Items and equipment guide, intermediate

Weapons explained

Weapon slots and types, what accuracy and damage mean, rolls, bonuses, mods and ammunition, and how to choose a weapon.

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Introduction

Weapons multiply what your battle stats can do. Two players with the same stats but different weapons will not fight the same. This guide explains the slots, the numbers on a weapon, the extras that make some weapons far better than others, and how to pick what to carry.

How it works

Slots. You can equip four weapons: primary, secondary, melee and temporary.

Weapon type	Slot
Rifles, machine guns	Primary
Pistols	Secondary
Heavy artillery, shotguns, SMGs	Primary or secondary
Clubbing, slashing, piercing	Melee (with a few exceptions such as the Slingshot, Harpoon, Crossbow and Blowgun)
Mechanical	Melee or secondary
Temporary	Temporary

Without a weapon you can punch (10 damage, 50 accuracy) or kick once Kick Boxing is completed (30 damage, 40.71 accuracy).

Accuracy and damage. Each weapon is generated with accuracy and damage inside a range for that weapon: from its minimum to 5 points higher. A 9mm Uzi, for example, rolls accuracy between 43 and 48 and damage between 65 and 70. So two weapons with the same name can differ. The weapons directory lists every range from the official wiki.

Weapon bonuses. Some weapons carry a bonus such as extra damage, a chance of a special effect, or damage over time. Weapons without one are often called "grey" or "vanilla". Rarer quality colours exist, but their exact rarity has never been confirmed.

Mods and ammunition. Primary and secondary weapons can take attachments (mods). Guns need ammunition of the right size; special ammunition (Hollow Point, Tracer, Piercing, Incendiary) changes performance and comes from missions, stocks, job points and crimes.

Skills that help. Weapon mastery merits raise accuracy and damage with one weapon type. Education adds more: each Combat Training weapon study course gives +1 accuracy with one type, and Evolution gives +1% damage with all weapons.

Step by step

1 Choose a weapon type to specialise in, so masteries and education stack on it.

2. Compare weapons of that type in the item comparison using the wiki ranges.
3. Look at the actual roll on a weapon before buying; it can be up to 5 points better or worse.
4. Keep ammunition stocked and consider mods once you can afford them.
5. Carry a melee weapon too, for when ammunition runs out.

Examples

- A rifle with a high damage roll and a player with full Rifle mastery and Study of Rifles fights very differently from a new player with the same rifle.
- A player whose primary runs out of clips mid-fight switches to their melee weapon rather than their fists.

Advanced tips

- Weapons from ranked war caches with a general bonus can have accuracy or damage above the normal ranges.
- Damage-over-time bonuses last for the rest of a fight, and in group attacks the damage counts for whoever triggers it.

Common mistakes

- **Buying by name only.** The roll matters.
- **Spreading masteries over several types.**
- **Forgetting ammunition** for a new gun.

Sources

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

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