



PAYDAY 3 UPDATE 1.0.2

WHAT TO EXPECT



UPDATE 1.0.2 PRESENTATION

1

New **free** content

2

Skills

3

Challenge system

4

Infamy points

5

Other changes

NEW FREE CONTENT

1



2 FREE HEISTS

COOK OFF +

TURBID STATION

In general we want to recreate the location and gameplay experience from PD2. We've changed the context and framing to fit PD3, and made tweaks to improve how the heist works with the PD3 feature set.



FREE HEIST!

LEGACY HEIST 01: COOK OFF



FREE HEIST!

COOK OFF: BACKSTORY

An old brand of meth, known for its purity, has returned to the market. The supply chain has been tracked to a lab upstate, and the PAYDAY gang will need to raid the house so they can sell the drugs themselves. The lab will be under heavy guard, and these raids never go as planned...



COOK OFF: WHAT'S NEW



Larger map



Tactical scaffolding



New area (garage)



19 bag cap



Influence loot value









FREE HEIST!

LEGACY HEIST 02: TURBID STATION



FREE HEIST!

PREVIOUSLY MURKY

TURBID STATION: BACKSTORY

In this re-imagining of Murky Station, the gang is stealing satellite prototypes located in a railyard. The loot needs to be stolen without getting caught, but the reward is worth the effort. The heist is adapted to better fit the Payday 3 movement set, allowing you to complete the heist with more variety.



TURBID STATION: WHAT'S NEW

- ▶ Accessible train cart roofs
- ▶ Adapted to PD3 movement mechanics
- ▶ Adapted to PD3 stealth mechanics







NEW COSMETICS!



Under Wraps mask



Compact7 "Lycan" preset weapon

SKILL LINE

2

SKILL LINE: TRANSPORTER



TRANSPORTER
UNRESEARCHED

0/500

BASIC

Whenever you pick up a bag or body, gain or refresh **RUSH**.

Whenever you throw a bag or body, you lose **RUSH**.

ACED

Whenever you pick up a bag or body, gain or refresh **GRIT**.

Whenever you throw a bag or body, you lose **GRIT**.



CATAPULT

LOCKED

0/8000

You throw bags 30% farther.



POWER LIFTER

LOCKED

0/8000

You can carry up to two bags. This incurs a movement penalty.



DEEP POCKETS

LOCKED

0/5000

If you have a deployable bag in your loadout, you start the heist with one extra deployable of that type, but all your deployable bags have 2 charges less (minimum 1).



BRUTAL CARRY

LOCKED

0/2000

As long as you have **GRIT**, any civilian or employee who sees you carrying a body will immediately become intimidated.



BEAST OF BURDEN

LOCKED

0/500

As long as you have **RUSH**, carrying objects or bodies doesn't incur any movement speed penalties to you.

ANIMATION

3

ANIMATION: INTERACTIONS



+MORE

ANIMATION: WEAPON INSPECT



CHALLENGE SYSTEM 4

CHALLENGE SYSTEM: RECOMMENDED CHALLENGES

Recommended Challenges

DIRTY ICE: QUIET & SMOOTH 0 / 1 


Beat Under the Surphaze on Normal or higher difficulty before the Assault has started.

100

DIRTY ICE: ROWDY & LETHAL 0 / 1 

Beat Under the Surphaze on Normal or higher difficulty after the Assault has started.

160

MARCOM MAMBA MGL EASY PICKINGS I 7 / 10 

Defeat 10 enemies with the Marcom Mamba MGL.


40

UNDER THE SURPHAZE

SURPHAZE Art Gallery is a nesting ground for the young, modern, and resentfully rich. This week, they're hosting an exhibition with some very expensive paintings on display.


Our contact is willing to pay serious money to get his hands on some of them. All we have to do is go in and steal them. The paintings are on loan from some of New York's wealthiest collectors. As a consequence, security is tight, and you'll need to override a number of safety measures.

Recommended Challenges

UNDER THE SURPHAZE: ROWDY & SMOOTH 0 / 1 

Beat Under the Surphaze on Normal or higher difficulty.

100

UNDER THE SURPHAZE: ROWDY & HARSH 0 / 1 

Beat Under the Surphaze on Hard or higher difficulty after the Assault has started.

120

CHOKER ON THIS! III 15 / 30 

Defeat 30 Naders.

80

INFAMY POINTS

5

INFAMY POINTS: HEIST COMPLETION



Completing the heist successfully



Completing the heist entirely without raising the alarm (aka "in Stealth")



Completing the heist by securing all bags

The amount of Infamy Points you get for each of these three factors depends on which heist you are playing and on which difficulty.

*These payouts are added up together and aren't mutually exclusive, which means that if you complete a heist without raising the alarm, you'll get points for completion **and** for finishing it in stealth.*

INFAMY POINTS: 'RENOWN' LEVELS

2000 INFAMY POINTS
= **1** RENOWN LEVEL

1188 RENOWN LEVELS

1 RANDOM REWARD PER RENOWN LEVEL

OTHER CHANGES

6

OTHER CHANGES: SOME WORTH MENTIONING



Lobby chat! (PC)



Rebalanced skills



300% health boost for AI crew



Mute heist brief VO