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- If an application is declined or withdrawn, you cannot apply to that faction again for 72 hours, unless the faction turns its applications off and on again.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