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