## **Arms Dealer Unlock Requirements**

Although unlocking the Arms Dealer will give you access to the vehicle black market, initially the selection will be quite limited. Below is a table detailing unlock requirements for each vehicle type.

Unit	Requirements
AA	Either 2 seaports OR 1 milbase, and 2 factories
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

From:

https://thecollectivegc.com/wiki/ - The Collective Gaming Community

Permanent link:

 $https://the collective \verb|gc.com/wiki/arma_3:arms_dealer_unlock_requirements| rev=1745900022| and the collective \verb|gc.com/wiki/arma_3:arms_dealer_unlock_requirements| rev=1745900022| and the collective \verb|gc.com/wiki/arma_3:arms_dealer_unlock_requirements| and the collective and the collecti$ 

Last update: 2025/04/29 04:13

