Running organised crime for a faction

For leaders and OC managers. Scope, spawning scenarios, filling roles, stocking items and setting payouts.

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Introduction

A faction that runs organised crime well turns members' idle time into steady money, items and respect. Doing it well is mostly organisation: keeping scenarios spawned, roles filled, items in stock and payouts fair. This guide is for leaders and members with the Organised Crimes permission. The mechanics are from the official wiki; the management advice is the Academy's.

How it works

Scope. Spawning a scenario costs scope, a faction resource. A faction starts with 25 Scope, can hold 100, and regains 1 per day. Successful scenarios earn Scope back.

Assignment	Difficulty	Costs	Returns on success
Lambda	1 to 2	1	2
Sigma	3 to 4	2	3
Phi	5 to 6	3	4
Psi	7 to 8	4	5
Omega	8 to 10	5	6

Manual spawning needs the relevant upgrade on the core branch of the faction tree. Spawned scenarios expire after 7 days.

Payouts. You choose the percentage, to two decimal places, that goes to participants; it is split equally between them. Money can go to wallets or faction balances. Item rewards can be allocated randomly or paid at market value from faction funds; the system does not sell items for you. Xanax goes to the drugs armoury, cars to loot, and weapons and armour to their sections.

Step by step

1. Check your Scope before spawning, and keep enough in reserve for the scenarios your members can actually fill.
2. Spawn at the level your members succeed at. Every success returns more Scope than it cost.
3. Keep the tools and materials your common scenarios need in the armoury, and lend them before members join.
4. Remind members not to travel or get hospitalised near execution.
5. Agree a payout percentage, announce it, and keep it consistent.

6 Review failures: missing items, members abroad, or scenarios above your members' experience.

Examples

- A faction at 25 Scope spawning Sigma scenarios (2 each) can start 12 before running dry; each success returns 3.
- Gaslight the Way needs six people, three Construction Helmets and three ID Badges. Stocking the helmets once saves gathering them for every run.

Advanced tips

- Scope regenerates only 1 per day, so failed high-level scenarios drain it quickly. Climb difficulty gradually.
- Members who are newer to crime can be placed in easier scenarios to build crime experience before joining harder ones.
- Warden's Eye's organised crime tools can track item needs and members' availability, if your faction uses it.

Common mistakes

- **Spawning more than you can fill.** Scenarios expire after 7 days and the Scope is gone.
- **Paying out inconsistently.** Members notice, and participation drops.
- **Forgetting materials are consumed.** They need restocking after every run.

Sources

Torn wiki: Organized Crime 2.0: https://wiki.torn.com/wiki/Organized_Crime_2.0, retrieved 2026-11-23

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

Related guides: Organised crime, Leading a faction, Faction bank and armoury, Positions and permissions