Warfare guide, intermediate

Ranked wars

How ranked warring works, from enlisting and weekly matchmaking to scoring, the shrinking target, ranks and rewards.

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Introduction

A ranked war is a one-against-one fight between two factions, matched by the game. Both sides attack each other's members to build score, and the first to lead by the target amount wins. Ranked wars decide a faction's public rank and pay out respect and caches of special weapons and armour.

How it works

Enlisting. The leader, co-leader or anyone with War Management can enlist on the faction's Ranked tab. The faction needs at least 10 full members (recruits included) active in the last 24 hours. A faction is removed from matchmaking if more than 10% of its members are in Federal Jail, and may be barred if its roster has become much weaker since its last war.

Matchmaking happens once a week, at 12:00 TCT on Tuesdays, from a single pool. It uses a hidden faction rating (stat strength plus an Elo-style performance score), faction size within a range, and a rule that two factions must have fought at least 6 other wars since they last met. Factions choose a weekday (Thursday or Friday) or weekend (Saturday) preference; the start time is chosen from both factions' most active period that day. Once matched, there is no forfeit, and members cannot join, leave or be kicked until the war ends.

Scoring. Score equals the respect from each hit on the opponent, so mugging scores 75% and chain bonus hits score a lot. Recruits can still be hit.

The target. The winning lead depends on both factions' ranks and sizes. If no one reaches it within 24 hours, it falls by 1% of its original value every hour, so the longest possible war is 123 hours. Try the Ranked war target calculator.

At the start: any active chain is forced into cooldown 5 seconds before the war; early discharge is available at once for outside hits; and members leaving hospital or jail get 60 seconds of protection from outside hitters.

Ranks. Five ranks, Bronze, Silver, Gold, Platinum and Diamond, each with four divisions, set by your rating position. Roughly 30% of factions are Bronze and 10% Diamond. Diamond needs at least 75 members and has its own positions. A faction that does not war for about six weeks is unranked, with a week's warning; staying enlisted prevents this.

Rewards: bonus respect and caches. Higher rank and division give more; winning doubles rewards; each full member beyond 10 adds about 1%; participation scales rewards from 0 to 3 times; and a random factor adds or removes up to 10%.

Step by step

1. Check you meet the enlistment rules, then enlist and choose a day preference.
2. Watch for the event on Tuesday that gives your opponent and start time.
3. Prepare (see War preparation) and finish any chain beforehand.
4. During the war, hit opponents and defend your members.
5. Review afterwards (see Post-war analysis).

Examples

- With an original target of 3,000, after 30 hours the target is 3,000 - 6 x 30 = 2,820.
- A faction with 30 full members gets roughly 20% more rewards than one with 10, all else equal.

Advanced tips

- Since participation multiplies rewards by up to 3, getting every member involved matters as much as the result.
- Occasionally the system gives a very strong faction an opponent it outclasses; the wiki says this is meant to happen less than 5% of the time.

Common mistakes

- **Starting a chain just before the war,** which is forced into cooldown.
- **Recruiting during a war,** which the roster lock prevents.
- **Low participation,** which shrinks rewards even in a win.

Sources

Torn wiki: Ranked War: https://wiki.torn.com/wiki/Ranked_War, retrieved 2026-11-23

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

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

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

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