Chaining guide, advanced

Organising a chain

For chain leaders. Scheduling, target lists, watchers, bonus hit planning and keeping members safe from retaliation.

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Introduction

A long chain is a team effort over hours or days. The mechanics are simple: hit every five minutes. Keeping it going through the night, landing bonus hits on good targets and not wasting energy takes organisation. The rules come from the official wiki; the organisation advice is the Academy's.

How it works

The facts that shape a plan:

- Any successful attack outside your faction counts, with any outcome.
- The first 10 hits must land within 5 minutes; after that each within 5 minutes of the last.
- Bonus hits give fixed respect regardless of target, so the bonus hit's target choice matters less than not missing it.
- Recruits (first 72 hours) cannot add hits.
- Each break costs the cooldown of 6 seconds per hit before a new chain can start counting.
- Every attack costs the attacker 25 energy.

Respect between bonuses depends on the target's level, fair fight and other multipliers (see Respect).

Step by step

1. Pick a window when most members are online, and announce it in TCT and in members' own time zones.
2. Build a shared target list of players who are easy to beat but give good fair fight.
3. Name watchers for each part of the day whose job is to hit whenever the timer runs low.
4. Before each bonus, agree who takes it and hold other hits so nobody takes it by accident.
5. After each bonus, check members' energy and plan who covers the next stretch.
6. Watch for retaliation and avoid hitting factions that will punish you during the chain.
7. End deliberately, or hand over cleanly to the next shift.

Examples

- A faction aiming for 1,000 hits with 20 active members needs 50 hits each on average, 1,250 energy apiece; spread over two days with refills, that is realistic.
- A watcher sees two minutes left at 3 a.m. and makes a quick hit on a list target, saving the chain.

Advanced tips

- Group attacks raise respect per hit but use several members' energy for one hit on the chain count.
- Tools that show the chain timer to everyone, such as Warden's Eye's chain board, reduce missed hits.

Common mistakes

- **No watchers overnight.**
- **Two members hitting at a bonus** and wasting the bonus on the wrong target.
- **Burning energy early** and having nobody left for the long middle.

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

Related guides: Chain mechanics, Tracking chain contributions, Respect, Leading a faction