

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

## Related Content

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

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