# Factions: all guides

Finding and joining a faction, positions and permissions, respect and upgrades, the armoury and leadership.

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Factions guide, beginner

# Finding and joining a faction

Why joining a faction matters, how applications work, what the recruit period means, and how to choose a faction that suits you.

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## Introduction

A faction is a group of players who play under one name and share resources. Members get the faction's special upgrades, such as gym gain bonuses and extra nerve, access to the armoury, organised crimes, and people to learn from. For most players, joining a good faction is the biggest single boost available in their first months.

## How it works

**Applications.** You can have up to 10 pending applications at once. The list of factions you see is sorted to show factions with members similar to you first. You can edit or withdraw an application at any time.

- Applications expire after 72 hours if nobody answers.
- When one is accepted, all your other applications are removed.
- If an application is declined or withdrawn, you cannot apply to that faction again for 72 hours, unless the faction turns its applications off and on again.

**The recruit period.** New members start as recruits with limited access. After 72 hours they move to the faction's default position. Recruits cannot add hits to a chain until the 72 hours are up.

**What factions differ on.** Size, activity, which special upgrade branches they run, how much they war, whether they run organised crimes, what they expect from members, and how they share rewards.

## Step by step

1. Decide what you want: help as a new player, steady organised crime, ranked wars, or a quiet group of friends.
2. Read faction profiles and their recruitment posts. Look for clear rules and an active leadership.
3. Apply to several factions at once; it saves waiting.
4. Answer messages quickly. Many factions ask new members a few questions.
5. When accepted, read the faction forum and announcements, and ask what is expected.
6. During the 72-hour recruit period, learn the faction's routines.

## Examples

- A new player applies to five factions that advertise help for beginners. One accepts on day two; the other four applications disappear automatically.
- A player withdraws an application by mistake and cannot reapply for 72 hours, unless the faction resets its application setting.

## Advanced tips

- Ask what special branches the faction runs. A faction with Steadfast gives gym bonuses; one with Criminality gives extra nerve and crime progression.
- During a ranked war, members cannot join or leave until it ends. Time a move between factions with that in mind.
- If you plan to share an API key with a faction tool, read Sharing your API key safely first and use the lowest access level that works.

## Common mistakes

- **Joining the first faction that accepts you** without reading its rules.
- **Going quiet after joining.** Inactive recruits are often removed.
- **Leaving mid-commitment,** for example during an organised crime you have joined, which can cost the group progress.

### Sources

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

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

Related guides: Positions and permissions, Faction upgrades, Leading a faction, Your first week, Organised crime

# 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

# Leading a faction

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

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## 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

# Positions and permissions

How faction positions work, every permission a position can hold, and how to give out access safely.

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## Introduction

Positions are a faction's roles. Each position carries a set of permissions, and those permissions decide who can lend items, give money, run organised crimes, manage wars or kick members. Setting them carefully is one of the most important jobs a leader has, because a careless permission can empty an armoury.

## How it works

**Who sets them.** Only the leader and co-leader can create positions and change their permissions. New members are recruits for 72 hours, then get the faction's default position, which the leader can rename.

**Permissions**, grouped by the colour the game uses to show how sensitive they are:

| Group | Permissions |
|---|---|
| Green | Weapon and armour loaning; temporary, medical, consumable, drug, booster and utility loaning; medical, consumable, drug and booster usage; energy and nerve refill usage; item retrieving; faction API access |
| Orange | Organised crimes; item giving; money giving; points giving; forum management; application management |
| Red | Kick member; balance adjustment; war management; upgrade management |
| Black | Newsletter sending; announcement changes; description changes |

**What some permissions allow.**

- **Money and points giving** let a member see every member's balance and give money or points, including through Pay Day.
- **War management** lets a member enlist the faction in ranked wars.
- **Organised crimes** lets a member spawn scenarios and manage payouts.
- **Faction API access** allows reading the faction's data through the Torn API with that member's key.

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

## Step by step

1. List the jobs your faction needs doing: lending items, paying members, running organised crime, recruiting, wars.
2. Create one position per job, with only the permissions that job needs.
3. Give red and orange permissions to a small number of trusted, long-standing members.
4. Keep a co-leader in place so leadership never falls to whoever happens to be online.
5. Review positions every few months and remove access from members who no longer need it.

## Examples

- An "Armoury" position with weapon, armour, medical and temporary loaning lets officers equip members without being able to give items away.
- A "Treasurer" position with money giving and balance adjustment handles payouts. Giving it to several people at once multiplies the risk.

## Advanced tips

- Loaning is safer than giving: loaned items return to the armoury, given items do not.
- Faction tools that read your faction's data through the API need a member with Faction API access. Give that permission to the member whose key the tool uses, and to nobody else.

## Common mistakes

- **Giving everyone usage of drugs and boosters.** Stock disappears fast.
- **No co-leader.** Succession becomes a matter of chance.
- **Leaving old officers with red permissions** after they have stepped back.

### 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

Related guides: Leading a faction, Faction bank and armoury, Finding and joining a faction, Running organised crime for a faction

# Faction upgrades

The core branch and the eight special branches, what each gives members, what they cost in respect and how branch slots unlock.

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## Introduction

Factions spend respect on upgrades. Some are permanent infrastructure, such as armouries, member capacity and chain lengths. Others are specials that boost every member, such as gym gains or extra nerve. Choosing upgrades well is how a faction turns its respect into members who are stronger, faster-growing and better equipped.

## How it works

**Two kinds of upgrade.**

- **Core branch:** member capacity, armouries, the laboratory, territory, chaining and organised crime upgrades. Core upgrades cannot be undone.
- **Special branches:** bonuses for every member. A faction can run up to 6 of the 8 trees, and specials can only be removed 72 hours after being set.

**Branch slots** unlock permanently when the faction has enough upgrades active at once: the second at 20 upgrades, then 45, 75, 110 and 150.

**The eight special trees:**

| Tree | Main effect | Other upgrades |
|---|---|---|
| Steadfast | Up to +10% gym gains per stat | Extra 5% branches for chosen stats |
| Aggression | Up to +20% strength and speed | Accuracy up to +2.0, hospital time caused +50%, damage +10% |
| Suppression | Up to +20% defence and dexterity | Escape dexterity boost, maximum life +20% |
| Fortitude | Hospital times up to 25% shorter | Life regeneration, cheaper revives (down to 25 energy), medical cooldown, medical effectiveness +30% |
| Criminality | Up to +10% crime experience and skill | Jail time -30%, +40 maximum nerve, bust skill +50%, bust nerve -3 |
| Voracity | Up to +24 hours booster cooldown | Alcohol, candy and energy drink effects up to +50% |
| Toleration | Drug addiction up to 50% lower | Overdose chance -30%, drug side effects -30% |
| Excursion | Up to +10 travel capacity | Travel costs -75%, hunting income +30%, rehab -20%, Cayman interest +25% |

The wiki gives total respect costs for full trees of roughly 250,000 (Steadfast, Toleration) to almost 600,000 (Criminality), for a tree in the first slot.

**Slot position doubles the price.** A tree in slot 1 pays the base cost. Each later slot costs double the one before: an upgrade costing 1,000 respect in slot 1 costs 2,000 in slot 2, 4,000 in slot 3 and so on, up to 32 times the base in slot 6. Put the trees you will fill most completely in the earliest slots.

**Core upgrade costs** climb steeply. Chain lengths run from 1,412 respect (10 hits) to 161,596 (100,000 hits), member capacity from 1,000 (10 members) to 34,258 (100 members), and territory from 1,295 for the first block to 105,027 for the seventeenth. Most levels also need a challenge first, such as reaching the previous chain length or a faction age.

Plan all of this with the faction upgrade planner, which adds up the respect, applies the slot prices and checks which slots your plan unlocks.

**Armouries** are core upgrades bought with respect, from the Weapon Armoury (1,000) to Point Storage (22,265). See Faction bank and armoury.

## Step by step

1. Agree what the faction is for: training, crimes, wars, or a mix.
2. Buy the armouries you will actually use first.
3. Choose special trees that match the faction's purpose. A training faction gains most from Steadfast; a crime faction from Criminality.
4. Plan ahead for branch slot unlocks, since more active upgrades open more trees.
5. Remember specials lock for 72 hours after being set; do not swap them on a whim.

## Examples

- A faction running Steadfast at 10% on strength gives every member 10% more strength from the same energy.
- Criminality's nerve upgrades add up to 40 maximum nerve for every member, which at one nerve every five minutes is over three hours of extra capacity.

## Advanced tips

- Because each slot doubles the price, moving a large tree from slot 4 to slot 2 cuts its cost by three quarters. Check the faction upgrade planner before committing respect.
- Swapping between saved special "loadouts" is instant, which lets a faction switch to fighting specials for a war, as long as the 72-hour rule allows it.

## Common mistakes

- **Buying core upgrades you will not use.** They cannot be refunded.
- **Changing specials constantly** and getting locked out for 72 hours at a bad time.
- **Ignoring the branch slot thresholds** when planning spending.

### Sources

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

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

Related guides: Respect, Leading a faction, Faction bank and armoury, Chain mechanics

# Faction bank and armoury

How a faction holds money, points and items for its members, how loaning and giving work, and how to keep it all safe.

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## Introduction

A faction keeps a shared store of items and a bank of money and points. Members hold balances in it, officers lend items from it, and payouts flow through it. Handled well, it equips members for wars and organised crimes. Handled loosely, it is the easiest thing in a faction to lose.

## How it works

**Armouries** are bought with respect on the core branch:

| Armoury | Respect | Holds |
|---|---|---|
| Weapon | 1,000 | Weapons |
| Armour | 1,412 | Armour |
| Temporary | 2,173 | Temporary items |
| Medical | 3,067 | Medical items |
| Consumable | 4,719 | Candy, alcohol and energy drinks |
| Drug | 6,662 | Drugs |
| Booster | 10,251 | Boosters |
| Utility | 15,773 | Enhancers, tools and materials (for organised crime) and Cesium-137 |
| Point Storage | 22,265 | Points |

A faction's inventory can hold at most 100,000 items.

**Loaning, giving and usage.** Members with the right permissions can loan items (they stay faction property and come back), give items away, or use consumables directly. Organised crime prefers loaned items over a member's own.

**Balances.** Each member can have a money and points balance held by the faction. Members with money or points giving permission can see all balances and give money or points to members. Balance adjustment changes a balance without moving money. Pay Day sends money to several members at once. A member with a negative money balance cannot deposit points.

**If a faction is destroyed,** all items that are not out on loan, and all money and points, go to the leader.

## Step by step

1. Buy the armouries your faction needs, starting with weapons, armour and medical.
2. Decide which items are loaned and which are given out; loan anything expensive.

3. Give loaning permissions to armoury officers, and giving permissions to as few people as possible.
4. Keep a written record of who holds what on loan, and check it after wars.
5. Use balances for members who want to store money safely, and make the rules for withdrawals clear.
6. Check the news log regularly for unexpected gives or adjustments.

## Examples

- A faction loans a set of armour to a new member for a war. When the member leaves, the armour is returned to the armoury rather than leaving with them.
- An organised crime pays out items worth $10,000,000. The faction can pay their market value to participants from faction funds and keep the items, or allocate the items themselves.

## Advanced tips

- The Utility armoury lets a faction hold organised crime tools centrally and lend them for each scenario.
- Warden's Eye's banking tools record balance requests and approvals for factions that use it, but the faction's own bank in Torn is always the record that counts.

## Common mistakes

- **Giving instead of loaning.** Given items never come back.
- **Too many people with money giving.** Every extra person is another way to lose funds.
- **No audit.** Without a routine check, missing items are noticed weeks too late.

### Sources

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

Torn wiki: Organized Crime 2.0: https://wiki.torn.com/wiki/Organized_Crime_2.0, retrieved 2026-11-23

Related guides: Positions and permissions, Faction upgrades, Running organised crime for a faction, Leading a faction