Items and equipment guide, intermediate

Weapon mods and special ammo

The 12 kinds of weapon mod and what each does, how to get them from the mission shop, which ammo fits which gun, and when hollow point, piercing, incendiary or tracer ammo is best.

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Introduction

Once you have a gun you like, two things improve it further: mods, which are permanent attachments you can move between weapons, and special ammo, which changes each shot. Neither is needed early on, but both make a measurable difference in harder fights. This guide lists every mod type, explains how ammo calibres work, and shows which special ammo to load against which opponents.

How it works

Mods. There are 12 mod categories with 30 mods in total. They are bought only from the mission shop with mission credits, and a higher tier only appears there once you own every lower tier in that category. Your first purchase opens a mod inventory; from there, or with the "+" on an equipped weapon in your items, you attach and remove mods.

Category	Effect (lowest to highest tier)	Fits
Sights	+1.00 to +1.75 accuracy (4 tiers)	Machine guns, pistols, rifles, SMGs
Lasers	+2% to +5% critical hit rate (4 tiers)	Most guns, and the Taser
Suppressors	+3 to +5 stealth, -5% damage (3 tiers)	Pistols, rifles, SMGs
Extended magazines	+20% or +30% clip size	Machine guns, most pistols, rifles, most SMGs
Extra magazines	One or two extra mags in a fight	Most guns, and the Taser
Triggers	+5.00 or +7.50 accuracy on the first turn only	Machine guns, pistols, rifles, shotguns, SMGs
Mounts	+1.75 or +2.00 accuracy, -30% dexterity	Machine guns, rifles, heavy artillery
Grips	+0.75 accuracy	Machine guns, pistols, rifles, shotguns, SMGs
Chokes	+6% to +10% damage (3 tiers)	Shotguns only
Recoil pads	25% ammo conservation	Machine guns, rifles, most shotguns
Brakes	+1.00 to +1.50 accuracy, -3 stealth (3 tiers)	Machine guns, pistols, rifles, SMGs
Lights	Lowers opponent accuracy (-3 to -5) and stealth (3 tiers)	Pistols, rifles, shotguns, SMGs, and the Taser

Exceptions: dual weapons cannot take some mods, and any mod on a dual weapon gives half its listed bonus. Revolvers and tube-fed shotguns cannot take extended magazines.

Ammo. Every gun needs ammo of its calibre, bought in the ammo locker at the top of your Items page. Melee weapons need none. You bring a limited number of clips into each fight; when they run out you must switch weapons. Examples of calibres:

Calibre	Some weapons using it
9mm Parabellum	Glock 17, MP5 Navy, 9mm Uzi, Beretta 92FS
5.56mm Rifle	M4A1 Colt Carbine, M16 A2, SIG 550, Minigun
7.62mm Rifle	AK-47, PKM, SKS Carbine
12 Gauge	Benelli M1 Tactical, Jackhammer, Ithaca 37
5.7mm High Vel.	P90, Fiveseven
.44 Special	Desert Eagle, Magnum

Special ammo cannot be bought in the locker. It comes from the mission shop, from job points at a Gun Shop company (or a Firework Stand for incendiary), from the Big Al's Gun Shop stock benefit block, and as rare outcomes from some crimes. You load it by clicking its count on the weapon so it turns green.

Type	Effect
Hollow point	+50% damage, but the enemy's armour counts 50% more
Piercing	The enemy's armour counts half
Incendiary	+40% damage
Tracer	+10.00 accuracy

Step by step

1. **Check your weapon's calibre** on its item page and buy plenty of that ammo before fighting.
2. **Earn mission credits** by doing missions; see Missions.
3. **Start with mods that help every fight:** a sight or grip for accuracy, a laser for critical hits, or extra magazines for long fights.
4. **Buy tiers in order.** You cannot skip to a top-tier mod; each tier must be owned first.
5. **Match special ammo to the target's armour** using the table in the examples below, and save it for fights that matter.
6. **Save the setup in a loadout** so the weapon, mods and ammo switch together.

Examples

Which special ammo against which armour. Torn's wiki compares the damage ammo types against armour values from none up to the maximum of about 56. The order of effectiveness changes as armour rises:

Target's armour	Best to worst
None	Hollow point, incendiary, piercing, regular
About 20 to 28	Incendiary, hollow point, piercing, regular
About 29 to 40	Incendiary, piercing, hollow point, regular
About 40 to 44	Incendiary, piercing, regular, hollow point
About 45 and above	Piercing, incendiary, regular, hollow point

So hollow point is best against unarmoured targets and worse than plain ammo against heavily armoured ones, while piercing wins only against the heaviest armour. Incendiary is a strong all-round choice.

A first mod plan for a rifle user. Reflex Sight (+1.00 accuracy), then 1mW Laser (+2% crit), then Extra Mag. Each is the cheapest tier in its category, and together they cover accuracy, damage and endurance.

Dual weapons. A 5mW Laser normally gives +3% critical hit rate. On Dual 92G Berettas it gives +1.5%, because mods on dual weapons give half.

Advanced tips

- A trigger only helps on turn one of the fight, not the first turn you use that weapon. It suits players who open with that weapon.
- Mounts trade dexterity for accuracy, so they suit glass-cannon builds more than tanks who rely on dodging.
- Suppressors raise stealth, which matters for keeping attacks hidden, but cost 5% damage. Brakes do the opposite.
- Recoil pads and "conserve" bonuses reduce rounds used per turn, so you reload less in long fights.

Common mistakes

- **Running out of ammo mid-fight.** Buy ammo before a chain or war, not during it.
- **Loading hollow point against armoured targets.** Against heavy armour it does less than regular ammo.
- **Buying mods for a weapon you are about to replace.** Mods move between weapons, but only to weapon types that accept them.
- **Forgetting special ammo is still loaded.** It stays active until you turn it off, and it runs out faster than you might expect in a chain.

Sources

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

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

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

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

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

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