see Weapons explained.

3. **Look up what similar items sell for** on the item market. Bonus weapons are priced by players, and the same weapon can vary widely in value with its bonus and percentage.
4. **Decide: keep, sell or trade in.** Keep what improves your loadout, sell what other players will pay well for, and trade the rest into the bunker.
5. **If you trade in,** buy the bunker unlock once, exchange items for bucks, then buy the cache type you actually want.

Examples

Turning unwanted gear into the cache you want. A player has three yellow rifles that do not suit them (10 bucks each) and two yellow pistols (4 each), for 38 bucks. That is enough for a Small Arms Cache at 20 bucks, with 18 left towards a Medium Arms Cache at 50.

Reading a bonus. A yellow rifle shows "Expose 8%". That means 8 percentage points of extra critical hit chance while using it, at the low end of the yellow range for Expose (7 to 9). An orange version could show 10 to 14.

When not to trade in. Special items such as dual SMGs, the Gold Plated AK-47 or the Pink Mac-10 can be traded for bunker bucks, but they usually sell to other players for much more. The bunker is the floor price, not the best price.

Advanced tips

- A finishing-hit bonus (Plunder, Proficience, Revitalize, Warlord, Stricken) only works if the weapon itself deals the final damage, not a damage-over-time tick.
- Bonuses that need a hit to work, such as stat debuffs, do not trigger on a hit that does zero damage.
- Execute only triggers on the first action of a turn, so the second shot from Double Tap never executes.
- A stronger effect of the same kind replaces a weaker one rather than adding to it.
- Mods on a bonus weapon still apply as normal; see Weapon mods and special ammo.

Common mistakes

- **Valuing by colour alone.** A red weapon with a bonus that does nothing for your style can be worth less to you than a strong yellow that does.
- **Trading in items worth more on the market.** Check player prices before exchanging anything for bunker bucks.
- **Buying the bunker unlock too early.** At 2,500 points it only pays off if you get a steady flow of cache items to trade, usually from regular ranked wars.
- **Assuming damage-over-time stacks.** Bleed, Burning, Poisoned, Lacerated, Severe Burning and Contaminated do not stack; a second application does not double the damage.

Sources

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

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

Torn wiki: Big Al's Bunker: https://wiki.torn.com/wiki/Big_Al's_Bunker, retrieved 2026-11-23

Torn wiki: Ranked War: https://wiki.torn.com/wiki/Ranked_War, retrieved 2026-11-23

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

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