



Faction Handbook

"Building Wealth, Shedding Blood, Becoming the B3\$T & Having Fun."

Introduction

We are a loyal and tightly-knit crew that operates like a family business. The crew always comes first, yet the money continues to flow. Our focus is on intelligent wealth-building, strategic gameplay, consistent preparation, and having fun while becoming the best.

This faction is an excellent fit if you are seeking steady growth, reliable income, strong teamwork in wars, chains, and Organized Crimes, and a true sense of family. We expect every member to show respect, activity, and self-sufficiency. In return, we offer structure, support, and opportunities to advance.

Core Requirements

(Applies to ALL Members)

- Log in multiple times a day.
- Be active in faction chat.
- Use common sense — read chat, mail, and stay up to date with forum posts.
- Level 15+ (or reach it within 2 weeks of joining).
- Live in a Private Island (PI) — or move into one within 3 weeks.
- Donator/Subscriber status (preferred but NOT Required).
- Verified Discord (exceptions can be made)
- TornStats linked, with your CPR shared — required before your Recruit period ends.
- Minimum 50,000 total battle stats (exceptions can be made).
- Consistently participate in Organized Crimes (OCs) — no more than 12 hours outside of a scenario.
- Minimum 16 hits per planned chain (currently max 100 chain).
- Be active, communicate, and participate during ranked wars — no excessive bleeding.

Rank Structure

Promotions are earned through consistent performance — they are not automatic.

1. **Recruit** *(72-hour Trial Period)*
2. **Initiate** *(Prove you belong here and earn your rank)*
3. **Novice** *(Basic Member with restricted vault access)*
4. **Apprentice** *(Basic Member)*
5. **Maniac** *(Core Member)*
6. **Psychopath** *(Proven Member)*
7. **Sociopath** *(Veteran)*
8. **Assassin** *(Big Hitters)*
9. **Leadership / Council / Specialist Roles / Smugglers / Company Roles**

Vault & Funds Policy

The faction vault serves as a shared resource to support the entire crew. It helps fund ranked wars, competitions, events, medical supplies, and other collective activities that benefit all members.

Key Distinctions:

- Money (Funds): All money deposited into the vault remains the property of the individual member. It is not automatically donated.
- Items: All weapons, armor, medical items, temporary weapons, and other supplies placed in the vault are considered voluntary contributions to the faction and become faction property.

If You Are Kicked from the Faction

For rule violations, inactivity, or any other reason:

1. Jokers Asylum retains a 50% administrative fee on any money you have in the vault. This helps cover ongoing faction operations and costs.
2. Contact Faction Leader - J0K3R001 [3838949] or Co-Leader - JSmid [4083992] within 24 hours of your removal to request the remaining balance.
3. If no contact is made within 24 hours, the remaining money will be considered a donation to the faction.
4. Any/all items you contributed remain with the faction as donations.

If You Choose to Leave Voluntarily

5. Request the return of your money before leaving the faction
6. You will receive 100% of your deposited money (no fee), provided you submit a proper request and are currently meeting all faction requirements.
7. Otherwise, we will impose the 50% fee and return the remaining money.
8. If you depart without submitting a request, your money will be considered a donation to the faction.
9. Any/all items you contributed remain with the faction as donations.

Infractions System

Violations of rules or core requirements are handled with progressive discipline, applied as reductions to war pay:

- Warning: No deduction
- 1 Infraction: -5% deduction from war pay
- 2 Infractions: -10% deduction from war pay
- 3 Infractions: -20% deduction from war pay
- 4 Infractions: -33% deduction from war pay
- 5 Infractions: KICKED IMMEDIATELY! (IF members list is locked due to war; 50% deduction + kick after war ends)

This system is fair for everyone, stops laziness or freeloading and hopefully prevents the most stupid of infractions.

If you receive an infraction that you disagree with, you can appeal the infraction by messaging JSmid [4083992] with your reason for appeal, IF successful you will receive a message informing of removal.

Infraction Removal (at leadership discretion):

- Level/Stats → Cleared once you reach Level 15+ and 50,000 battle stats
- Housing → Cleared once you move into a Private Island (PI)
- TornStats/Discord → Cleared once your account is linked and CPR is shared
- Organized Crime issues → Cleared by joining OCs, arriving on time and prepared for the next 2–5 OCs (repeat offenders may face reduced payouts and multiple infractions)
- Chain hits → Cleared by meeting the 16-hit minimum in the next 1-3 chains

NOTES:

1. *Infractions for OCs, chain hits and housing will be temporarily on hold during WAR.*
2. *Repeated infractions of the same issue may not be cleared, even after resolution.*
3. *EXCEPTIONS can be made where members have outstanding performance.*
4. *Leadership reserves the right to infraction or kick members at our discretion. It could be for: bad performance in ranked war, lack of progress, lack of communication, not following basic requirements, breach of Torn's rules, and for any other, or no reason at all.*
5. *Contributions of items are strongly encouraged as they directly strengthen the crew (especially during wars and chains).*
6. *Large or highly frequent withdrawals may require advance notice with delays.*
7. *Withdrawals of personal funds from the faction vault during active WAR may temporarily be unavailable due to bankers being abroad or in hospital.*
8. *Abuse of the vault (e.g., using it solely as personal storage WITHOUT meeting faction standards) may result in restrictions and/or infractions.*
9. *MOST factions will keep 100% of funds stored in faction vault if you are kicked.*

General Notes:

- *Activity, stats, level, and OC participation are monitored via TornStats and other tools.*
- *Higher-ranked members are expected to lead by example and support newer and lower ranked members.*
- *Self-sufficiency is mandatory at every rank.*
- *We reserve the right to update this handbook at any time.*

Questions?

Ask in faction chat OR

Contact Faction Leader - J0K3R001 [3838949]

or Co-Leader - JSmid [4083992].

*Let's build wealth, shed blood,
become the best, and have fun doing it — together!*

Welcome to

Jokers Asylum

