

Arms Dealer Unlock Requirements



This article is a part of [Arma 3 Asset Guides](#).

Although unlocking the [Arms Dealer](#) will give you access to the vehicle black market, initially the selection will be quite limited. As you progress through a campaign and capture key resources, more assets will become available for purchase.

Below is a table detailing unlock requirements for each vehicle type.

| Unit | Requirements |
|--|---|
| Anti-Aircraft (AA) | Either 2 seaports OR 1 milbase, and 2 factories |
| Armored Personnel Carrier (APC) | Either 2 seaports OR 1 milbase, and 2 factories |
| Unarmed Cars | 1 resource and 1 factory |
| Armed Cars | 1 resource and 2 factories |
| Artillery | 3 resources and 3 factories |
| Boats | 1 seaport |
| Helicopters | Either 1 airport OR 1 milbase, and 2 factories |
| Planes | 1 airport and 3 factories |
| Statics (AA) | War level 3 or above and 1 factory |
| Statics (AT) | 1 factory |
| Statics (MG) | 1 factory |
| Statics (Mortar) | War level 3 or above and 2 factories |
| Tanks | 1 milbase and 3 factories |
| UAV | 1 airport and 1 factory |

Related Content

- [Antistasi Ultimate Wiki: Arms Dealer](#)

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