Respect

How factions earn and lose respect, every multiplier on an attack's respect, and what respect is spent on.

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Introduction

Respect is a faction's currency and its score. Factions earn it mostly by attacking, spend it on upgrades and chain unlocks, and lose it when their members are attacked. Every hit's respect is the product of several multipliers, and understanding them is the difference between an efficient chain and a wasteful one.

How it works

Earning respect: attacks on players outside your faction (chaining is the most efficient way), owning territory, organised crimes, and the Television Station "Propaganda" special.

Losing respect: when one of your members is attacked, your faction loses 25% of the respect the attacker gained. In a raid it loses 100%. A Dirty Bomb takes a large amount. A faction that reaches zero respect is permanently destroyed.

Respect per attack starts from base respect and is multiplied by whatever applies:

Factor	Value
Base respect	(target level / 200) + 1, rounded down to two decimals: 1.00 at level 1, 1.50 at level 100
Chain scale	0.25 x log10(hit number) + 0.75, after the 10th hit
Fair fight	1 to 3, higher for targets with battle stats close to yours
War	2 against a faction you are at war with
Retaliation	1.5 for hospitalising someone who attacked your faction in the last 5 minutes
Group attack	1.5 - 0.25 x 0.5^(attackers - 1) for each additional friendly attacker
Overseas	1.25 for a target abroad
Mugging	0.75

Chain bonus hits replace all of this with a fixed amount: 10 respect at hit 10, doubling at each bonus up to 40,960 at hit 100,000.

Fair fight. A target with roughly 75% of your total battle stats or more gives the full 3x. Weaker targets give less, tending towards 1x. Anyone stronger than the 1,000th-strongest player gives the full 3x.

> **Estimate**
> The wiki lists the multipliers individually. The Academy's Chain respect calculator assumes they multiply together, which matches how players commonly model them.

Step by step

1. Hit targets with stats close to your own for the full fair fight multiplier.
2. Prefer higher-level targets among those, for more base respect.
3. Hospitalise or leave rather than mug during chains, unless you need the money.
4. Retaliate quickly when a member is attacked: it gives 1.5x and only lasts 5 minutes.
5. Check estimates with the Chain respect calculator.

Examples

- Hitting a level 100 target (1.50 base) at full fair fight (3x) on the 1,000th chain hit (scale 1.5) gives about 6.75 respect.
- The same hit as a mug gives 75% of that, about 5.06.

Advanced tips

- A chain's respect comes overwhelmingly from bonus hits at high chain lengths. Good chain planning focuses on reaching bonuses safely.
- Defending matters too: every attack on your members costs 25% of what the attacker earned, which adds up during long chains.

Common mistakes

- **Farming very weak targets.** Low fair fight cuts respect by up to two thirds.
- **Mugging on chains** for a quarter less respect.
- **Missing retaliation windows.** They expire after 5 minutes.

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

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

Related guides: Chain mechanics, Faction upgrades, Ranked wars, Organising a chain