Warfare guide, intermediate

War preparation

What leaders and members should do in the days and hours before a ranked war.

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Introduction

Ranked wars are usually decided in the first hours. A faction that starts with members online, equipped and healed scores quickly and protects its own; one that is caught out spends the war catching up. There is a printable war preparation sheet.

How it works

What the game fixes in advance:

- The opponent and start time are announced after Tuesday's matchmaking, for a Thursday, Friday or Saturday war.
- Any active chain is forced into cooldown 5 seconds before the start.
- The roster is locked for the whole war.
- Early discharge is available from the start for outside hits, and members leaving hospital or jail get 60 seconds of protection from outside hitters.
- Score is respect, so war multipliers apply and mugging scores less.

What is up to the faction: who is online when, what everyone carries, and how targets are called.

Step by step

Leadership

1. Announce the start in TCT and in members' time zones as soon as it is known.
2. Look at the opponent: size, recent wars and likely strong members.
3. Agree who calls targets and how.
4. End any chain before the start.
5. Stock the armoury: medical items, temporary items and refills.
6. Agree rewards and payouts in writing before the war.

Every member

1. Save a fighting loadout with ammunition and a temporary item.
2. Bring your medical cooldown down and keep medical items ready.
3. Stay out of jail and hospital at the start, and do not travel.
4. Tell your faction when you will be online.

Examples

- A faction that has 70% of its members online at the start scores most of its early hits before the opponent organises.
- A member who flew to China on war morning is unavailable for the first eight hours.

Advanced tips

- Opponents also prepare. Expect strong members to defend in their best loadouts.
- Write down the agreed reward rules; disputes after wars cost more members than lost wars do.

Common mistakes

- **Announcing the time only in TCT.**
- **High medical cooldown at the start.**
- **No plan for the quiet hours,** when the target falls and the war can be won or lost.

Sources

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

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

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

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

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