Warfare: all guides

Ranked wars, raids and territory, preparing and leading a war, and learning from it afterwards.

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Warfare guide, intermediate

Ranked wars

How ranked warring works, from enlisting and weekly matchmaking to scoring, the shrinking target, ranks and rewards.

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

Introduction

A ranked war is a one-against-one fight between two factions, matched by the game. Both sides attack each other's members to build score, and the first to lead by the target amount wins. Ranked wars decide a faction's public rank and pay out respect and caches of special weapons and armour.

How it works

Enlisting. The leader, co-leader or anyone with War Management can enlist on the faction's Ranked tab. The faction needs at least 10 full members (recruits included) active in the last 24 hours. A faction is removed from matchmaking if more than 10% of its members are in Federal Jail, and may be barred if its roster has become much weaker since its last war.

Matchmaking happens once a week, at 12:00 TCT on Tuesdays, from a single pool. It uses a hidden faction rating (stat strength plus an Elo-style performance score), faction size within a range, and a rule that two factions must have fought at least 6 other wars since they last met. Factions choose a weekday (Thursday or Friday) or weekend (Saturday) preference; the start time is chosen from both factions' most active period that day. Once matched, there is no forfeit, and members cannot join, leave or be kicked until the war ends.

Scoring. Score equals the respect from each hit on the opponent, so mugging scores 75% and chain bonus hits score a lot. Recruits can still be hit.

The target. The winning lead depends on both factions' ranks and sizes. If no one reaches it within 24 hours, it falls by 1% of its original value every hour, so the longest possible war is 123 hours. Try the Ranked war target calculator.

At the start: any active chain is forced into cooldown 5 seconds before the war; early discharge is available at once for outside hits; and members leaving hospital or jail get 60 seconds of protection from outside hitters.

Ranks. Five ranks, Bronze, Silver, Gold, Platinum and Diamond, each with four divisions, set by your rating position. Roughly 30% of factions are Bronze and 10% Diamond. Diamond needs at least 75 members and has its own positions. A faction that does not war for about six weeks is unranked, with a week's warning; staying enlisted prevents this.

Rewards: bonus respect and caches. Higher rank and division give more; winning doubles rewards; each full member beyond 10 adds about 1%; participation scales rewards from 0 to 3 times; and a random factor adds or removes up to 10%.

Step by step

1. Check you meet the enlistment rules, then enlist and choose a day preference.
2. Watch for the event on Tuesday that gives your opponent and start time.
3. Prepare (see War preparation) and finish any chain beforehand.
4. During the war, hit opponents and defend your members.
5. Review afterwards (see Post-war analysis).

Examples

- With an original target of 3,000, after 30 hours the target is 3,000 - 6 x 30 = 2,820.
- A faction with 30 full members gets roughly 20% more rewards than one with 10, all else equal.

Advanced tips

- Since participation multiplies rewards by up to 3, getting every member involved matters as much as the result.
- Occasionally the system gives a very strong faction an opponent it outclasses; the wiki says this is meant to happen less than 5% of the time.

Common mistakes

- **Starting a chain just before the war,** which is forced into cooldown.
- **Recruiting during a war,** which the roster lock prevents.
- **Low participation,** which shrinks rewards even in a win.

Sources

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

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

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

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

Related guides: War preparation, War strategy, Post-war analysis, Respect, Chain mechanics

War strategy

Choosing targets, timing, defending, and using the falling target to win ranked wars.

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

Introduction

Winning a ranked war means building a lead equal to the target before the other side does. Every hit scores the respect it would earn, every hit taken gives the opponent score, and the target shrinks after the first day. Strategy is about using those facts. The mechanics are from the official wiki; the tactics are the Academy's suggestions.

How it works

Score per hit follows the respect rules: target level, fair fight (up to 3x for targets close to your stats), the war multiplier (2x), group attacks and retaliation (1.5x within 5 minutes). Mugging scores 75%. Chain bonus hits, if a chain is running during the war, score their fixed bonus.

The lead, not the total, decides the war. A hit you prevent is worth as much as a hit you land.

The clock. After 24 hours the target falls by 1% of its original value each hour, up to 123 hours in total. A faction with a steady lead wins sooner as the target shrinks.

Step by step

1. **Target selection.** Hit opponents you can beat with high fair fight; level adds a little more. Avoid long fights against strong defenders.
2. **Outcome.** Leave or hospitalise rather than mug. Hospitalising also keeps that opponent out of the fight for a while.
3. **Retaliation.** Hit back within 5 minutes for 1.5x.
4. **Defence.** Members not attacking should wear their best defensive loadout, and avoid being easy targets.
5. **Timing.** Cover the hours when your opponent is active and yours are not; that is where leads are lost.
6. **The long game.** In a close war, track the falling target with the Ranked war target calculator and plan when you can close it out.

Examples

- Hospitalising a strong opponent early removes their attacks for the length of their stay, unless they are revived.
- A faction 300 ahead at hour 48 with an original target of 3,000 needs 2,280 lead; if it holds a steady advantage, the war ends sooner than the raw numbers suggest.

Advanced tips

- Group attacks raise respect per hit but use several members' attacks for one score; they help most against tough targets.
- Revivers who keep your strongest attackers in the fight are worth as much as extra attackers.

Common mistakes

- **Chasing kills on strong targets** and losing hits on easier ones.
- **Ignoring defence,** which hands the opponent score.
- **Giving up after the first day,** when the falling target can still change the result.

Sources

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

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

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

Related guides: Ranked wars, War preparation, Respect, Post-war analysis

Warfare guide, intermediate

War preparation

What leaders and members should do in the days and hours before a ranked war.

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

Introduction

Ranked wars are usually decided in the first hours. A faction that starts with members online, equipped and healed scores quickly and protects its own; one that is caught out spends the war catching up. There is a printable war preparation sheet.

How it works

What the game fixes in advance:

- The opponent and start time are announced after Tuesday's matchmaking, for a Thursday, Friday or Saturday war.
- Any active chain is forced into cooldown 5 seconds before the start.
- The roster is locked for the whole war.
- Early discharge is available from the start for outside hits, and members leaving hospital or jail get 60 seconds of protection from outside hitters.
- Score is respect, so war multipliers apply and mugging scores less.

What is up to the faction: who is online when, what everyone carries, and how targets are called.

Step by step

Leadership

1. Announce the start in TCT and in members' time zones as soon as it is known.
2. Look at the opponent: size, recent wars and likely strong members.
3. Agree who calls targets and how.
4. End any chain before the start.
5. Stock the armoury: medical items, temporary items and refills.
6. Agree rewards and payouts in writing before the war.

Every member

1. Save a fighting loadout with ammunition and a temporary item.
2. Bring your medical cooldown down and keep medical items ready.
3. Stay out of jail and hospital at the start, and do not travel.
4. Tell your faction when you will be online.

Examples

- A faction that has 70% of its members online at the start scores most of its early hits before the opponent organises.
- A member who flew to China on war morning is unavailable for the first eight hours.

Advanced tips

- Opponents also prepare. Expect strong members to defend in their best loadouts.
- Write down the agreed reward rules; disputes after wars cost more members than lost wars do.

Common mistakes

- **Announcing the time only in TCT.**
- **High medical cooldown at the start.**
- **No plan for the quiet hours,** when the target falls and the war can be won or lost.

Sources

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

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

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

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

Related guides: Ranked wars, War strategy, Preparing to fight, Faction bank and armoury, Medical items

Post-war analysis

Reading the war report, measuring participation, paying out fairly and learning for the next war.

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

Introduction

Every ranked war ends with a report. Reading it carefully shows who carried the war, where score was lost, and what to change before the next one. It is also the basis of fair payouts. The review method here is the Academy's suggestion.

How it works

The war report is available after each war, from the ranked war box, with full statistics. Older reports move to long-term storage after about a month.

Rewards are already decided by the game: rank and division, win or loss (2x for a win), members beyond 10, participation (0 to 3x) and a random 10% either way. Caches go to the faction to distribute.

What to measure: score per member, hits made and taken, outcomes (mugs score 75%), activity by hour, and members who did not take part.

Step by step

1. Open the war report soon after the end, before it moves to storage.
2. List each member's score and hits.
3. Compare hours: when did you gain score, and when did you lose it?
4. Note recurring problems: quiet hours, mugging, missed retaliation, members in hospital for long periods.
5. Pay out as agreed before the war, using your measure; the Faction contribution split calculator helps.
6. Share two or three lessons with the faction and agree changes.

Examples

- A report shows the faction lost its lead between 02:00 and 06:00 TCT every night; recruiting members in other time zones fixes that.
- Several members scored mostly with mugs; switching to hospitalising would have added a third more score.

Advanced tips

- Participation lifts rewards for everyone, so members who joined in briefly still helped. Many factions reward taking part as well as score.
- Keep your own copy of key figures; reports become harder to reach after a month.

Common mistakes

- **Paying out before checking the numbers.**
- **Blaming individuals publicly** instead of fixing the schedule.
- **Skipping the review after a win.**

Sources

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

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

Related guides: Ranked wars, War strategy, Tracking chain contributions, Leading a faction