

PAYDAY®3: Delivery Charge Heist Launches Today!



The PAYDAY gang is back in action with **Delivery Charge**, a brand-new DLC heist coming to PAYDAY 3 today. Set in a dockside armored transport depot operated by GenSec – and recently “upgraded” thanks to a mob investment – this job offers a fresh twist on how players plan, execute, and replay their heists. [Get your copy here!](#)

The gang’s plan to shake off the mob may have... backfired. After the Payday Gang embarrassed the Palatucci crime family in Shayu’s warehouse, retaliation came fast. The Palatuccis have put out a hit on the entire gang, forcing the crew to fight fire with fire.

According to Shade’s intel, the family owns a majority stake in an armored transport service – the perfect front to launder and move their cash. Their vehicles, rare paintings, and stolen Wixia processors all pass through one place: an old GenSec depot on the waterfront.



The mission is simple: hit the depot, bleed the Palatuccis dry in a single night, and send a message the mob can't afford to ignore.

Plan, Adapt, Replay

Delivery Charge is built around replayability and player choice. With multiple entry points, shifting conditions, and a brand-new favor system, no two heists will feel the same.

Slip in under the cover of stealth, storm the depot head-on, or arrive by boat with the **Boat Arrival** favor. Random events, like a surprise late-night delivery, keep things unpredictable – while new favor objectives add high-stakes variety:

- **Max Capacity** – Extra loot, heightened security, and security drones.
- **Refrigerated Tech** – Stolen Wixia processors that must be kept cool.
- **Boat Arrival** – Infiltrate by sea, escape via dinghy.
- **Road Rage Redux** – Hijack an armored transport using a remote steering unit.

Whether you prefer stealth precision or chaotic loud play, *Delivery Charge* is designed to let you take the driver's seat.

PAYDAY 3 Delivery Charge Heist Overview

- **Paid DLC** – Delivery Charge
- **New gameplay features** –
 - **Favor System Expansion** – New favors available at the weapons vendor, offering alternate objectives and loot.
 - **Loot Feedback Enhancements** – New pop-up and audio cues when securing loot.
 - **Push-to-Talk Option** – A long-requested keybind added to the settings.
- **New free mask** – Inspired by the acclaimed roguelike *Roboquest*, this stylish mask is now available to all players for a modest C-Stack cost.

Read the full patch notes [here](#).

Since launch, PAYDAY 3 has grown to include **18 total heists**, all set across the gritty landscape of New York City. This includes **9 core heists**, **4 side hustles**, and **4 heists** from The Bad Apple DLC campaign – with Delivery Charge further expanding the criminal playground.

For more information about PAYDAY 3, please visit: www.paydaythegame.com



NOTES TO EDITORS:

Latest assets can [be found here!](#)

Title: PAYDAY 3
Platform: PC, Xbox, PlayStation
Genre: Fantasy, co-op shooter, live ops
Developer: Starbreeze Entertainment
Release Date: Out now

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About PAYDAY™ 3

The four most well-known clown-masked criminals in recent video game history returned from retirement in PAYDAY 3 on PC via Steam and Epic Games Store, as well as Xbox Series S/X, PlayStation 5 and GeForce Now.

For more information about **PAYDAY 3**, please visit: <https://www.paydaythegame.com>

About Starbreeze AB

Starbreeze is an independent developer, publisher and distributor of PC and console games targeting the global market, with studios in Stockholm, Barcelona, Paris and London. Housing the smash hit IP PAYDAY, Starbreeze develops games based on proprietary and third-party rights, both in-house and in partnership with external game developers. Starbreeze shares are listed on Nasdaq Stockholm under the tickers STAR A and STAR B. For more information, please visit www.starbreeze.com.