Awards, honors and medals

How honors and medals work, why every award gives a merit, which awards are easy early wins, and where to track your progress.

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Introduction

Awards are Torn's achievements. Almost everything you do, from chaining to studying to staying married, has awards attached. They are worth chasing because every honor and medal gives you a merit, and merits buy permanent upgrades to your character.

How it works

There are two kinds of award:

Kind	What it is	Count
Honors	Small bars you can show on your profile	347, some no longer obtainable (shown in red)
Medals	Badges for milestones, often in tiers	376

Both give a merit when earned. Some honors are default: every player has them, including 135 flag honors.

Award categories cover attacking, chaining, weapons, the casino, crimes, drugs, education, gyms and stats, money and trading, jail and hospital, levels, commitment, items, missions, racing, recruiting, travel and more. Medals include level milestones every 5 levels, rank milestones, combat totals, crime totals and networth.

Networth medals need you to hold a networth for a number of days, for example $1,000,000 for 3 days for Millionaire, or $1,000,000,000 for 28 days for Billionaire.

Some honor bars can also be bought outright at the Points Building for 500 to 1,500 points, with level requirements. Those give the bar for display.

Step by step

1. **Open the Awards page** from your profile menu to see every honor and medal, what it needs, and your progress.
2. **Pick off the easy ones first.** Many come from things you will do anyway.
3. **Spend the merits** on upgrades that fit your plans; see Merits.
4. **Plan the long ones.** Commitment and networth medals reward steady play over months.

Examples

Early honors anyone can earn quickly:

Honor	Requirement
Another Brick In The Wall	Reach level 10
Chainer 1	Take part in a chain of 10 hits
Leonidas	Win with a finishing hit using Kick
Historian	Read a chronicle
Christmas in Torn, Trick or Treat, Torniversary, Tornication, Resolution	Log in on Christmas Day, Halloween, 15 November, Valentine's Day or New Year's Day

A long goal. Welcome needs you to be online every day for 100 days. Logging in daily also keeps city finds coming, so the two goals support each other.

Weapon honors. Each weapon type has an honor for 100 finishing hits with it, such as "2800 Ft/S" for rifles. War Machine needs 1,000 finishing hits in every category, which takes deliberate effort across many weapon types.

Advanced tips

- The holiday login honors are easy merits that are easy to miss. Note the dates.
- Merit-related honors exist too: "10-stack" for raising one merit upgrade to its maximum, and "Fresh Start" for resetting your merits.
- Honors for 250 energy, nerve or casino token refills can be earned with free refills as well as bought ones.
- Seeker, Decorated and Honored reward reaching 250, 100 and 500 total awards, so every small award brings those closer.

Common mistakes

- **Ignoring awards.** Each one is a merit, and merits are permanent upgrades. Easy awards are some of the best value in the game.
- **Selling assets just before a networth medal completes.** The networth must be held for the full number of days.
- **Assuming every honor is still available.** Legacy honors shown in red can no longer be earned.

Sources

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

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

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

Torn wiki: Level and Ranks: https://wiki.torn.com/wiki/Level_and_Ranks, retrieved 2026-11-23

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