Warfare guide, advanced

War strategy

Choosing targets, timing, defending, and using the falling target to win ranked wars.

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Introduction

Winning a ranked war means building a lead equal to the target before the other side does. Every hit scores the respect it would earn, every hit taken gives the opponent score, and the target shrinks after the first day. Strategy is about using those facts. The mechanics are from the official wiki; the tactics are the Academy's suggestions.

How it works

Score per hit follows the respect rules: target level, fair fight (up to 3x for targets close to your stats), the war multiplier (2x), group attacks and retaliation (1.5x within 5 minutes). Mugging scores 75%. Chain bonus hits, if a chain is running during the war, score their fixed bonus.

The lead, not the total, decides the war. A hit you prevent is worth as much as a hit you land.

The clock. After 24 hours the target falls by 1% of its original value each hour, up to 123 hours in total. A faction with a steady lead wins sooner as the target shrinks.

Step by step

1. **Target selection.** Hit opponents you can beat with high fair fight; level adds a little more. Avoid long fights against strong defenders.
2. **Outcome.** Leave or hospitalise rather than mug. Hospitalising also keeps that opponent out of the fight for a while.
3. **Retaliation.** Hit back within 5 minutes for 1.5x.
4. **Defence.** Members not attacking should wear their best defensive loadout, and avoid being easy targets.
5. **Timing.** Cover the hours when your opponent is active and yours are not; that is where leads are lost.
6. **The long game.** In a close war, track the falling target with the Ranked war target calculator and plan when you can close it out.

Examples

- Hospitalising a strong opponent early removes their attacks for the length of their stay, unless they are revived.
- A faction 300 ahead at hour 48 with an original target of 3,000 needs 2,280 lead; if it holds a steady advantage, the war ends sooner than the raw numbers suggest.

Advanced tips

- Group attacks raise respect per hit but use several members' attacks for one score; they help most against tough targets.
- Revivers who keep your strongest attackers in the fight are worth as much as extra attackers.

Common mistakes

- **Chasing kills on strong targets** and losing hits on easier ones.
- **Ignoring defence,** which hands the opponent score.
- **Giving up after the first day,** when the falling target can still change the result.

Sources

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

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

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

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