

# Repair Vehicle



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



## Description

The Repair Vehicle is used to repair vehicles. They should be stored in the [Garage](#) to act as a Repair Source. They can also be used in the field to repair downed vehicles (but not destroyed vehicles) beyond what can be done with a [Toolkit](#) normally. This is especially useful for repairing disabled helicopters for return to base, though you should be careful with these field repairs if you don't have a spare Repair Truck in the Garage.



Commanders should always lock source vehicles in the garage such as Repair Vehicles.



Repair Vehicles are not necessarily always trucks. Some factions use HMMWVs, APCs, or other vehicle types.

## How to Acquire

Repair Vehicles can spawn along roads and in towns although it is rare. They also will spawn in

[Airbases](#), [Military Bases](#), and on [Outposts](#). They can also appear as part of the [Tower Rebuild Disrupt](#) mission that occurs within 24 in-game hours of the player or in-game faction destroying a radio tower.

## Related Articles

- [ammo\\_vehicle](#)
- [fuel\\_vehicle](#)

---

[Arma 3](#), [Repair](#), [Repairing](#), [Vehicles](#)

From:

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

Permanent link:

[https://thecollectivegc.com/wiki/arma\\_3:assets:repair\\_vehicle](https://thecollectivegc.com/wiki/arma_3:assets:repair_vehicle)

Last update: **2026/01/05 11:34**

