Advanced handbook

Long-term character planning, combat at a higher level, chaining, ranked warfare, leadership and managing a fortune.

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Long-term stat planning

How to think about building battle stats over months and years, from even builds to specialising for the 8.0 and 9.0 gyms.

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Introduction

Over a long Torn career, the decisions that matter most for your stats are not single sessions but the overall shape of your build: which stats to push, which gyms to work towards, and which permanent bonuses to collect. This guide sets out those choices. The trade-offs are game mechanics; which build is "best" is a matter of judgement, and the advice here is the Academy's.

How it works

Gyms shape builds. Late-game gyms reward imbalance:

- **Balboas Gym** and **Frontline Fitness** (7.5) need one pair of stats, defence and dexterity or strength and speed, 25% higher than the other pair.
- **Gym 3000, Total Rebound, Mr. Isoyamas and Elites** (8.0) each need one stat 25% higher than your second highest.
- **The Sports Science Lab** (9.0 in every stat) needs Last Round unlocked and a lifetime total of no more than 150 Xanax and Ecstasy.

If you drop below a gym's requirement, you are moved out but keep the membership.

Bonuses stack on top. Gym gain bonuses come from faction Steadfast upgrades (up to 10% per stat, plus extra 5% branches), education courses, books (20 to 30% for 31 days) and company specials. Passive fight bonuses come from merits, faction Aggression and Suppression, education and armour.

Growth slows. The higher a stat, the more energy each percentage of growth costs. The 2022 stat cap removal means gains keep rising above 50,000,000, but slowly.

Step by step

1. Decide early whether you want access to the Sports Science Lab. If you do, count every Xanax and Ecstasy from now on.
2. Build evenly until you reach the heavyweight gyms, unless you already know your specialisation.
3. Choose a specialisation before Cha Cha's: a defensive pair, an offensive pair, or one standout stat for an 8.0 gym.
4. Keep your ratios: check that the stat you push stays 25% ahead.
5. Time your biggest sessions for when books and faction bonuses are active.

6 Project a few months ahead with the Stat projection calculator.

Examples

- A player with 100M strength, 80M speed, 60M defence and 60M dexterity has strength + speed (180M) 50% higher than defence + dexterity (120M), so qualifies for Frontline Fitness once Cha Cha's is unlocked.
- For Gym 3000, strength must be 25% above the second highest stat: with speed at 80M, strength needs to be at least 100M.

Advanced tips

- A heavily unbalanced build is strong in some fights and weak in others. Think about what you will actually be doing: chaining weaker targets, ranked wars, or defending.
- Faction specials can be swapped, but only every 72 hours. Ask your faction which branches it runs before planning around them.
- Treat calculators as rough guides. The gym formula is a community estimate, and real results vary.

Common mistakes

- **Taking drugs casually and losing the Sports Science Lab for good.**
- **Specialising by accident,** then finding you no longer meet a gym's requirement.
- **Ignoring passives.** Percentage bonuses are worth more the stronger you get.

Sources

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

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

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

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

Torn wiki: Item Cooldowns: https://wiki.torn.com/wiki/Item_Cooldowns, retrieved 2026-11-23

Related guides: Battle stats, Gym training, Happy jumps, Merits, Boosters and cooldowns

Boosters and cooldowns

The three cooldowns that limit consumables (booster, drug and medical), what adds to each, and how to plan around them.

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Introduction

Torn limits how fast you can use powerful consumables with cooldowns. There are three separate ones, and each item adds to exactly one of them. Planning around them, rather than bumping into them, is what lets players use refills, cans and medical items when they matter most.

How it works

Booster cooldown. Shared by candy, alcohol, energy drinks, stat enhancers, Erotic DVDs, Feathery Hotel Coupons, Lawyer Business Cards, Books of Carols and Gift Cards. Each use adds time. The base maximum is 24 hours; once your cooldown is above your maximum you cannot use another booster until it falls back below.

Booster	Effect	Cooldown added
Energy drink	5 to 30 energy	2 hours
Candy	Happiness (for example 25 to 50)	30 minutes
Feathery Hotel Coupon	Refills energy, +500 happiness	6 hours

The energy drink and candy directories list each item.

Changing the booster cooldown.

- Faction Voracity adds up to 24 hours to the maximum, for up to 48 hours.
- A 3-star Grocery Store cuts consumable cooldowns by 10%, a 10-star Restaurant by 25%.
- The book Self Control Is For Losers halves candy, alcohol and energy drink cooldowns for 31 days.
- A 3-star Mining Corporation adds 30% to alcohol cooldown.

Drug cooldown. Each drug has its own cooldown, and you cannot take a second drug while one is running. See Drugs.

Medical cooldown. Each medical item adds time; above 6 hours (up to 9 with Fortitude) you cannot use more. See Medical items.

Step by step

1. Decide which boosters matter most to you: energy drinks for training, alcohol for nerve, candy for happiness.
2. Spend your 24 hours on those first.

3. Use the cooldown before you need it: a full cooldown at the start of a training session or war means no boosters until it drains.
4. Check the Energy planner, which warns when your planned boosters will not fit.

Examples

- Twelve energy drinks add 24 hours of cooldown, filling a standard maximum. A player with full Voracity could use twenty-four.
- A Feathery Hotel Coupon uses 6 hours, the same as three energy drinks.

Advanced tips

- Stat enhancers share the booster cooldown, which is one reason very strong players think carefully about cans and candy.
- Energy drinks also gain up to 50% more energy from faction Voracity's energy drink upgrades.

Common mistakes

- **Mixing up the cooldowns.** Medical items do not stop you using energy drinks, and drugs do not stop you using candy.
- **Using cheap boosters first** and blocking the valuable ones.
- **Forgetting cooldown drains in real time** while you are offline.

Sources

Torn wiki: Item Cooldowns: https://wiki.torn.com/wiki/Item_Cooldowns, retrieved 2026-11-23

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

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

Torn wiki: Feathery Hotel Coupon: https://wiki.torn.com/wiki/Feathery_Hotel_Coupon, retrieved 2026-11-23

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

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

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

Related guides: Energy, Happy, Drugs, Medical items, Happy jumps, Faction upgrades

Temporary items

Grenades, debuffs and needles. The one-use items that can swing a fight, what each kind does and how to use them well.

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Introduction

Temporary items go in your temporary weapon slot and are used up when you use them in a fight. Some deal damage, some weaken your opponent, and some strengthen you. Used at the right moment, a cheap temporary item can win a fight you would otherwise lose.

How it works

The official wiki divides temporary items into four groups. The temporary items directory lists every one.

Damaging. Thrown or exploding items such as the Grenade, HEG, Nail Bomb, Molotov Cocktail and Throwing Knife. The Molotov Cocktail burns, dealing damage over time; some missions fail if damage over time is used. Temporary Mastery merits make damaging temporary weapons stronger.

Debuffing. These weaken the opponent, and their effects multiply together. Used on your first turn, they also improve your stealth.

Item	Effect
Pepper Spray, Concussion Grenade	Opponent's dexterity to a fifth for 15 to 20 seconds
Flash Grenade	Opponent's speed to a fifth for 15 to 20 seconds
Tear Gas	Opponent's dexterity to a third for 120 to 180 seconds
Smoke Grenade	Opponent's speed to a third for 120 to 180 seconds
Bolas	Opponent misses their next 3 turns

Buffing (needles). These strengthen you. Tyrosine raises your dexterity by 500% for 120 seconds; Serotonin raises your defence by 300% for 120 seconds. You can only use needles after completing the Bachelor of Biology, and the Sports Medicine course makes them 10% stronger. Needle effects add together and are lost if you are hospitalised. Needles are sold at the Pharmacy.

Decorative. Items such as the Glitter Bomb and Party Popper only make a splash on screen.

Helmets. Some helmets block certain debuffing items. The wiki's armour page has a table of which.

Step by step

1 Choose a temporary item that fits your plan: damage to finish fast, a debuff against a strong opponent, or a needle to survive.

2. Equip it in your loadout before the fight.
3. Use debuffs early: on the first turn they also help your stealth, and short-lasting effects need to be used before the turns that matter.
4. Check whether your opponent's helmet blocks the item you plan to use.

Examples

- Against an opponent who dodges a lot, Tear Gas cuts their dexterity to a third for two to three minutes, most of a fight.
- A player who has finished the Bachelor of Biology uses Tyrosine to make their dexterity five times higher for two minutes while defending a key target.

Advanced tips

- Because debuffs multiply, two different debuffs on the same stat stack strongly.
- Factions often keep a stock of temporary items in the temporary armoury for wars.

Common mistakes

- **Saving the item for later** and losing the fight first.
- **Using needles before qualifying.** They require the Bachelor of Biology.
- **Using a Molotov Cocktail on missions** that forbid damage over time.

Sources

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

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

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

Torn wiki: Education: Perks: https://wiki.torn.com/wiki/Education_Perks, retrieved 2026-11-23

Related guides: Weapons explained, Preparing to fight, Armour explained, Attacking basics

Items and equipment guide, intermediate

Weapon bonuses, caches and Big Al's Bunker

How yellow, orange and red weapons work, what the main weapon bonuses do, where caches come from, and how to trade unwanted cache gear for bunker bucks.

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Introduction

Most weapons in Torn are plain: they have damage and accuracy and nothing else. Weapons and armour from caches are different. They come in three quality colours, carry boosted stats, and have one or two special bonuses that change how a fight plays out. This guide explains the colours, the most useful bonuses, where caches come from, and how Big Al's Bunker lets you recycle the gear you do not want.

How it works

Quality classes. Players call ordinary weapons grey, white or vanilla. Bonus weapons come in three classes:

Colour	Name	Rarity
Yellow	Superior	The usual result from a cache
Orange	Epic	Rarer; higher stat boosts and a small chance of two bonuses
Red	Legendary	Rarest; the highest boosts and the best armour mitigation

Not confirmed
Torn has never published the exact chances of orange and red results. Community estimates suggest each class is roughly ten times rarer than the one below, based on how many special armour pieces are in circulation, but this is not confirmed for weapons.

Caches. An Advanced Cache, also called a Ranked War Cache, is a reward for taking part in a ranked war. Opening one always gives at least a yellow item. There are five types:

Cache	Contains
Melee	A clubbing, slashing or piercing weapon
Small Arms	A pistol or SMG
Medium Arms	A rifle or shotgun
Heavy Arms	A machine gun or heavy artillery weapon
Armor	A piece of Riot, Assault, Dune, Delta, Marauder, Sentinel, Vanguard or EOD armour

Bonuses. Each bonus has a strength, shown as a percentage or a number of turns, that falls in a range for its colour. There are around 50 general bonuses, each limited to certain weapon types, plus unique bonuses that belong to one named weapon. Some of the most common:

Bonus	Weapon types	What it does
Powerful	Most guns and clubs	Increased damage
Expose	Pistols, rifles, shotguns, slashing	Increased critical hit rate
Deadeye	Piercing, pistols, rifles, machine guns	Increased critical hit damage
Penetrate	Machine guns, piercing, rifles	Ignores part of the enemy's armour
Assassinate	Piercing, pistols, rifles	Extra damage on the first turn
Fury	Clubbing, piercing, slashing	Chance to hit twice in one turn
Double Tap	Pistols	Chance to hit twice in one turn
Bleed	Piercing, shotguns, slashing	Damage over time after a hit
Stun	Clubbing, heavy artillery, shotguns	Chance the opponent misses their next turn
Weaken, Wither, Slow, Cripple	Various	Each cuts one of the opponent's stats by 25%, stacking up to three times
Warlord	Heavy artillery, rifles, shotguns, SMGs, machine guns	More respect from the win
Plunder	Clubbing, piercing, slashing	More money when mugging with the finishing hit
Proficience	SMGs	More experience from the finishing hit
Revitalize	SMGs	Chance to get the attack's energy back on the finishing hit

Damage-over-time effects last the full five minutes of a fight and do not stack with each other. They are not tied to the player who caused them: in a group attack, any attacker's turn can trigger the damage tick and get credit for it.

Big Al's Bunker is a shop inside Big Al's Gun Shop, unlocked once for 2,500 points at the Points Building. It sells every cache type for bunker bucks, and you get bunker bucks only by trading in cache weapons and armour (and a few special items). It does not take money.

Cache	Price in bunker bucks
Small Arms	20
Melee	30
Medium Arms	50
Armor	60
Heavy Arms	70

Trade-in values depend on the item type and colour. A yellow pistol or SMG is worth 4 bucks; a yellow machine gun or heavy artillery piece 14; yellow armour 12. Orange items are worth three times their yellow value, red items nine times, and weapons with two bonuses half as much again.

Step by step

1. **Open caches you earn** from ranked wars to see what you have. The colour and bonus are shown on the item.
2. **Check the bonus against your build.** A bonus is only valuable if the weapon type suits your stats and how you fight; see Weapons explained.

3. **Look up what similar items sell for** on the item market. Bonus weapons are priced by players, and the same weapon can vary widely in value with its bonus and percentage.
4. **Decide: keep, sell or trade in.** Keep what improves your loadout, sell what other players will pay well for, and trade the rest into the bunker.
5. **If you trade in,** buy the bunker unlock once, exchange items for bucks, then buy the cache type you actually want.

Examples

Turning unwanted gear into the cache you want. A player has three yellow rifles that do not suit them (10 bucks each) and two yellow pistols (4 each), for 38 bucks. That is enough for a Small Arms Cache at 20 bucks, with 18 left towards a Medium Arms Cache at 50.

Reading a bonus. A yellow rifle shows "Expose 8%". That means 8 percentage points of extra critical hit chance while using it, at the low end of the yellow range for Expose (7 to 9). An orange version could show 10 to 14.

When not to trade in. Special items such as dual SMGs, the Gold Plated AK-47 or the Pink Mac-10 can be traded for bunker bucks, but they usually sell to other players for much more. The bunker is the floor price, not the best price.

Advanced tips

- A finishing-hit bonus (Plunder, Proficience, Revitalize, Warlord, Stricken) only works if the weapon itself deals the final damage, not a damage-over-time tick.
- Bonuses that need a hit to work, such as stat debuffs, do not trigger on a hit that does zero damage.
- Execute only triggers on the first action of a turn, so the second shot from Double Tap never executes.
- A stronger effect of the same kind replaces a weaker one rather than adding to it.
- Mods on a bonus weapon still apply as normal; see Weapon mods and special ammo.

Common mistakes

- **Valuing by colour alone.** A red weapon with a bonus that does nothing for your style can be worth less to you than a strong yellow that does.
- **Trading in items worth more on the market.** Check player prices before exchanging anything for bunker bucks.
- **Buying the bunker unlock too early.** At 2,500 points it only pays off if you get a steady flow of cache items to trade, usually from regular ranked wars.
- **Assuming damage-over-time stacks.** Bleed, Burning, Poisoned, Lacerated, Severe Burning and Contaminated do not stack; a second application does not double the damage.

Sources

Torn wiki: Weapon Bonus: https://wiki.torn.com/wiki/Weapon_Bonus, retrieved 2026-11-23

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

Torn wiki: Big Al's Bunker: https://wiki.torn.com/wiki/Big_Al's_Bunker, retrieved 2026-11-23

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

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

Related guides: Weapons explained, Armour explained, Weapon mods and special ammo, Ranked wars, Points and the Points Building

Combat guide, intermediate

Hospital and revives

What puts you in hospital, every way out, how revives work, and the early discharge rule for outside hits in wars.

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Introduction

Hospital is where you go when you lose a fight and in several other situations. While you are there, you cannot attack or be attacked and most of the game is closed. For fighters, getting out quickly, or getting a faction mate out, is often the difference between a good war and a poor one.

How it works

What puts you in hospital:

- Starting a fight and losing it, or a fight timing out after 5 minutes.
- Being attacked, losing and being hospitalised.
- Losing at Russian Roulette, some Spin the Wheel results, and failed crimes or organised crimes.
- Drug overdoses, using an incompatible or irradiated blood bag, or Ipecac Syrup.
- Training at the gym with addiction above 9% while not under a drug cooldown (this can happen at random).
- A failed Stink Bomb, Dog Poop or Toilet Paper against a much stronger player.
- A Dirty Bomb on your faction.

You stay until your timer runs out, even with full life.

Ways out:

Method	What it does
Wait	The timer runs down
Medical items	Remove a fixed amount of time and restore some life, adding to medical cooldown (see Medical items)
Opium	Removes all standard hospital time and restores life to 50%; uses the drug cooldown, not medical cooldown
Revive	Another player revives you, ending your stay and restoring some life based on their revive skill
Neumune Tablet	The only way to remove hospital time caused by radiation poisoning
Early discharge	Leave without items after certain outside hits (below)

Revives cost the reviver 75 energy, cut by 5 per Fortitude "Reviving" upgrade in their faction, to a minimum of 25.

Early discharge. If you are put in hospital by an outside hit, someone outside the war you are part of, you can leave hospital with no items or cooldown, with your life restored to what it was before that attack. Early discharge is available at the start of ranked wars and territory wars for all incoming outside hits. Hits in the Elimination competition do not count as outside hits.

Step by step

1. Check why you are in hospital and how long is left.
2. If you were hit from outside a war, look for the early discharge option first.
3. Decide whether a medical item is worth the cooldown, or whether to wait.
4. In a war, ask your faction's revivers if you need to be back quickly.
5. If radiation is involved, only a Neumune Tablet removes that time.

Examples

- A player with 90 minutes left uses Morphine (70 minutes) and a Small First Aid Kit (20 minutes) to leave immediately, adding 30 minutes to their medical cooldown.
- A reviver in a faction with all five Reviving upgrades spends 50 energy less per revive than one without, 25 rather than 75.

Advanced tips

- During a ranked war, members leaving hospital or jail get 60 seconds of protection from outside hitters.
- Players who revive for a living keep their energy and Fortitude upgrades in mind; Warden's Eye's revive board lets factions request and track revives, if they use it.

Common mistakes

- **Using medical items when early discharge was available.**
- **Hitting the 6-hour medical cooldown limit early in a war.**
- **Using the wrong blood type,** which sends you straight back with 1 life.

Sources

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

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

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

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

Related guides: Medical items, Life, Attacking basics, Ranked wars

Chaining guide, intermediate

Chain mechanics

How chains start, the 5-minute timer, bonus hits, cooldowns, unlocking longer chains and what counts as a hit.

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Introduction

A chain is a run of successful attacks by members of one faction, each made within five minutes of the last. Chains earn far more respect than scattered attacks, mainly through large fixed bonuses at set lengths. They are the main way factions build respect for upgrades.

How it works

Starting. A chain begins with a 5-minute warm-up in which the first 10 successful attacks must be made. After that, each hit must land within 5 minutes of the previous one; every hit resets the timer and adds one to the count.

What counts. A successful attack on anyone outside your faction, with any result (leave, mug or hospitalise). Only full members count: someone who joins after the chain starts must wait out the 72-hour recruit period.

Bonus hits give a fixed amount of respect instead of the normal calculation:

Hit	Respect	Hit	Respect
10	10	2,500	1,280
25	20	5,000	2,560
50	40	10,000	5,120
100	80	25,000	10,240
250	160	50,000	20,480
500	320	100,000	40,960
1,000	640		

The Warlord weapon bonus does not apply to bonus hits.

Breaking and cooldown. If nobody hits for 5 minutes, the chain breaks and cools down at 6 seconds per hit in it. A 100-hit chain takes 600 seconds. Attacks during the cooldown do not count.

Unlocking lengths. Each maximum chain length must be unlocked with a challenge (reaching the previous length) and a permanent respect cost, from 1,412 for 10 to 161,596 for 100,000. You can unlock the next length mid-chain without breaking it, if you have the respect.

Forced cooldowns. An active chain is forced into cooldown 5 seconds before a ranked war starts, and when your own faction starts a raid.

Step by step

1. Check your faction's unlocked chain length; a chain cannot pass it.
2. Agree a start time so at least ten hits come in the first five minutes.
3. Keep the timer from running low: someone should always be ready to hit.
4. Plan bonus hits deliberately (see Organising a chain).
5. Finish chains before a ranked war or your own raid starts.

Examples

- A chain of 1,000 that breaks takes 6,000 seconds, 1 hour 40 minutes, to cool down.
- A faction that has completed a 5,000 chain and has 48,358 respect available can unlock 10,000 during an active chain and keep going.

Advanced tips

- The respect between bonuses grows slowly with chain scale, so most of a long chain's value is in the bonuses.
- Hits on your members by other factions cost your faction 25% of the respect the attacker earned, which can be large at high bonuses.

Common mistakes

- **Letting the timer lapse** a few hits before a bonus.
- **Counting recruits** in the chain roster.
- **Starting a chain shortly before a ranked war.**

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: Respect, Organising a chain, Tracking chain contributions, Ranked wars

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

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

Related guides: War preparation, War strategy, Post-war analysis, Respect, Chain mechanics

War strategy

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

Version 1.0. Published 23/11/2026, last reviewed 23/11/2026.

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

Related guides: Ranked wars, War preparation, Respect, Post-war analysis

Leading a faction

Starting or taking over a faction, recruiting, keeping members, setting expectations and planning the faction's growth.

Version 1.0. Published 23/11/2026, last reviewed 23/11/2026.

Introduction

Leading a faction is the most social job in Torn. The game supplies the tools: positions, upgrades, the armoury, wars and organised crime. Whether a faction thrives depends on how its leaders use them and how they treat members. The rules here are game mechanics from the official wiki; the leadership advice is the Academy's.

How it works

Starting a faction costs $1,000 for every faction currently in the game, or a faction can be bought from another player. A new faction starts with 5,000 respect.

Succession. If a leader is inactive for more than 30 days, leadership passes to the co-leader, or to the longest-serving member who was online in the last 24 hours.

Deleting a faction. Only the leader can, and not once the faction has more than 100,000 respect. The armoury must be emptied first.

Rules that shape leadership:

- Recruits wait 72 hours before full membership and cannot contribute to chains in that time.
- Members cannot join, leave or be kicked during a ranked war.
- Ranked war enlistment needs at least 10 full members active in the last 24 hours.
- Specials lock for 72 hours after being set; core upgrades are permanent.

Step by step

Recruiting

1. Write a clear faction description: what you do, what you offer, what you expect.
2. Answer applications quickly; they expire after 72 hours.
3. Welcome recruits during their 72 hours and tell them where to start.

Keeping members

1. Run regular activities: organised crimes, chains and wars give members a reason to stay.
2. Be consistent and transparent about payouts and rules.
3. Choose specials that help members every day, such as Steadfast for training factions.

Running the faction

1. Appoint a co-leader you trust.
2. Set positions with the least permissions each job needs (see Positions and permissions).
3. Plan respect spending: armouries, chain unlocks, then specials.
4. Review the faction's activity regularly and talk to members who drift away.

Examples

- A faction of 25 active members that runs two organised crimes a week and one chain a fortnight gives members a predictable routine to plan around.
- A leader who changes payout rules after every war sees members leave; one who publishes the rules once keeps them.

Advanced tips

- Factions that war a lot need members to be online at war times. Ranked war start times are chosen from the most active period of both factions on the chosen day, so an active, consistent roster helps.
- Outside tools such as Warden's Eye can handle verification, payouts and war coordination, but members' trust comes from the leaders, not the tools.

Common mistakes

- **No co-leader.** Leadership can end up with whoever is online.
- **Recruiting without a plan.** Large, inactive rosters make wars and enlistment harder.
- **Unclear payouts.** Disputes over rewards are the most common cause of members leaving.

Sources

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

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

Related guides: Positions and permissions, Faction upgrades, Faction bank and armoury, Organising a chain, War preparation

Stock strategy and risk

Building a portfolio, balancing benefit blocks against trading, and managing the risk of price swings.

Version 1.0. Published 23/11/2026, last reviewed 23/11/2026.

Introduction

Once you hold real money in stocks, the question is not how the market works but how much risk you are willing to carry and for what return. This guide sets out the trade-offs. The mechanics come from the official wiki; the strategy is the Academy's view and is not financial advice about real money.

How it works

Three uses for money:

Use	Return	Risk
Bank investment	Fixed APR for a fixed period	Your money is locked, but the amount is certain
Benefit blocks	Dividends or perks, plus any change in share price	The share price can fall while you hold
Trading	Price changes	Prices can double or crash within a month

Price risk. Prices move every minute in line with real-world stocks in the same industries, and Torn has said only that they are expected to rise about 10% a year on average. A benefit block bought at a high price returns less, and the shares can be worth less when you sell.

Liquidity. Selling is instant, but not while you are in hospital, jail or abroad, and every sale costs 0.1%.

Step by step

1. Decide how much of your money you can afford to see fall in value.
2. Keep money you will need soon in the bank or wallet, not in stocks.
3. Prefer benefit blocks whose payout you use every week.
4. Spread holdings across several stocks instead of one.
5. Review your holdings regularly, comparing each block's return with the bank's rates.

Examples

- A block bought for $5,000,000,000 that falls 20% is worth $4,000,000,000, even though its dividends keep coming.

- A player who keeps 3 months of spending in the bank and the rest in benefit blocks can ride out price falls without selling.

Advanced tips

- Compare a block's yearly return at today's price with the bank APR. If the bank pays more and you do not need the perk, the bank may be the better home for the money.
- Passive blocks such as WSU and IST pay off over many months of use, not in a single quarter.

Common mistakes

- **Putting everything in one stock.**
- **Treating the 10% average as guaranteed.**
- **Buying blocks for benefits you will not use.**

Sources

Torn wiki: Stock Market: https://wiki.torn.com/wiki/Stock_Market, retrieved 2026-11-23

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

Related guides: Stock market basics, Stock benefit blocks, Passive income, The bank and investments

Passive income

Income that arrives without spending energy or nerve. Stock dividends, bank interest, company profits, property rental and more, compared.

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Introduction

Passive income is money or value that arrives whether or not you spend energy and nerve. It compounds over a long Torn career, and for many established players it is the main source of wealth. This guide compares the main options, their costs and their risks.

How it works

Source	What you need	What you get	Main risk
Bank investment	Spare cash, up to $2 billion ($3 billion with a 10-star Oil Rig)	Interest at the period's APR	Money locked for the period
Stock benefit blocks	Enough shares	Dividends every 7 or 31 days, or permanent perks	Share price falls
Directing a company	Level 10 and management time	Company profits and daily work stats	Needs daily management
Renting out property	A property you are not living in	Rent paid up front by the tenant	Tenant's fees are their own; your property is tied up
Job points	A job or company position	Specials such as energy, items or experience	Depends on the company's stars

Step by step

1. Start with the bank: it needs no extra knowledge and keeps money safe.
2. When you have more than you need for training and property, look at benefit blocks you would use.
3. Consider a company if you enjoy managing; it takes daily attention.
4. Rent out properties you own but do not live in.
5. Review returns every few months and move money to where it earns most for you.

Examples

- A player with $1,000,000,000 in the bank at 5% APR earns about $4,100,000 in 30 days.
- The same money in shares returns dividends plus or minus any change in share price.

Advanced tips

- Combine sources: TCI shares raise bank interest, WSU shortens education, and an Oil Rig job raises the bank limit.
- Count non-cash payouts, such as energy and points, at what they save you, not at zero.

Common mistakes

- **Leaving cash idle in your wallet,** where it earns nothing and can be mugged.
- **Over-investing** and having nothing left for property or education.
- **Ignoring time costs,** such as the daily management a company needs.

Sources

Torn wiki: Stock Market: https://wiki.torn.com/wiki/Stock_Market, retrieved 2026-11-23

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

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

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

Related guides: Stock benefit blocks, The bank and investments, Running a company, Properties, Stock strategy and risk