Chaining guide, advanced

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

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