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