Crimes and organised crime: all guides

Crimes 2.0, crime experience and skill, organised crimes with your faction, and jail.

Contents

1. Crimes 2.0 (reviewed 23/11/2026)
2. Organised crime (reviewed 23/11/2026)
3. Running organised crime for a faction (reviewed 23/11/2026)
4. Jail and busting (reviewed 23/11/2026)
5. Crime progression (reviewed 23/11/2026)

Crimes 2.0

How today's crime system works, from nerve and subcrimes to the three outcomes and why a critical failure costs so much.

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

Introduction

Crimes are how you spend nerve. They pay money and items, and they build two measures of your criminal career: crime experience, which grows your nerve bar and helps in organised crimes, and crime skill, which is tracked separately for each crime. Crimes 2.0 went live on 20 June 2023, and every account created since 22 January 2024 uses it automatically.

How it works

Crimes and subcrimes. There are 12 crimes in six categories:

Category	Crimes
Theft	Search for Cash, Shoplifting, Pickpocketing, Burglary
Counterfeiting	Bootlegging, Forgery
Vandalism	Graffiti, Arson
Fraud	Card Skimming, Hustling, Scamming
Illicit Services	Disposal
Cybercrime	Cracking

Each crime has several subcrimes. Some are available at level 1 of that crime; others unlock with a special item or a higher crime skill level. In Search for Cash, for example, the Trash, Subway and Junkyard are open straight away, the Beach needs a Metal Detector, the Cemetery needs a Cemetery Key, and the Fountain needs level 75.

Three outcomes.

Outcome	What happens
Success	Cash, items or both, plus crime experience and skill
Fail (orange)	No reward and no loss
Critical failure (red)	A large loss of crime experience and skill, often a whole level, plus jail, hospital, lost life, lost items or money, or a penalty specific to the crime

Time matters. Each subcrime's success rate depends on conditions that change over time, and the tooltip on each subcrime shows them. Searching the Cemetery is much easier while the groundskeeper is off duty, for example.

Unique outcomes. Some subcrimes have one-off results, marked with a star, that give better rewards or items needed for later subcrimes. The Metal Detector is a unique outcome from searching the Junkyard.

What is unknown. Whether battle stats or work stats affect crime success is not known.

Step by step

1. Open the crimes page and pick a crime with subcrimes you can attempt.
2. Read each subcrime's tooltip and choose the one with the best conditions right now.
3. Spend your nerve there until a better option opens up.
4. Collect unique outcomes when they appear; they often unlock the next subcrimes.
5. Move on to harder crimes as your skill levels rise, not before.
6. Read Crime progression to make your experience grow faster.

Examples

- A new player spends a 15-nerve bar on Search the Trash, succeeds most times, and earns a little cash while building skill and experience.
- A player at a low skill level tries a hard subcrime, gets a red result, drops a skill level and lands in jail. The same nerve on an easier subcrime would have moved them forward.

Advanced tips

- A critical failure also resets your crime chain bonus to zero and leaves you demoralised for a while, so the true cost is larger than the visible loss.
- The Criminal Law and Computer Science courses unlock or improve several crimes. Check the education course directory for crime-related outcomes.

Common mistakes

- **Chasing the best-paying subcrime too early.** Critical failures undo more progress than the reward is worth.
- **Ignoring the tooltip.** Conditions change through the day; the same subcrime can be easy or hard.
- **Treating failures as free.** An orange fail costs nothing directly but halves your crime chain bonus.

Sources

Torn wiki: Crimes 2.0: https://wiki.torn.com/wiki/Crimes_2.0, retrieved 2026-11-23

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

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

Related guides: Nerve, Crime progression, Jail and busting, Organised crime, Early money

Organised crime

How Organised Crime 2.0 works for members, from joining a scenario and the planning queue to execution, roles, items and payouts.

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

Introduction

An organised crime (OC) is a group crime carried out by members of a faction. Successful scenarios earn the faction money, items and respect, and give every participant crime experience. Organised crimes cost no nerve, so taking part is extra progress on top of your normal crimes.

How it works

Scenarios. Each scenario has a difficulty level from 1 to 10, a length in days, a number of people (3 to 6) and a set of roles. Some roles need items.

- **Tools** are required but not used up, such as Lockpicks or a Jemmy.
- **Materials** are used up, such as Shaving Foam or an ID Badge.

Item effects starting "Required" are tools; those starting "Used" are materials. Items lent from the armoury are used before your own equipped items.

Planning. When you join a role, you start planning. Each member has 24 hours to complete their planning step, and progress moves through the queue member by member. If the scenario is not full and there is no next member, planning pauses. You can join while in jail.

If you leave or are removed after making progress, the progress is lost, or partly passed to whoever takes your role in the same scenario.

Execution. When every role finishes planning, the scenario executes in under a minute. At that moment every member must be out of hospital, in Torn (not travelling), and every tool and material must be available. Otherwise the scenario cannot run as planned.

Rewards and payouts. Level 1 scenarios pay, for example, $414,000 to $806,000 and 19 to 40 respect (Pet Project). Leaders, and members with the Organised Crimes permission, decide what share goes to the participants; that share is split equally between them. Item rewards go to the armoury, or their market value can be paid out from faction funds.

> **Not confirmed**
> The wiki notes that some roles' success chances are thought to depend on a particular battle stat, but marks this as needing confirmation. How each member's crime experience feeds into success is not published in detail.

Step by step

1 Open your faction's organised crime page and look at the scenarios available.

2. Pick a role whose item you have, or ask whether the armoury can lend it.
3. Join, then plan within your 24 hours when the queue reaches you.
4. Before execution, stay out of hospital and do not travel.
5. Keep materials and tools in your inventory, or confirm the armoury loan is still in place.
6. After success, check how your faction pays out.

Examples

- Mob Mentality (level 1) needs four Looters, two of them with a Jemmy, and takes 4 days. It pays $673,000 to $1,500,000 and 30 to 53 respect.
- A member flies to Mexico the evening execution is due. The scenario cannot run while they are abroad.

Advanced tips

- Your crime experience matters to the whole group, so steady solo crimes make you a better organised crime member.
- Payout preferences are saved, and you can be paid to your wallet even after leaving the faction.

Common mistakes

- **Travelling or ending up in hospital at execution.** Plan trips around scenario end times.
- **Selling a tool you joined with.** Without it, the role is not ready.
- **Joining and never planning.** Your 24 hours hold up everyone behind you.

Sources

Torn wiki: Organized Crime 2.0: https://wiki.torn.com/wiki/Organized_Crime_2.0, retrieved 2026-11-23

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

Related guides: Running organised crime for a faction, Crime progression, Crimes 2.0, Finding and joining a faction

Running organised crime for a faction

For leaders and OC managers. Scope, spawning scenarios, filling roles, stocking items and setting payouts.

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

Introduction

A faction that runs organised crime well turns members' idle time into steady money, items and respect. Doing it well is mostly organisation: keeping scenarios spawned, roles filled, items in stock and payouts fair. This guide is for leaders and members with the Organised Crimes permission. The mechanics are from the official wiki; the management advice is the Academy's.

How it works

Scope. Spawning a scenario costs scope, a faction resource. A faction starts with 25 Scope, can hold 100, and regains 1 per day. Successful scenarios earn Scope back.

Assignment	Difficulty	Costs	Returns on success
Lambda	1 to 2	1	2
Sigma	3 to 4	2	3
Phi	5 to 6	3	4
Psi	7 to 8	4	5
Omega	8 to 10	5	6

Manual spawning needs the relevant upgrade on the core branch of the faction tree. Spawned scenarios expire after 7 days.

Payouts. You choose the percentage, to two decimal places, that goes to participants; it is split equally between them. Money can go to wallets or faction balances. Item rewards can be allocated randomly or paid at market value from faction funds; the system does not sell items for you. Xanax goes to the drugs armoury, cars to loot, and weapons and armour to their sections.

Step by step

1. Check your Scope before spawning, and keep enough in reserve for the scenarios your members can actually fill.
2. Spawn at the level your members succeed at. Every success returns more Scope than it cost.
3. Keep the tools and materials your common scenarios need in the armoury, and lend them before members join.
4. Remind members not to travel or get hospitalised near execution.
5. Agree a payout percentage, announce it, and keep it consistent.

6 Review failures: missing items, members abroad, or scenarios above your members' experience.

Examples

- A faction at 25 Scope spawning Sigma scenarios (2 each) can start 12 before running dry; each success returns 3.
- Gaslight the Way needs six people, three Construction Helmets and three ID Badges. Stocking the helmets once saves gathering them for every run.

Advanced tips

- Scope regenerates only 1 per day, so failed high-level scenarios drain it quickly. Climb difficulty gradually.
- Members who are newer to crime can be placed in easier scenarios to build crime experience before joining harder ones.
- Warden's Eye's organised crime tools can track item needs and members' availability, if your faction uses it.

Common mistakes

- **Spawning more than you can fill.** Scenarios expire after 7 days and the Scope is gone.
- **Paying out inconsistently.** Members notice, and participation drops.
- **Forgetting materials are consumed.** They need restocking after every run.

Sources

Torn wiki: Organized Crime 2.0: https://wiki.torn.com/wiki/Organized_Crime_2.0, retrieved 2026-11-23

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

Related guides: Organised crime, Leading a faction, Faction bank and armoury, Positions and permissions

Jail and busting

What sends you to jail, what you can do there, and how busting, self-busting and bail work.

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

Introduction

City Jail is where you end up when a crime or bust goes badly, or when another player has you arrested. While there, most of the game is closed to you. Knowing how to get out, and how to get others out, saves time and earns honours.

How it works

What sends you to jail: a critical failure on a crime (with a loss of crime experience), a failed bust, a jail result in an organised crime (with a smaller loss of experience), or being arrested by another player. Sentences range from about ten minutes to several hours.

In jail you can still train at Crims, the jail gym: strength and speed at 3.4 and defence at 4.5, but no dexterity. Its defence gains beat every lightweight gym and the first middleweight gym.

Busting is freeing another player. Each attempt costs 5 nerve, reduced by up to 3 with faction Criminality upgrades. Success is more likely with faction perks (up to 50% more), Law education, working at a Law Firm, more completed busts, a higher level, and lower-level targets with less time left. Several busts in quick succession lower the success rate.

Bust result	What happens
Success	The prisoner is freed
Failure	You lose the nerve but stay free
Jailed	You are caught and jailed for one to three hours

Self-busting costs half your maximum nerve, rounded up, or a third after completing LAW2990. Failing adds to your sentence.

Bail buys someone out: $100 x minutes left x the prisoner's level. Education can cut this by up to 57.25% and the 1-star Law Firm special by 50%. You can buy yourself out once you have completed Common Law.

Step by step

1. If jailed, decide whether to wait, self-bust, pay bail or ask your faction for a bust.
2. While you wait, train defence at Crims.
3. To bust others, start with low-level prisoners with little time left.
4. Space your busts out so the success rate does not drop.
5. Work out bail costs with the Jail bail cost calculator.

Examples

- A level 20 player with 60 minutes left costs $100 x 60 x 20 = $120,000 to bail before discounts.
- A player with a 90-nerve bar pays 45 nerve to self-bust, or 30 after LAW2990.

Advanced tips

- Busting adds to your natural nerve bar, so it is a way to grow your bar as well as help others.
- Law Firm employees can see the bust success chance, which takes much of the guesswork out of busting.

Common mistakes

- **Busting high-level prisoners with long sentences early on.** The chance is low and failure can jail you for hours.
- **Busting in rapid bursts.** Each quick attempt is less likely to succeed.
- **Wasting jail time.** Crims is one of the best defence gyms available to new players.

Sources

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

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

Related guides: Crimes 2.0, Nerve, Gym training, Crime progression

Crime progression

How crime experience and crime skill grow, the crime chain bonus, and every perk that speeds up progression.

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

Introduction

Every successful crime moves you forward on two tracks. Crime experience is hidden and shared across all crimes; crime skill is shown as a level for each crime. Growing both quickly means a bigger nerve bar, better subcrimes and better organised crime results. This guide covers the mechanics that speed that up or slow it down.

How it works

Crime experience (CE) decides your natural nerve bar, which grows in steps of 5 with no upper limit, each step harder to reach. It also feeds into organised crime success.

Crime skill (CS) is a level per crime, shown with a progress bar on that crime's page. Higher skill unlocks subcrimes and unique outcomes.

The crime chain. Each success builds a chain bonus that increases the CE and CS from later successes, in any crime.

Result	Effect on the chain bonus
Success	Builds it up
Fail	Halves it
Critical failure	Resets it to zero, and leaves you demoralised: lower CE and CS gains until enough successes wear it off

Crime progression perks add together:

Source	Bonus to CE and CS gains
Faction Criminality upgrades	10%
Crime Progression merits	10%
Education	10%
The relevant crime enhancer	5%
Completing the Law starter job	5%
Company specials	up to 15%

Happiness also increases the CE and CS you gain from crimes, though it does not change your chance of success.

Step by step

1. Pick subcrimes you succeed at most of the time, so the chain bonus keeps growing.
2. Avoid long runs of risky attempts that end in critical failures.

3. Add the cheap perks first: the Law starter job and the first Crime Progression merits.
4. Ask your faction whether it has Criminality upgrades.
5. Commit crimes with your happiness high when you can.

Examples

- A player with faction upgrades, merits and education has +30% to CE and CS gains before any company special.
- Ten successes build a solid chain bonus; one fail halves it; one critical failure removes it entirely and adds the demoralised penalty.

Advanced tips

- Since crime experience is shared, a crime you are very good at is a safe place to rebuild your chain after a critical failure, before returning to harder subcrimes.
- Organised crime success also uses crime experience, so steady solo crime makes you a more valuable organised crime member.

Common mistakes

- **Treating every failure as harmless.** Fails halve the chain bonus.
- **Pushing on while demoralised.** Gains stay lower until successes wear the effect off.
- **Forgetting to visit the crimes page.** Your maximum nerve only updates there.

Sources

Torn wiki: Crimes 2.0: https://wiki.torn.com/wiki/Crimes_2.0, retrieved 2026-11-23

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

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

Related guides: Crimes 2.0, Nerve, Organised crime, Merits