Warden's Eye Academy

Chaining: all guides

Chain timers, bonus hits, respect and how to organise a chain as a faction.

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Chaining guide, intermediate

Chain mechanics

How chains start, the 5-minute timer, bonus hits, cooldowns, unlocking longer chains and what counts as a hit.

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Introduction

A chain is a run of successful attacks by members of one faction, each made within five minutes of the last. Chains earn far more respect than scattered attacks, mainly through large fixed bonuses at set lengths. They are the main way factions build respect for upgrades.

How it works

Starting. A chain begins with a 5-minute warm-up in which the first 10 successful attacks must be made. After that, each hit must land within 5 minutes of the previous one; every hit resets the timer and adds one to the count.

What counts. A successful attack on anyone outside your faction, with any result (leave, mug or hospitalise). Only full members count: someone who joins after the chain starts must wait out the 72-hour recruit period.

Bonus hits give a fixed amount of respect instead of the normal calculation:

Hit	Respect	Hit	Respect
10	10	2,500	1,280
25	20	5,000	2,560
50	40	10,000	5,120
100	80	25,000	10,240
250	160	50,000	20,480
500	320	100,000	40,960
1,000	640		

The Warlord weapon bonus does not apply to bonus hits.

Breaking and cooldown. If nobody hits for 5 minutes, the chain breaks and cools down at 6 seconds per hit in it. A 100-hit chain takes 600 seconds. Attacks during the cooldown do not count.

Unlocking lengths. Each maximum chain length must be unlocked with a challenge (reaching the previous length) and a permanent respect cost, from 1,412 for 10 to 161,596 for 100,000. You can unlock the next length mid-chain without breaking it, if you have the respect.

Forced cooldowns. An active chain is forced into cooldown 5 seconds before a ranked war starts, and when your own faction starts a raid.

Step by step

1. Check your faction's unlocked chain length; a chain cannot pass it.
2. Agree a start time so at least ten hits come in the first five minutes.
3. Keep the timer from running low: someone should always be ready to hit.
4. Plan bonus hits deliberately (see Organising a chain).
5. Finish chains before a ranked war or your own raid starts.

Examples

- A chain of 1,000 that breaks takes 6,000 seconds, 1 hour 40 minutes, to cool down.
- A faction that has completed a 5,000 chain and has 48,358 respect available can unlock 10,000 during an active chain and keep going.

Advanced tips

- The respect between bonuses grows slowly with chain scale, so most of a long chain's value is in the bonuses.
- Hits on your members by other factions cost your faction 25% of the respect the attacker earned, which can be large at high bonuses.

Common mistakes

- **Letting the timer lapse** a few hits before a bonus.
- **Counting recruits** in the chain roster.
- **Starting a chain shortly before a ranked war.**

Sources

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

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

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

Related guides: Respect, Organising a chain, Tracking chain contributions, Ranked wars

Organising a chain

For chain leaders. Scheduling, target lists, watchers, bonus hit planning and keeping members safe from retaliation.

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Introduction

A long chain is a team effort over hours or days. The mechanics are simple: hit every five minutes. Keeping it going through the night, landing bonus hits on good targets and not wasting energy takes organisation. The rules come from the official wiki; the organisation advice is the Academy's.

How it works

The facts that shape a plan:

- Any successful attack outside your faction counts, with any outcome.
- The first 10 hits must land within 5 minutes; after that each within 5 minutes of the last.
- Bonus hits give fixed respect regardless of target, so the bonus hit's target choice matters less than not missing it.
- Recruits (first 72 hours) cannot add hits.
- Each break costs the cooldown of 6 seconds per hit before a new chain can start counting.
- Every attack costs the attacker 25 energy.

Respect between bonuses depends on the target's level, fair fight and other multipliers (see Respect).

Step by step

1. Pick a window when most members are online, and announce it in TCT and in members' own time zones.
2. Build a shared target list of players who are easy to beat but give good fair fight.
3. Name watchers for each part of the day whose job is to hit whenever the timer runs low.
4. Before each bonus, agree who takes it and hold other hits so nobody takes it by accident.
5. After each bonus, check members' energy and plan who covers the next stretch.
6. Watch for retaliation and avoid hitting factions that will punish you during the chain.
7. End deliberately, or hand over cleanly to the next shift.

Examples

- A faction aiming for 1,000 hits with 20 active members needs 50 hits each on average, 1,250 energy apiece; spread over two days with refills, that is realistic.
- A watcher sees two minutes left at 3 a.m. and makes a quick hit on a list target, saving the chain.

Advanced tips

- Group attacks raise respect per hit but use several members' energy for one hit on the chain count.
- Tools that show the chain timer to everyone, such as Warden's Eye's chain board, reduce missed hits.

Common mistakes

- **No watchers overnight.**
- **Two members hitting at a bonus** and wasting the bonus on the wrong target.
- **Burning energy early** and having nobody left for the long middle.

Sources

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

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

Related guides: Chain mechanics, Tracking chain contributions, Respect, Leading a faction

Tracking chain contributions

Measuring who did what in a chain, from hit counts to respect earned, and turning it into fair rewards.

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Introduction

Factions often reward members for chaining. Doing that fairly needs agreed measures and reliable records. This guide covers what can be measured and how to turn it into a payout. The approaches are the Academy's suggestions; your faction decides its own rules.

How it works

What can be measured for each member during a chain:

- **Hits:** successful attacks that counted towards the chain.
- **Respect earned:** depends on targets, fair fight and multipliers, so it rewards good target choice.
- **Bonus hits taken:** fixed respect, often counted separately so the member who takes a bonus is not over-rewarded.
- **Time covered:** watchers who kept the chain alive through quiet hours.

Where records come from. The faction's own chain report in game shows the attacks. Faction tools can read the same attack data through the Torn API, using a key with faction access (see Sharing your API key safely).

Paying out. Money can be given to members' wallets or balances by anyone with money giving permission, one at a time or with Pay Day.

Step by step

1. Agree the measure before the chain: hits, respect, or a mix.
2. Decide how bonus hits and watching shifts count.
3. After the chain, take the numbers from the chain report or your faction tool.
4. Split the reward in proportion with the Faction contribution split calculator, which rounds to whole dollars and always adds up to the pool.
5. Publish the split before paying, so members can check it.

Examples

- A $100,000,000 pool split by hits between members with 120, 80 and 40 hits gives $50,000,000, $33,333,333 and $16,666,667.
- Counting respect instead favours members who picked high fair fight targets.

Advanced tips

- Excluding bonus hits from respect-based payouts stops a race to take bonuses.
- Warden's Eye's payment calculator handles multi-rule payouts if your faction uses it.

Common mistakes

- **Changing the rules after the chain.**
- **Paying from memory** instead of the chain report.
- **Ignoring watchers,** who keep long chains alive.

Sources

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

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

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

Related guides: Organising a chain, Chain mechanics, Faction bank and armoury, Post-war analysis