Missions

Contracts from Duke and other agents, how standing and difficulty work, and what to spend mission credits on.

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Introduction

Missions are contracts from non-player agents, chiefly Duke. They pay money and mission credits, and introduce you to combat with clear targets. As you complete more, harder and better-paid contracts appear.

How it works

Agents. George gives new players introductory missions. Anonymous has one mission that introduces you to Duke: complete 10 of Duke's contracts for an honour and 100 mission credits.

Standing and difficulty. Completing contracts raises your standing with an agent; failing or declining lowers it, and failing costs more than declining. There are five difficulties: Easy, Medium, Hard, Very hard and Expert. Each one raises rewards sharply. Before a new difficulty unlocks, Duke gives you a special contract to complete. You can still be offered easier contracts after unlocking harder ones.

Finishing. A completed contract can wait unclaimed indefinitely; click complete to collect the credits and rewards.

Mission credits are spent in the mission shop at the bottom of the Missions page. Six random rewards are on offer at a time, replaced when bought and refreshed every 7 days. Books, weapon attachments and special ammunition are the rewards players most often look out for. High-quality weapons and armour bought there are the best of 100 generated variants. Credits also come from 10-star Private Security Firm job points, and the Lo Squalo Waste Management (LOS) benefit block adds 25% to mission credits and money earned.

Step by step

1. Complete George's introductory missions.
2. Take Duke's contracts and read each one's conditions before accepting.
3. Decline contracts you cannot do rather than failing them.
4. Complete the special contracts that unlock each difficulty.
5. Check the mission shop every few days for books and special ammunition.

Examples

- A contract that forbids damage over time fails if you use a Molotov Cocktail.

- A player declines a contract against a far stronger target and loses a little standing, rather than failing it and losing more.

Advanced tips

- Mission credits rise sharply at higher difficulties, which is why shop prices look high at first.
- Contracts marked with an asterisk are new to you.

Common mistakes

- **Accepting everything.** Failures cost standing.
- **Forgetting to click complete** on finished contracts.
- **Spending credits on the first item offered** instead of waiting for a book or attachment you need.

Sources

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

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

Torn wiki: Stock Market: https://wiki.torn.com/wiki/Stock_Market, retrieved 2026-11-23

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