

GTA ONLINE · 2026 EDITION · OCTOBER

The Operator's Field Manual.

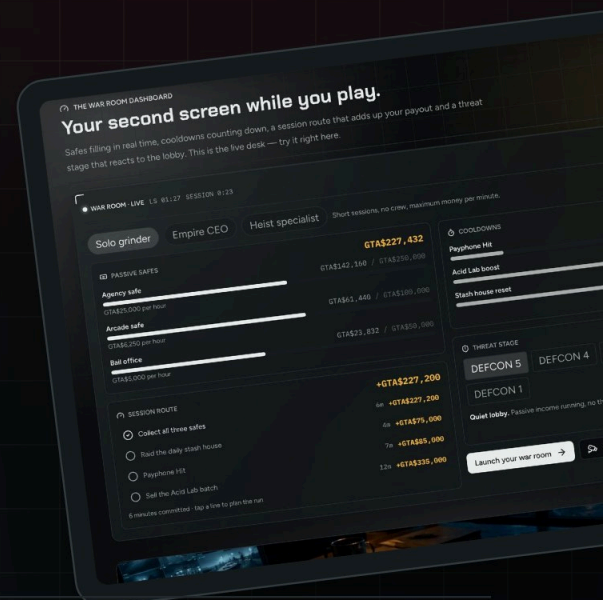
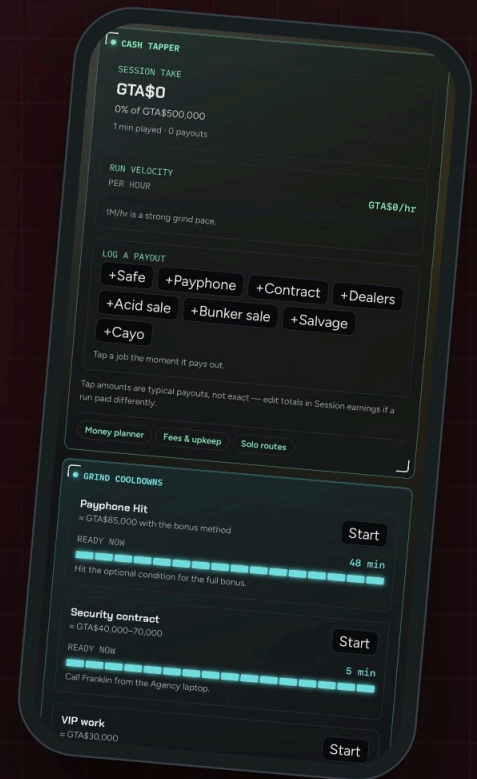
Ten operations that take you from a broke rookie to a running empire. Money routes, passive income, raid defence, heist crews, and the daily and weekly habits that stack it all.

10 OPERATIONS

SOLO-FRIENDLY

CHECKED OCT 1, 2026

OPERATOR EYES ONLY



● OP-00 · MISSION BRIEFING

Read this first.

This manual is the offline version of the Redzone Ops war room. Every operation is a short, ordered plan you can run tonight. Where a number matters, it has been checked against the live site and the sources listed on the last page.

The three rules of engagement

01

Sell in Invite Only

Most business sales have been allowed in invite-only sessions since The Criminal Enterprises update in July 2022. A public lobby adds risk for very little extra pay.

02

Cooldowns are the schedule

Your best jobs are gated by timers, not skill. Never wait idle: plan short filler jobs around every cooldown.

03

Passive never stops

Restock every production business before you start active work. Production that sits idle while you play is money you never get back.

How to read the callouts

PRO MOVE

What experienced players do differently. Small habits that add up over a week.

DON'T

The common mistakes that quietly cost you money or stock.

INTEL CHECK

Rockstar changes payouts and timers in updates. When a figure is in flux, we say so.

RUN IT LIVE

Links to the matching tool · tap to open →
it on redzoneops.com

DIFFICULTY SCALE

■ ■ ■ ■ ■
Rookie Operator Veteran Elite

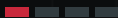
MONEY FORMAT

All money is in-game GTA\$. Hourly rates are per real hour, before weekly bonuses.

● INDEX · OPERATIONS INDEX

Ten operations.

Run them in order if you are new. Jump straight to the one you need if you are not.

01	Progression From GTA\$0 to a running empire in four phases		04
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● OP-01 · PROGRESSION

Rookie to kingpin.



Early progress is about unlocking repeatable money before anything shiny. Each phase ends when the next purchase is a choice, not a grind.

PHASE 1

Rookie

GTA\$0 → first million

A money loop that needs no property.

DO

- Cluckin' Bell Farm Raid: needs no property, just Vincent's call
- Daily objectives every login to build the streak
- Six First Dose missions to unlock the Acid Lab

BUY

- Armored Kuruma once missions start to bite
- Save everything else

PHASE 2

Operator

First business → first heist

Your first property that pays while you play.

DO

- Ten Fooligan Jobs for Dax to unlock the lab upgrade
- Run Cayo Perico on repeat once you own the Kosatka

BUY

- Acid Lab, then its GTA\$250,000 equipment upgrade
- Kosatka (GTA\$2.2M) + Sparrow

PHASE 3

Veteran

Heist cash → passive empire

Stock building under every session.

DO

- Security Contracts and Payphone Hits as filler
- Restock everything at the start of each session

BUY

- Agency (from GTA\$2.01M)
- Bunker + upgrades
- Nightclub + technicians
- MC Clubhouse, then Cocaine & Meth

PHASE 4

Kingpin

Everything runs itself

No idle minutes, no capped safes.

DO

- Plan every session around the weekly bonus
- Run heists with a steady crew for faster cooldowns

BUY

- Security upgrades on high-value stock
- Imani Tech on your daily car
- Auto Shop, Salvage Yard for variety

● OP-01 · YOUR FIRST TEN HOURS

The opening route

- 01** Finish the tutorial and claim any free items Rockstar is giving away that week.
- 02** Play the Cluckin' Bell Farm Raid. Five setups and a finale at the farm in Paleto Bay. It pays a flat fee, and the pay is the same on every difficulty, so play Easy.
- 03** Do daily objectives, the shipwreck and the treasure chest every login. Easy cash, and the streak bonuses are big.
- 04** Unlock the Acid Lab through Dax's First Dose missions. It's the cheapest business that really compounds.
- 05** Buy an Armored Kuruma once missions start to feel dangerous.
- 06** Save toward the Kosatka. It unlocks Cayo Perico, the best solo heist in the game.

DON'T

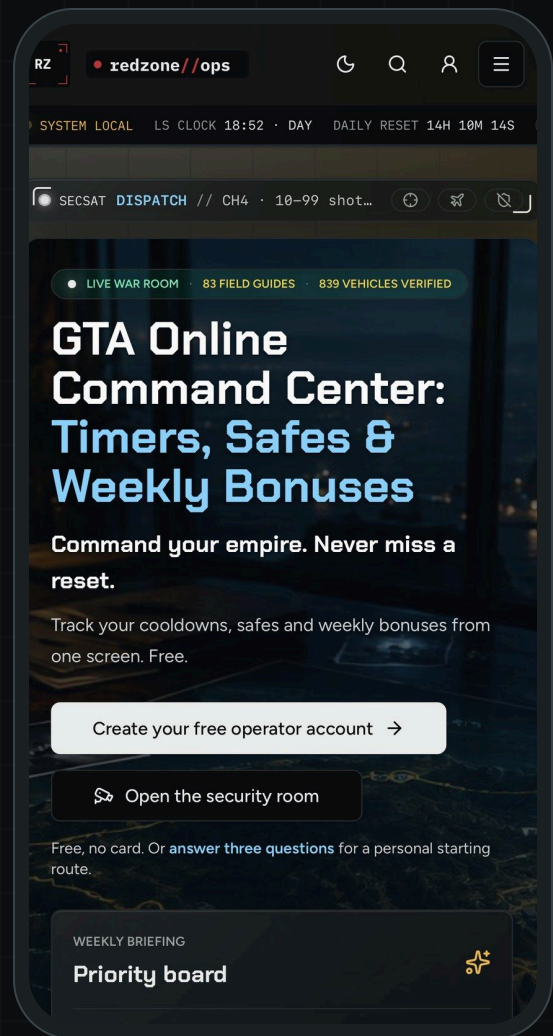
- Spend starter money on supercars or cosmetics.
- Buy businesses you won't actually run.
- Sell stock in a public lobby while you are low-ranked.

INTEL CHECK · FARM RAID PAY

The raid launched in March 2024 paying GTA\$500,000 per finale. Reports in 2026 disagree on the current figure, so check the live guide for this week's number.

RUN IT LIVE

First 10 hours guide · the route with today's numbers



Answer three questions on the home screen and Redzone Ops builds a route for your rank and play style.

PRO MOVE

Start chipping at Dax's Fooligan Jobs early. Ten of them unlock the Acid Lab equipment upgrade, the single biggest jump in the lab's earnings.

● OP-02 · MONEY

Ten earners.

What each money-maker needs, what it pays and how it fits a solo session. Pay figures are base amounts before weekly bonuses.

02

Cayo Perico Heist

■■■■■ SOLO

NEEDS Kosatka, GTA\$2.2M
 CEILING ~GTA\$1.2M solo
 COOLDOWN 144 min solo · 48 min with crew

The anchor. Run it first while the cooldown is clear and build the rest of the session around it.

Dr. Dre Contract

■■■■■ SOLO

NEEDS Agency, from GTA\$2.01M
 PAYS About GTA\$1M
 LENGTH A long evening, can be replayed

The flagship. Your big job on nights you don't want the island.

Cluckin' Bell Farm Raid

■■■■■ SOLO

NEEDS Nothing: no property
 PAYS Flat fee, same on any difficulty
 COOLDOWN About 1 hour

The opener. The best move for a broke account. Play it on Easy.

Acid Lab

■■■■■ SOLO

NEEDS First Dose missions
 FULL SALE ~GTA\$335K-351K
 RAIDS Can't be raided

The starter business. Sells from anywhere and can't be raided.

Security Contracts

■■■■■ SOLO

NEEDS Agency
 PAYS GTA\$31K-70K by tier
 COOLDOWN About 5 min

The filler. Every contract also raises your Agency safe income.

Payphone Hits

■■■■■ SOLO

NEEDS Agency
 PAYS GTA\$15K + a method bonus
 BONUS Bigger than the base pay

Read the method text. Skipping the bonus throws away most of the pay.

INTEL CHECK · BONUS WEEKS CHANGE THE RANKING

A 2X or 3X week on any earner can beat the usual top pick. Check Thursday's list before you choose tonight's big job.

RUN IT LIVE

This week's bonuses · every multiplier, discount and prize ride



Auto Shop Contracts

SOLO

NEEDS Auto Shop
 SHAPE Setups + finale, like a mini heist
 BEST Union Depository Contract

One contract a session, with customer car deliveries done along the way.

Salvage Yard Robberies

SOLO

NEEDS Salvage Yard + VIP/CEO/MC
 TARGETS 3 cars, new list every week
 EXIT Sell, or scrap with no damage risk

A weekly payday. Clear all three before the Thursday reset.

Bunker

CREW

NEEDS Bunker, from GTA\$1.165M
 FULL STOCK ~GTA\$1.05M to Los Santos
 FILL TIME ~12 h, fully upgraded

Big but heavy. Solo players sell small loads (see OP-08).

Nightclub

SOLO

NEEDS Nightclub + feeder businesses
 SAFE Up to GTA\$250,000
 STAFF Up to 5 technicians

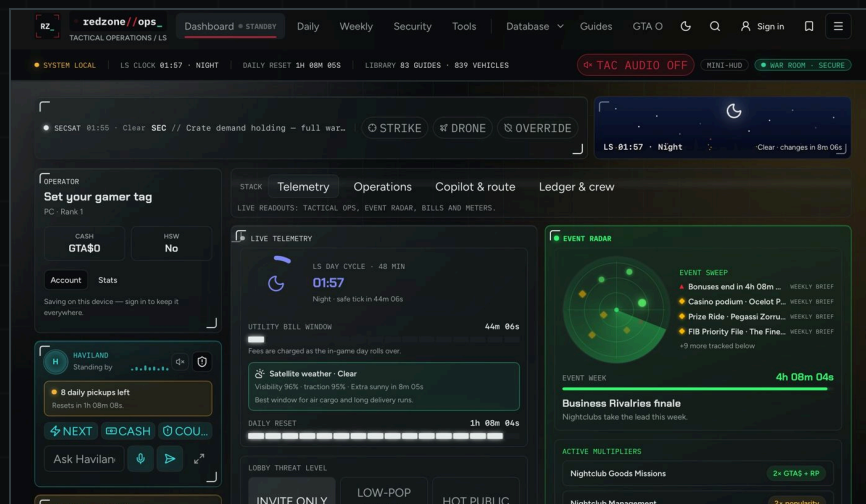
Hands-off income. It only produces goods for businesses you own.

PRO MOVE · STACK, DON'T PICK

The best solo hour isn't one perfect job. It's a heist or flagship contract, with short jobs on its cooldown, while production runs underneath. OP-04 shows the exact order.

DON'T · THE HIDDEN LOSS

Selling lots of small batches. Travel time, not combat, is what kills the hourly rate. Sell when stock is deep enough to be worth the trip.



ON THE DASHBOARD

Every earner above has a live cooldown timer and payout tracker. Tap Start when a job pays out and you'll get a callout when it's ready again.

RUN IT LIVE

Solo income routes · ranked by the hour, with this week's bonuses



● OP-03 · PASSIVE INCOME



Build the empire.

Passive businesses ranked by how fast they pay for themselves: buy price plus key upgrades, divided by income per hour.

BUSINESS	BUY (CHEAPEST) GTA\$	KEY UPGRADES GTA\$	INCOME / HR GTA\$	PAYBACK
Acid Lab	750,000	250,000	35,800	~28 h
MC Cocaine Lockup	975,000	1,325,000	67,500	~34 h
MC Counterfeit Cash	845,000	1,153,000	41,000	~49 h
Nightclub	1,080,000	1,425,000	50,500	~50 h
Bunker	1,165,000	1,753,500	57,700	~51 h
MC Weed Farm	715,000	1,263,000	36,800	~54 h
MC Meth Lab	910,000	1,431,500	43,100	~54 h
MC Document Forgery	650,000	745,000	22,500	~62 h

Income is per real hour at full upgrades with supplies bought, before any weekly bonus. Stealing supplies earns more but costs your time. The five MC businesses also need an MC Clubhouse, from GTA\$200,000. Sources: GTA Boss and GTABase, checked Sept 30, 2026.

FASTEST PAYBACK

Acid Lab

~28 h, and can't be raided

HIGHEST INCOME

Cocaine

GTA\$67,500/hr at full upgrades

SKIP UNTIL LAST

Documents

Lowest income, slowest payback

PRO MOVE · BUY ORDER

Acid Lab → Bunker → Nightclub → Cocaine → Meth. Fully upgrade each one before you add the next. One finished business beats three half-built ones.

PRO MOVE · BUY, DON'T STEAL

A supply run costs roughly 15-20 minutes. Once you have a heist or contract loop, buying supplies is almost always the better use of your time.

RUN IT LIVE

Business board · every business with live payback maths



OP-03 · THE NIGHTCLUB

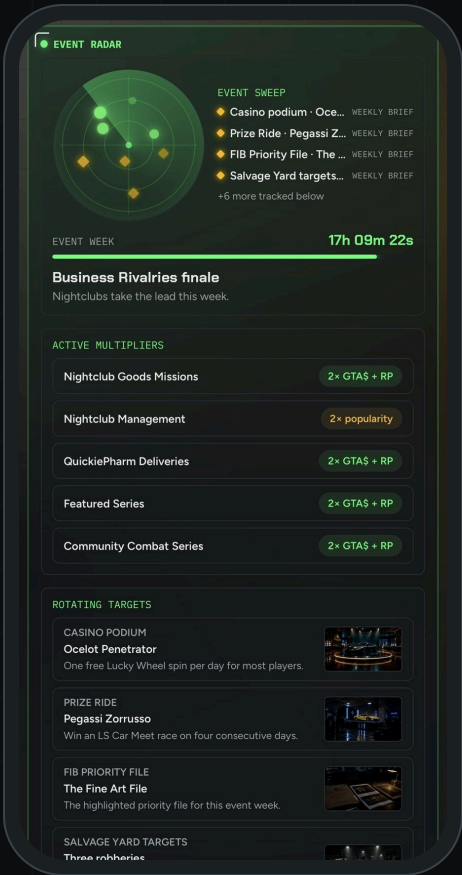
The best hands-off earner

The dance floor is just a popularity meter. The money is in the warehouse underneath, where technicians turn your other businesses' output into goods you can sell.

- 01 Own the feeder businesses: CEO warehouse, Bunker and MC lockups. Technicians only produce goods for businesses you own.
- 02 Buy the equipment upgrade before the staff upgrade. Speed matters more than storage.
- 03 Hire all five technicians and assign them in this order: South American Imports, Cargo & Shipments, Pharmaceutical Research, Sporting Goods, Cash Creation.
- 04 Keep popularity high. It drops every in-game day and the safe income drops with it.
- 05 Sell from the club computer, in an invite-only session.

PRO MOVE · TEN-SECOND POPULARITY

Walk in the front door in passive mode. That forces the quick bouncer job (throw out the marked guest) instead of the slow VIP driving job.



OP-03 · WALL SAFES

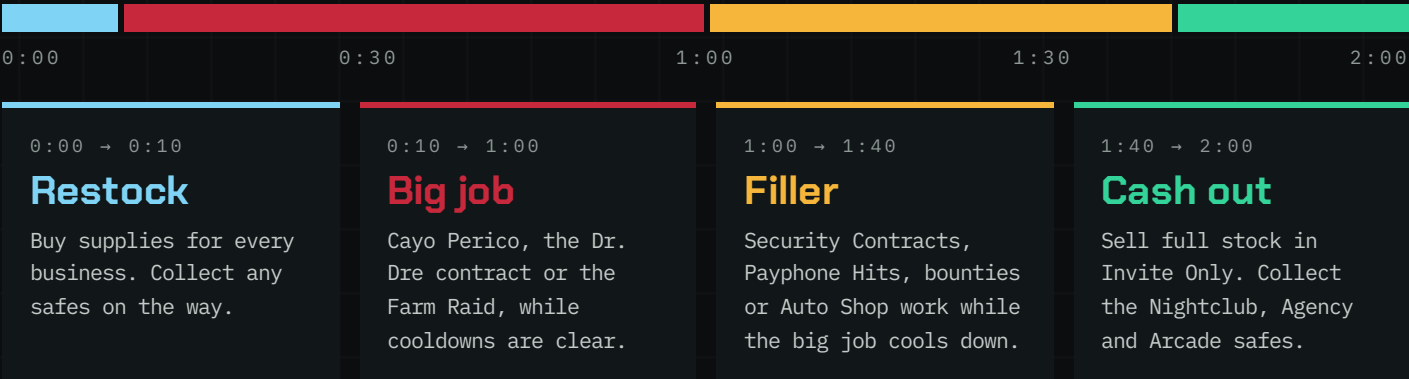
Collect every login. A full safe stops filling.

SAFE	CAP	WHAT FILLS IT
Nightclub	GTA\$250,000	Up to GTA\$50,000 per in-game day at full popularity
Agency	GTA\$250,000	Grows with Security Contracts done, up to GTA\$20,000 a day at 200 contracts
Arcade	Caps	Arcade machine takings
Bail Office	Caps	Bounty work

An in-game day lasts 48 real minutes.

Two hours. Zero dead minutes.

Most sessions fail at the edges, not the middle. A fixed opening and closing routine protects the money in between, and the plan survives one mission running long.



Filler menu

Pick by what's on cooldown and what's near you.

Filler	Needs	Fits in
Security Contract	Agency	About 5 min between them
Payphone Hit	Agency	Short, one target
Auto Shop setup	Auto Shop	One setup at a time
Customer car	Auto Shop	A few minutes
Stash house	Nothing	One raid a day
Bail bounty	Bail Office	One target

PRO MOVE · THE SESSION CLOCK

Solo Cayo's 144-minute cooldown is almost exactly one full business cycle. Treat it as your session clock: heist, filler, sell, repeat.

DON'T

- Sell before you restock. Production sits idle.
- Wait out a cooldown doing nothing.
- Sell in the middle of the session. Sales belong at the end.

RUN IT LIVE

Money route planner · builds tonight's route from what you own →

Get the stock home.

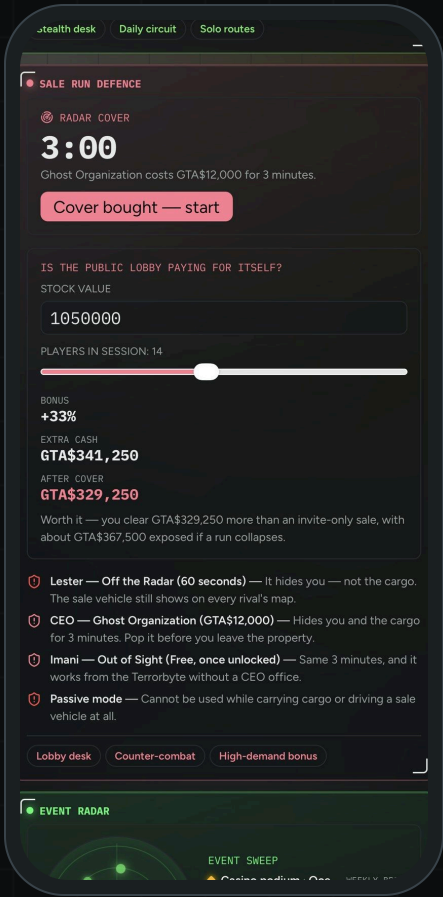
Most business losses happen in the last ten minutes. A sale is a logistics problem: the right session, the right load size and the right drop order.

Pre-sale checklist

- ☐
- In an **Invite Only** session (allowed for most sales since July 2022).
- ☐
- Full armor and snacks topped up.
- ☐
- Checked the delivery vehicle count. Each vehicle needs a driver.
- ☐
- Stock is deep enough to be worth the trip, but not so deep it needs a fleet you can't drive.
- ☐
- A plan to hit the nearest drop-offs first.

If you must sell in public

COVER	FROM	WHAT IT DOES
Ghost Organization	CEO, GTA\$12,000	Off the radar for 3 minutes
Off the Radar	Lester (phone)	Off the radar for 60 seconds
Missile Lock-On Jammer	Imani Tech, Agency	Homing missiles can't lock on
Change session	Pause menu	Last resort when a griefer locks on



The sale-run calculator: is the public lobby worth it?

PRO MOVE

A sale you keep at 90% beats a full load you lose at the finish line. Take the nearest buyer when the timer is tight, even for less money.

DON'T

Fight NPCs you can outrun, or trust the jammer to stop everything. It blocks lock-on, not dumb-fire rockets or explosives. Keep moving.

RUN IT LIVE

Lobby bonus calculator · is the public lobby worth the risk?



Don't get raided.



A raid can only start while you are registered as CEO, VIP or MC President in a public session, with stock past the threshold and the business left idle. Remove any one of those and the risk goes away.

PROPERTY	RAID CAN START WHEN	IDLE CLOCK	AT RISK
Bunker	Stock above 50%	5 h, 10 h with Security	Up to 20% of stock
Nightclub warehouse	Stock above 20%	Security upgrade halves the odds	Stored goods
MC businesses	Any stock above 0	3-6 h	Product and supplies
Acid Lab	Can't be raided		Nothing

Thresholds and idle times are community-tested, not published by Rockstar. Treat them as the safe side of the real numbers.

Habits that stop raids

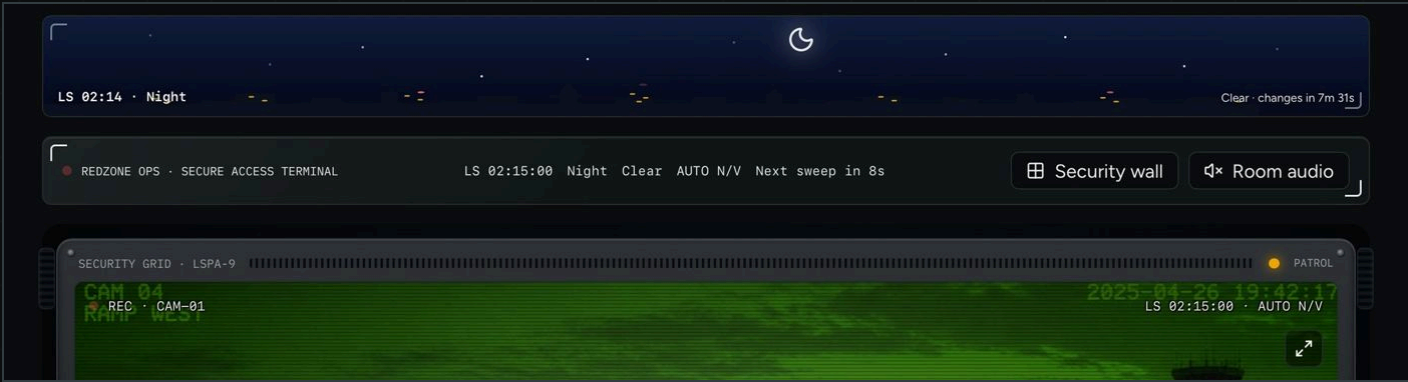
- ☐ Sell the bunker or nightclub before a long break instead of leaving it near full.
- ☐ Buy the security upgrade on the two properties holding the most value.
- ☐ Disband CEO or MC the moment your business work in a public lobby is done.
- ☐ Treat any raid alert as a whole-portfolio alert: open the computer and check everything.

INTEL CHECK · "GHOST RAIDS"

A raid you "never saw" is almost always a message you missed during a mission or cutscene. The timer still ran and the stock still went.

PRO MOVE

Stock is never lost while you're offline. The idle clock only runs while you're in a session.



RUN IT LIVE

Raid risk checker · am I in the danger zone right now?



● OP-07 · ROUTINE

Daily and weekly.

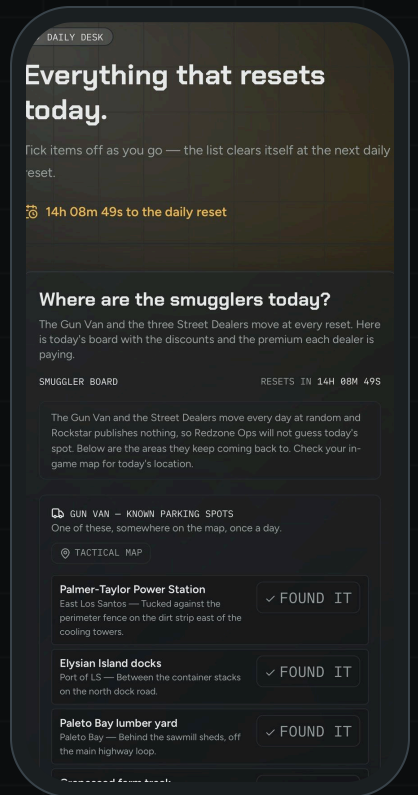
Ten minutes of habit at login is worth more than an hour of grinding.
Fold these into the travel you were going to do anyway.

EVERY LOGIN

- ☐ Daily objectives (all three, or the streak breaks)
- ☐ Collect every wall safe
- ☐ Restock production businesses
- ☐ Daily stash house
- ☐ Shipwreck and treasure chest
- ☐ Check the street dealers and Gun Van
- ☐ Nightclub popularity top-up

EVERY THURSDAY RESET

- ☐ Read the weekly bonuses and pick the two that fit what you own
- ☐ Claim free items and discounts before they expire
- ☐ Start the weekly challenge on day one
- ☐ Check the Salvage Yard's new targets
- ☐ Run the time trials



The streak is the real prize

DAILY OBJECTIVES

3 a day

Interaction Menu → Challenges

7-DAY STREAK

GTA\$150,000

+ 20,000 RP

28-DAY STREAK

GTA\$750,000

+ 50,000 RP

PRO MOVE

Log in on busy days just to clear the three objectives. Missing a single day resets the streak to zero.

DON'T

Chase every weekly bonus. Pick the one or two that match the businesses you already own.

RUN IT LIVE

Daily desk · everything that resets today, with countdowns



Run the bunker.



A bunker is strongest when production runs behind your other work. The real decision is when to sell, not how often you check on it.

CHEAPEST

GTA\$1.165M

FULL STOCK

~GTA\$1.05M

Los Santos sale

FILL TIME

~12 h

fully upgraded

ONE SUPPLY BUY

GTA\$75,000

Production plan

- 01** Buy a bunker near where you usually play. Chumash and Farmhouse are the convenient picks.
- 02** Buy the Equipment and Staff upgrades first. They raise both speed and stock value.
- 03** Set staff to **Manufacturing only**.
- 04** Buy supplies, leave, and do active work.
- 05** Sell to Los Santos for the distance bonus, in Invite Only.

PRO MOVE · THE SOLO SALE

Buy a single GTA\$75,000 supply batch and sell that partial stock. It's always one delivery vehicle, so it's a guaranteed solo sale.

Research, without losing money

- Research splits your staff and halves production while it runs.
- Finished research is permanent on your account.
- Unlock only what changes missions: explosive rounds and the top Mk II mods first.
- Research in one dedicated block, then switch staff straight back to manufacturing.

DON'T

- Leave staff split between research and manufacturing.
- Sell a full bunker solo in a busy lobby. It can need several vehicles.

When to sell

SITUATION	MOVE
Logging off soon	Sell at or just under half full. Raids can start above 50%.
Solo, busy lobby	Sell a single GTA\$75,000 supply batch: one vehicle, one trip.
Solo, Invite Only	Sell around a quarter full to keep it to one delivery.
Crew online	Fill it and sell the full stock to Los Santos.

RUN IT LIVE

Bunker plan · plus the research order guide



● OP-09 · HEISTS · CAYO PERICO

The island, quietly.

Cayo Perico is the best solo heist in the game. Consistency beats squeezing every bag: one repeatable stealth route, run on every cooldown.



HUB

Kosatka

GTA\$2.2M

CEILING

~GTA\$1.2M

solo

COOLDOWN

144 min

48 min with a crew

ELITE

GTA\$100K

Hard · GTA\$50K Normal

The quiet route

- 01** Buy the Sparrow (GTA\$1,815,000) for the Kosatka before any other upgrade. Scoping takes minutes instead of a trip.
- 02** Choose the Drainage Tunnel entry and buy the **cutting torch** prep. Without it the tunnel can't be picked.
- 03** Use the Kosatka approach so you never need an aircraft prep.
- 04** Use a suppressed weapon only inside the compound.
- 05** Take the primary first, then fill the bags, then loot El Rubio's office safe.
- 06** Leave by water.

Scope checklist

- ☐ Drainage tunnel entry
- ☐ A guard clothing point
- ☐ North dock as a backup way in
- ☐ Every secondary loot stack on your exit path

DON'T

Go loud (you lose time and health), forget the cutting torch, or fill bags with cash before you reach the better stacks. Disconnecting during the finale doesn't pause the cooldown either.

Loot priority

RANK	LOOT	NOTE
1	Primary	Fixed value per run
2	Gold	Best per bag, needs 2 players
3	Cocaine	Best solo secondary
4	Weed	Next best
5	Cash	Last resort

PRO MOVE · HARD MODE

Replay within 48 minutes of Pavel's text to unlock Hard Mode. It adds 10% to the primary and pays a bigger Elite bonus.

Every run

- ☐ Only the required preps plus the cutting torch
- ☐ El Rubio's office safe looted
- ☐ Bags full of the best loot in reach, not the closest
- ☐ Cooldown timer started the moment the finale pays

● OP-09 · DIAMOND CASINO

Pick the approach that fits your crew

APPROACH

Silent & Sneaky

Fewest guards and the best take, but needs the cleanest play.

Best for: a steady, practised crew

APPROACH

The Big Con

Disguises get you in. The reliable middle ground.

Best for: learning the vault

APPROACH

Aggressive

Loud and fast, with heavy armour. Loses the most to damage and cuts.

Best for: a crew that's already loud

● OP-09 · CREW CUTS

Settle the split before the preps

Cut arguments end more crews than failed finales do. Agree a standing rule before anyone enters the vault.

- The game's minimum cut is **15% per player**.
- Cuts lock at launch. Never change them mid-finale.
- Pay the host a little more to cover setup costs, then split the rest evenly.
- Rotate who hosts the next job.

RUN IT LIVE

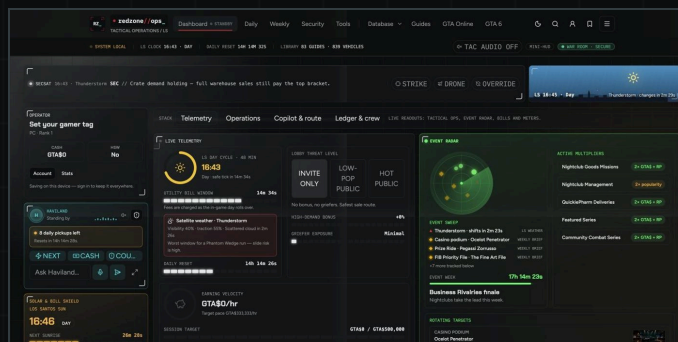
Heist split calculator · fair cuts in seconds →

PRO MOVE · CREW UP FOR COOLDOWNS

A second player on the Cayo finale cuts the cooldown from 144 minutes to 48. Two players can also carry gold, the best loot on the island.

INTEL CHECK

Heist payouts and loot odds get tuned in updates. The heist guides on the site carry the latest checked numbers and the date they were checked.





Quick reference.

The numbers worth memorising. Tear this page out, or keep the live version open on your second screen.

Cooldowns

JOB	WAIT
Cayo Perico, solo	144 min
Cayo Perico, with crew	48 min
Cluckin' Bell Farm Raid	~1 h
Security Contract	~5 min
Cayo Hard Mode window	48 min

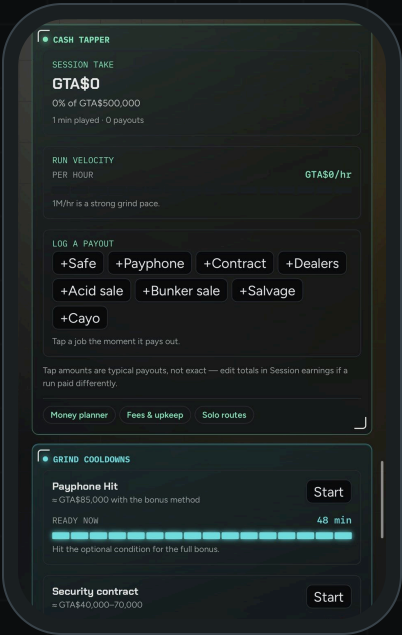
Rockstar changes timers in updates. The live timer lets you adjust any length to what you see in game.

Key prices

Kosatka	GTA\$2,200,000
Sparrow (Kosatka)	GTA\$1,815,000
Agency	from GTA\$2,010,000
Bunker	from GTA\$1,165,000
Nightclub	from GTA\$1,080,000
Acid Lab	GTA\$750,000
MC Clubhouse	from GTA\$200,000

Key numbers

IN-GAME DAY 48 min	MIN HEIST CUT 15%
NIGHTCLUB SAFE CAP GTA\$250K	AGENCY SAFE CAP GTA\$250K
GHOST ORG 3 min GTA\$12,000	OFF THE RADAR 60 sec
BUNKER FULL STOCK ~GTA\$1.05M	CAYO CEILING ~GTA\$1.2M



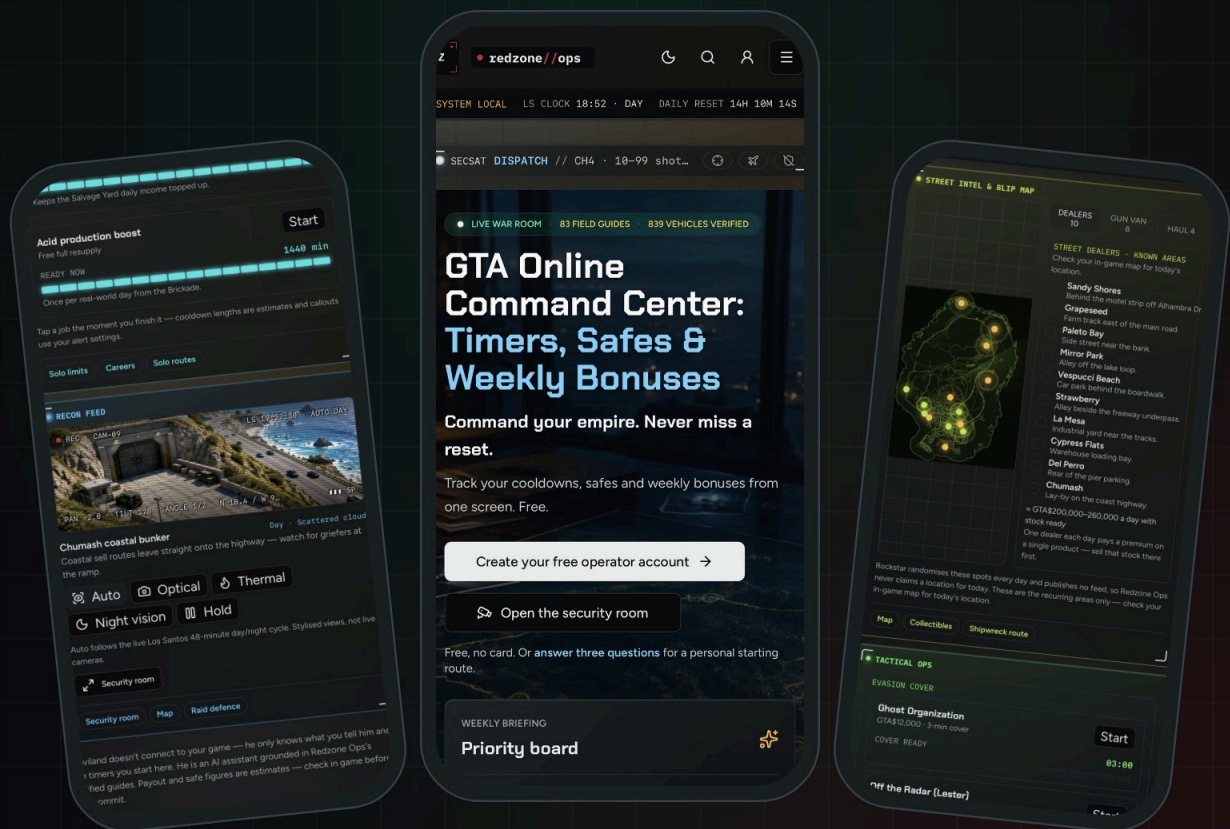
RUN IT LIVE
Cooldown timers · start them the second a job pays out



● MANUAL COMPLETE

Now run it **live.**

Everything in this manual runs live on Redzone Ops: cooldown timers that call out when a job is ready, safes filling in real time, this week's bonuses and a route built for your session. Free, on the screen next to your TV.



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