Warden's Eye Academy

Faction leadership handbook

Recruiting and keeping members, positions and permissions, upgrades, the bank and armoury, wars, organised crime and reading your faction's numbers.

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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

Factions guide, intermediate

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.

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

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

Chaining guide, advanced

Organising a chain

For chain leaders. Scheduling, target lists, watchers, bonus hit planning and keeping members safe from retaliation.

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Introduction

A long chain is a team effort over hours or days. The mechanics are simple: hit every five minutes. Keeping it going through the night, landing bonus hits on good targets and not wasting energy takes organisation. The rules come from the official wiki; the organisation advice is the Academy's.

How it works

The facts that shape a plan:

- Any successful attack outside your faction counts, with any outcome.
- The first 10 hits must land within 5 minutes; after that each within 5 minutes of the last.
- Bonus hits give fixed respect regardless of target, so the bonus hit's target choice matters less than not missing it.
- Recruits (first 72 hours) cannot add hits.
- Each break costs the cooldown of 6 seconds per hit before a new chain can start counting.
- Every attack costs the attacker 25 energy.

Respect between bonuses depends on the target's level, fair fight and other multipliers (see Respect).

Step by step

1. Pick a window when most members are online, and announce it in TCT and in members' own time zones.
2. Build a shared target list of players who are easy to beat but give good fair fight.
3. Name watchers for each part of the day whose job is to hit whenever the timer runs low.
4. Before each bonus, agree who takes it and hold other hits so nobody takes it by accident.
5. After each bonus, check members' energy and plan who covers the next stretch.
6. Watch for retaliation and avoid hitting factions that will punish you during the chain.
7. End deliberately, or hand over cleanly to the next shift.

Examples

- A faction aiming for 1,000 hits with 20 active members needs 50 hits each on average, 1,250 energy apiece; spread over two days with refills, that is realistic.
- A watcher sees two minutes left at 3 a.m. and makes a quick hit on a list target, saving the chain.

Advanced tips

- Group attacks raise respect per hit but use several members' energy for one hit on the chain count.
- Tools that show the chain timer to everyone, such as Warden's Eye's chain board, reduce missed hits.

Common mistakes

- **No watchers overnight.**
- **Two members hitting at a bonus** and wasting the bonus on the wrong target.
- **Burning energy early** and having nobody left for the long middle.

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

Related guides: Chain mechanics, Tracking chain contributions, Respect, Leading a faction

Tracking chain contributions

Measuring who did what in a chain, from hit counts to respect earned, and turning it into fair rewards.

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Introduction

Factions often reward members for chaining. Doing that fairly needs agreed measures and reliable records. This guide covers what can be measured and how to turn it into a payout. The approaches are the Academy's suggestions; your faction decides its own rules.

How it works

What can be measured for each member during a chain:

- **Hits:** successful attacks that counted towards the chain.
- **Respect earned:** depends on targets, fair fight and multipliers, so it rewards good target choice.
- **Bonus hits taken:** fixed respect, often counted separately so the member who takes a bonus is not over-rewarded.
- **Time covered:** watchers who kept the chain alive through quiet hours.

Where records come from. The faction's own chain report in game shows the attacks. Faction tools can read the same attack data through the Torn API, using a key with faction access (see Sharing your API key safely).

Paying out. Money can be given to members' wallets or balances by anyone with money giving permission, one at a time or with Pay Day.

Step by step

1. Agree the measure before the chain: hits, respect, or a mix.
2. Decide how bonus hits and watching shifts count.
3. After the chain, take the numbers from the chain report or your faction tool.
4. Split the reward in proportion with the Faction contribution split calculator, which rounds to whole dollars and always adds up to the pool.
5. Publish the split before paying, so members can check it.

Examples

- A $100,000,000 pool split by hits between members with 120, 80 and 40 hits gives $50,000,000, $33,333,333 and $16,666,667.
- Counting respect instead favours members who picked high fair fight targets.

Advanced tips

- Excluding bonus hits from respect-based payouts stops a race to take bonuses.
- Warden's Eye's payment calculator handles multi-rule payouts if your faction uses it.

Common mistakes

- **Changing the rules after the chain.**
- **Paying from memory** instead of the chain report.
- **Ignoring watchers,** who keep long chains alive.

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

Related guides: Organising a chain, Chain mechanics, Faction bank and armoury, Post-war analysis

Warfare guide, intermediate

War preparation

What leaders and members should do in the days and hours before a ranked war.

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Introduction

Ranked wars are usually decided in the first hours. A faction that starts with members online, equipped and healed scores quickly and protects its own; one that is caught out spends the war catching up. There is a printable war preparation sheet.

How it works

What the game fixes in advance:

- The opponent and start time are announced after Tuesday's matchmaking, for a Thursday, Friday or Saturday war.
- Any active chain is forced into cooldown 5 seconds before the start.
- The roster is locked for the whole war.
- Early discharge is available from the start for outside hits, and members leaving hospital or jail get 60 seconds of protection from outside hitters.
- Score is respect, so war multipliers apply and mugging scores less.

What is up to the faction: who is online when, what everyone carries, and how targets are called.

Step by step

Leadership

1. Announce the start in TCT and in members' time zones as soon as it is known.
2. Look at the opponent: size, recent wars and likely strong members.
3. Agree who calls targets and how.
4. End any chain before the start.
5. Stock the armoury: medical items, temporary items and refills.
6. Agree rewards and payouts in writing before the war.

Every member

1. Save a fighting loadout with ammunition and a temporary item.
2. Bring your medical cooldown down and keep medical items ready.
3. Stay out of jail and hospital at the start, and do not travel.
4. Tell your faction when you will be online.

Examples

- A faction that has 70% of its members online at the start scores most of its early hits before the opponent organises.
- A member who flew to China on war morning is unavailable for the first eight hours.

Advanced tips

- Opponents also prepare. Expect strong members to defend in their best loadouts.
- Write down the agreed reward rules; disputes after wars cost more members than lost wars do.

Common mistakes

- **Announcing the time only in TCT.**
- **High medical cooldown at the start.**
- **No plan for the quiet hours,** when the target falls and the war can be won or lost.

Sources

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

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

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

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

Related guides: Ranked wars, War strategy, Preparing to fight, Faction bank and armoury, Medical items

Running organised crime for a faction

For leaders and OC managers. Scope, spawning scenarios, filling roles, stocking items and setting payouts.

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

Introduction

A faction that runs organised crime well turns members' idle time into steady money, items and respect. Doing it well is mostly organisation: keeping scenarios spawned, roles filled, items in stock and payouts fair. This guide is for leaders and members with the Organised Crimes permission. The mechanics are from the official wiki; the management advice is the Academy's.

How it works

Scope. Spawning a scenario costs scope, a faction resource. A faction starts with 25 Scope, can hold 100, and regains 1 per day. Successful scenarios earn Scope back.

Assignment	Difficulty	Costs	Returns on success
Lambda	1 to 2	1	2
Sigma	3 to 4	2	3
Phi	5 to 6	3	4
Psi	7 to 8	4	5
Omega	8 to 10	5	6

Manual spawning needs the relevant upgrade on the core branch of the faction tree. Spawned scenarios expire after 7 days.

Payouts. You choose the percentage, to two decimal places, that goes to participants; it is split equally between them. Money can go to wallets or faction balances. Item rewards can be allocated randomly or paid at market value from faction funds; the system does not sell items for you. Xanax goes to the drugs armoury, cars to loot, and weapons and armour to their sections.

Step by step

1. Check your Scope before spawning, and keep enough in reserve for the scenarios your members can actually fill.
2. Spawn at the level your members succeed at. Every success returns more Scope than it cost.
3. Keep the tools and materials your common scenarios need in the armoury, and lend them before members join.
4. Remind members not to travel or get hospitalised near execution.
5. Agree a payout percentage, announce it, and keep it consistent.

6 Review failures: missing items, members abroad, or scenarios above your members' experience.

Examples

- A faction at 25 Scope spawning Sigma scenarios (2 each) can start 12 before running dry; each success returns 3.
- Gaslight the Way needs six people, three Construction Helmets and three ID Badges. Stocking the helmets once saves gathering them for every run.

Advanced tips

- Scope regenerates only 1 per day, so failed high-level scenarios drain it quickly. Climb difficulty gradually.
- Members who are newer to crime can be placed in easier scenarios to build crime experience before joining harder ones.
- Warden's Eye's organised crime tools can track item needs and members' availability, if your faction uses it.

Common mistakes

- **Spawning more than you can fill.** Scenarios expire after 7 days and the Scope is gone.
- **Paying out inconsistently.** Members notice, and participation drops.
- **Forgetting materials are consumed.** They need restocking after every run.

Sources

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

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

Related guides: Organised crime, Leading a faction, Faction bank and armoury, Positions and permissions

Warfare guide, advanced

Post-war analysis

Reading the war report, measuring participation, paying out fairly and learning for the next war.

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Introduction

Every ranked war ends with a report. Reading it carefully shows who carried the war, where score was lost, and what to change before the next one. It is also the basis of fair payouts. The review method here is the Academy's suggestion.

How it works

The war report is available after each war, from the ranked war box, with full statistics. Older reports move to long-term storage after about a month.

Rewards are already decided by the game: rank and division, win or loss (2x for a win), members beyond 10, participation (0 to 3x) and a random 10% either way. Caches go to the faction to distribute.

What to measure: score per member, hits made and taken, outcomes (mugs score 75%), activity by hour, and members who did not take part.

Step by step

1. Open the war report soon after the end, before it moves to storage.
2. List each member's score and hits.
3. Compare hours: when did you gain score, and when did you lose it?
4. Note recurring problems: quiet hours, mugging, missed retaliation, members in hospital for long periods.
5. Pay out as agreed before the war, using your measure; the Faction contribution split calculator helps.
6. Share two or three lessons with the faction and agree changes.

Examples

- A report shows the faction lost its lead between 02:00 and 06:00 TCT every night; recruiting members in other time zones fixes that.
- Several members scored mostly with mugs; switching to hospitalising would have added a third more score.

Advanced tips

- Participation lifts rewards for everyone, so members who joined in briefly still helped. Many factions reward taking part as well as score.
- Keep your own copy of key figures; reports become harder to reach after a month.

Common mistakes

- **Paying out before checking the numbers.**
- **Blaming individuals publicly** instead of fixing the schedule.
- **Skipping the review after 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

Related guides: Ranked wars, War strategy, Tracking chain contributions, Leading a faction