

more interesting if your heli is used just for landing on roof then abandoned or hey just parachute onto the roof

no additional cops;

land heli on roof; arma climbs aboard; leave goes to 2nd location

good job to farm sand kings and/or punch parameds to up strength
shut up Simeon

- get off the plane, race lamar
- Mall or Nothing (Lamar)
- rob a store. now who's the big time criminal
- Hold Up
- steal purple schafter
- Ballas to the Wall 5 1-2
- beginning randos add unwanted spice
- Community Outreach 5 4
- irritating pain in the ass; worst mission;
- Slow and Low 5 2 stealth car bullshit
- rescue grumpy/ungrateful gerald from noose
- It's a G Thing 5 2 van guarded at Isia
- randos love bumping the car: mission over
- Funeral Party 5 4 don't let randos drive
- sneak up on ballas, steal lowrider
- Lowrider Envy 5 2
- take photos of lowriders; steal one for lamar
- Point and Shoot 5 2
- multi sites; clear out gang turfs
- Desperate Times Call For ... 5 4
- steal two lowriders, get chewed out by lamar
- Peace Offering 5 4
- steal gasoline tanker
- San Andreas Seoul 16 1-4
- steal chemical tanker
- Ticket to Elysium 18 1-4
- lamar loves those tankers
- Going Down the GOH 20 1-2
- extract lery from ballas van on freeway
- Caught Napping 20 1-2
- sniping the graveyard
- Lost MC RIP 25 1-2
- steal a semi filled with delicious cigarettes
- No Smoking 30 1-4
- Romance Isn't Dead 13 1-4 (Ron)
- Fueling the Flames 20 1-4
- the lost stand around for sniping, mouths agape
- Turbine Carbine 25 1-4
- Daemon Run 25 2-4
- Base Invaders 27 1-4
- Crank Up the Volume 30 1-4
- sandy shores air field night; you only need
- Landing Gear 55 4-6 to land 1 plane
- Wet Workers 55 1-4
- Denial of Service 14 1-4 (Lester)
- Master Data 16 1-4
- blow up cop vehicles; they are displeased.
- Cops Capacity 19 1-2
- Crime Scenester 20 1-4
- steal plane, land at sandy shores
- Landing Strip 22 2-4
- grindy but man, waiting for plane to land ugh
- A Titan of a Job 24 1-6
- work over rooftops, steal heli
- Last Chopper Outta LS 25 2
- construction site; heli *
- High Priority Case 25 1-4
- get two vans
- Quarry Quarry 30 1-4
- By Land, Sea and Air 30 2-4
- Teaser Trailer 40 1-4
- Four Trailers 45 1-6
- Bust Out 55 1-4
- Sinking Feeling 55 2-4
- The Parking Garage 55 2-4
- Hack and Dash 60 1-4
- currently unavailable
- American Exports 65 1-4
- On Maneuvers 65 1-3
- cargoblob (mostly broken); cops (same); pita
- Docks to Stock 70 2 4
- merryweather hq; constantly new enemies
- Stocks and Scars 70 1-4

- timed; four targets then one more
- On the List 18 1-4 (Martin)
- blow up seven trucks at factory
- Artificial Scarcity 19 1-4
- steal shipyard smuggler's coke then boats
- Handle with Care 20 1-4
- rescue el stupido; clock locked at noon and
- Time To Get Away 20 1-2
- shoot district attorney in car; obtain evidence
- Out of Court Settlement 22 1-2
- the guards are cops (instant stars); photo
- Death From Above 23 1-4
- take out witness in car; photo
- Check Out Time 35 1-2
- people grind this for unclear reasons; photo
- Water the Vineyard 40 1-2
- so many lime-green suvs
- Grab Your Ballas 40 1-4
- steal benson truck; so many black suvs
- Stick Up The Stickup Crew 40 1-4
- 3 sites; extra \$\$\$ lying around
- The Los Santos Connection 40 1-6
- free jets at sandy shores; go shoot down stuff
- Effin Lazars 44 2
- shortest mission; oops you've already finished it
- Editor and Thief 45 1-2
- destroy 4 cement trucks, two on the road
- Mixed Up With Coke 45 1-6
- merryweather; 2nd floor safe cracks; steal boat
- Dry Docking 45 1-4 advise min 2 people
- run-down motel; room to room fighting or;
- Cleaning the Cat House 45 1-4
- destroy plane in/leaving for zancudo + the
- Extradition 50 1-6 d.a. in a car
- parking garage fight; escort car to martin's
- Holed Up - Burton 50 1-4
- steal van filled with precious ARTS
- Show Me the Monet 55 1-4
- All the session; ban heli use for more action
- Judging the Jury 65 1-8
- escort heli with a heli oh no enemy helis
- Defender 70 1-2
- "the professionals" inside garage; last car;
- Rooftop Rumble 75 1-4
- destroy garbage trucks; pays the best
- Trash Talk 81 1-6 when grinding
- Lost My Mind 20 1-4 (Trevor)
- the lost; drugs on the move!
- Crystal Clear Out 28 1-4
- 3 sites; hack; heli; mw outposts; enemy w/rpg
- Chop Chop 43 2-4
- 3 sites; steal semi at cement works
- Out of Harmony 50 1-4 timed; tight
- steal semi from radio tower; the lost
- Satellite Communications 60 1-4
- 2 sites; blow up vehicles, stop boats; steal meth
- Method in the Madness 65 2-4
- currently broken; time's up after first shot
- Chopper Tail 70 1-4
- steal diamonds in paleto bay; take boat
- Diamonds are for Trevor 70 1-4
- meet gerald *
- Learning The Ropes - 1/2-4 (Gerald)
- the lost *
- Pier Pressure 6 1-4
- ballas *
- Death Metal 6 1-4
- vagos/ballas *
- Deal Breaker 6 1-4
- the lost stand around for sniping, mouths agape
- Flood in the LS River 6 1-4
- steal rv; cheer up gerald
- Meth'd Up 7 1-4
- multi-location; rescue stanley/blow up gang cars
- No Hay Bronca 8 1-4
- four targets/areas, in order; timed
- Hit 'Em Up 10 1-4
- alley; adopt hang-dog posture for gerald *
- Gassed Up 12 1-4
- the lost; under the freeway all scuzzy *
- Violent Duct 15 1-4
- construction site floor by floor; boss bails in heli
- Hard Labor 19 1-4
- trailer park *
- War and Pieces 30 1-4
- pier + boat *
- Chumash and Grab 35 2-4
- at satellite dishes; meth on the move! *
- Dish the Dirt 45 1-4

- Where Credit's Due 5 1-2 (Simeon)
- Rockford Roll 5 1-2
- Rich Men in Richman 5 1-4
- Chasers 5 1-2
- steal two cars zipping around the map
- It Takes a Thief 5 1-4
- Gentry Does It 10 1-4
- All in the Game 10 1-2
- El Burro Heists 10 1-4
- can you blow up cars?
- Blow Up 12 1-2
- timed; a bit tight
- GTA Today 12 2-4
- Chasers II 16 1-2
- can you blow up cars ... again?
- Blow Up II 20 1-2
- ok guess this one. no stars; explore prison/fort and/or park at hospital
- Blow Up III 31 1-2 and punch endless parameds to up strength
- Coasting 25 1-4 12:00am - 8:00am
- cargoblob carries trailer; rare enemy with rpg
- Coveted 36 1-4 12:00am - 8:00am
- at weed farm in NE
- Potshot 25 1-4 4:00am - 12:00pm
- under bridge n of ls customs
- Factory Closure 18 3-4 7:00am - 5:00pm
- multiple desert sites
- Crystal Clear Out III 40 1-4 7:00am - 3:00pm
- at colorful desert alien whatever site (in real life: salvation mountain)
- Close Action 35 4 12:00pm - 8:00pm
- at hookies. i hate hookies. can kill bikers before they get away
- Dirt Road 19 1-2 2:00pm - 10:00pm
- Crystal Clear Out II 16 1-4 3:00pm - 11:00pm
- Fleeca Job: Scope Out achievement unlocked; log faller-offer
- Fleeca Job: Kuruma it's a ramp, work your way up it. don't be a hero.
- The Fleeca Job unlock armored kuruma; driller it's your job to prevail over the mini-game's horrible UI
- Prison Break: Plane
- Prison Break: Bus ridiculously easy
- Prison Break: Station
- Prison Break: Wet Work
- The Prison Break break out of prison, take down jets, provide aerial support; unlocks velum; don't use randos
- Humane Raid: Key Codes fib shoot-out across street from ammunition
- Humane Raid: Insurgents steal insurgents
- Humane Raid: EMP steal hydra/jets; fight jets; randos are awful but they persevere ... they gotta hydra-grief
- Humane Raid: Valkyrie steal heli; fight helis with heli
- Humane Raid: Deliver EMP simultaneous snipers; sneak around and fail mission repeatedly; rage quit
- The Humane Labs Raid 2 teams; parachute; unlock night vision/valkyrie/rebreathers/hydra/insurgents
- Series A: Coke frat boys have multiple coke packages on yacht and that's just not right
- Series A: Trash Truck pick up trash w/garbage truck; randos are awful at this
- Series A: Bikers creep up on the lost camp and steal vans; mission ends if anyone is spotted
- Series A: Weed steal two trucks & technical from ballas at sawmill
- Series A: Steal Meth raid o'neil farm, steal tanker; chef is the only nice guy in gtav
- Series A Funding warehouse attacked then deliver vans; timed; unlocks technical
- Pacific Standard: Vans do this weird setup thing with the vans that you will never use again
- Pacific Standard: Signal
- Pacific Standard: Hack
- Pacific Standard: Convoy
- Pacific Standard: Bikes steal some bikes so you can blow them up later
- Pacific Standard Job lester: these bikes will work out WAY better than your kuruma seriously

