Organised crime

How Organised Crime 2.0 works for members, from joining a scenario and the planning queue to execution, roles, items and payouts.

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Introduction

An organised crime (OC) is a group crime carried out by members of a faction. Successful scenarios earn the faction money, items and respect, and give every participant crime experience. Organised crimes cost no nerve, so taking part is extra progress on top of your normal crimes.

How it works

Scenarios. Each scenario has a difficulty level from 1 to 10, a length in days, a number of people (3 to 6) and a set of roles. Some roles need items.

- **Tools** are required but not used up, such as Lockpicks or a Jemmy.
- **Materials** are used up, such as Shaving Foam or an ID Badge.

Item effects starting "Required" are tools; those starting "Used" are materials. Items lent from the armoury are used before your own equipped items.

Planning. When you join a role, you start planning. Each member has 24 hours to complete their planning step, and progress moves through the queue member by member. If the scenario is not full and there is no next member, planning pauses. You can join while in jail.

If you leave or are removed after making progress, the progress is lost, or partly passed to whoever takes your role in the same scenario.

Execution. When every role finishes planning, the scenario executes in under a minute. At that moment every member must be out of hospital, in Torn (not travelling), and every tool and material must be available. Otherwise the scenario cannot run as planned.

Rewards and payouts. Level 1 scenarios pay, for example, $414,000 to $806,000 and 19 to 40 respect (Pet Project). Leaders, and members with the Organised Crimes permission, decide what share goes to the participants; that share is split equally between them. Item rewards go to the armoury, or their market value can be paid out from faction funds.

> **Not confirmed**
> The wiki notes that some roles' success chances are thought to depend on a particular battle stat, but marks this as needing confirmation. How each member's crime experience feeds into success is not published in detail.

Step by step

1. Open your faction's organised crime page and look at the scenarios available.

2. Pick a role whose item you have, or ask whether the armoury can lend it.
3. Join, then plan within your 24 hours when the queue reaches you.
4. Before execution, stay out of hospital and do not travel.
5. Keep materials and tools in your inventory, or confirm the armoury loan is still in place.
6. After success, check how your faction pays out.

Examples

- Mob Mentality (level 1) needs four Looters, two of them with a Jemmy, and takes 4 days. It pays $673,000 to $1,500,000 and 30 to 53 respect.
- A member flies to Mexico the evening execution is due. The scenario cannot run while they are abroad.

Advanced tips

- Your crime experience matters to the whole group, so steady solo crimes make you a better organised crime member.
- Payout preferences are saved, and you can be paid to your wallet even after leaving the faction.

Common mistakes

- **Travelling or ending up in hospital at execution.** Plan trips around scenario end times.
- **Selling a tool you joined with.** Without it, the role is not ready.
- **Joining and never planning.** Your 24 hours hold up everyone behind you.

Sources

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

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

Related guides: Running organised crime for a faction, Crime progression, Crimes 2.0, Finding and joining a faction