

# 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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Last update: **2026/01/04 06:45**

