# Explosives and Trigger Systems

This article is a part of Arma 3 Asset Guides.

## Setting Explosives

1. Pull desired explosive into your inventory
2. Use ACE Self-Interaction menu → Explosives then Place or Attach to vehicle or surface
3. Once placed/attached, use ACE Interaction again on the explosive itself to Select a Trigger
4. When ready to detonate, have your ACE Interaction menu open and use the activation method.

## Explosive Triggers

### Pressure Plate

- Built-in trigger that activates when either stepped or driven upon.
- Self-detonating. **Make sure friendlies and civs don't step on these triggers!**
- Range: 0.5m (proximity-based)

### M57 Firing Device

- Wired trigger designed for demolition purposes.
- Use ACE self-interaction menu to detonate.
- Range: 250m

### M152 Firing Device

This device (M152) does not work in Antistasi!

- Long-range wireless trigger designed for demolition and sabotage purposes.
- Use ACE self-interaction menu to detonate.
- Range: 5000m

### Cellphone

Remember to record the 4-digit "phone" number!

- Indestructible Nokia brick phone, can detonate anywhere cell service exists
- Use ACE self-interaction menu to open Cellphone interface, enter the explosive's 4-digit code and dial
- Range: Unlimited (?)

# Types of Explosives

## General Explosives

This section is comprised primarily of explosives which use manual triggers, and/or intended for a specific purpose.
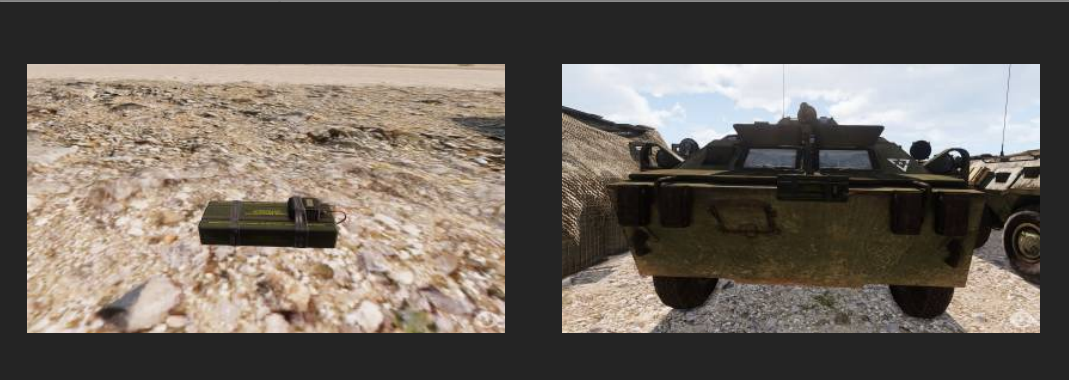
### Demolition Block

The Demolition Block, or Demo Block, is the standard explosive type in Arma 3.

> Demo Blocks are used in Antistasi for breaching vehicles and armor assets with unconscious crew!
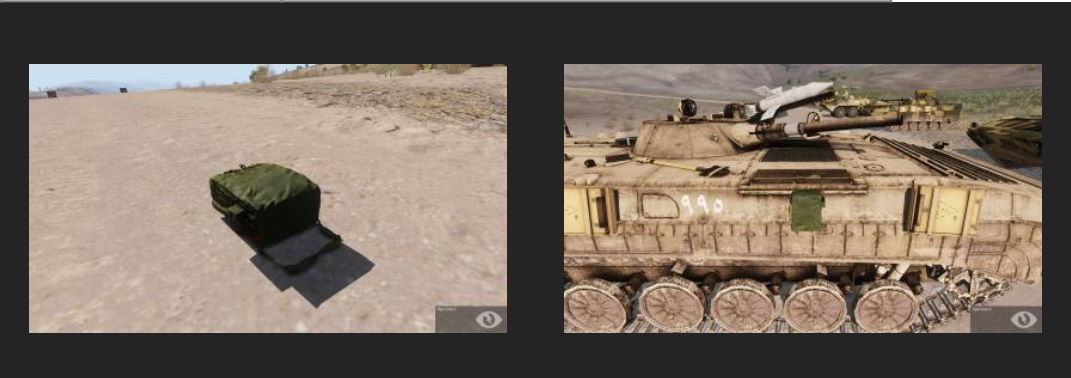
| Activation Type(s) | Manual Trigger |
|---|---|
| Effective Range | ~12m |
| Effective against | Light vehicles |
| Special Uses | One charge for APCs/light armor, two for tanks. |
| Notes | Useful for breaching walls and vehicles. Can destroy armor when multiple charges are used. |



### Demolition Charge

The Demolition Charge, or Demo Charge, is essentially a larger version of the Demolition Block.

| Activation Type(s) | Manual Trigger |
|---|---|
| Effective Range | ~20m |
| Effective against | All vehicles |
| Notes | Useful for destroying structures and vehicles. |



## Small IED

IEDs innocuous looking explosives which are usually hidden and used to ambush convoys. Operated by manual trigger or pressure plate.
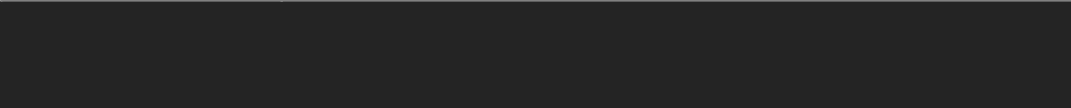
| Activation Type(s) | Manual Trigger, Pressure Plate |
|---|---|
| Effective Range | ~5-10m, depending on target type |
| Effective against | Infantry, Light vehicles. Will track heavy armor and sometimes destroy medium armor. |
| Notes | Useful for destroying structures and vehicles. |



## Large IED

Large IEDs are slightly more powerful with a larger range than their Small IED brethren.

| Activation Type(s) | Manual Trigger, Pressure Plate |
|---|---|
| Effective Range | ~10-20m, depending on target type |
| Effective against | Infantry, Light Vehicles. Will track heavy armor and sometimes destroy medium armor. |
| Notes | Useful for destroying structures and vehicles. |

## M18A1 Claymore

Directional Explosive.

| Activation Type(s) | Manual Trigger |
|---|---|
| Effective Range | 50-100m depending on arc |
| Effective against | Infantry |



# Anti-Personnel Mines

### M2 SLAM Directional Mine

A directional mine able to be placed and activated on its side or bottom.

| Activation Type(s) | Manual Trigger, Proximity |
|---|---|
| Effective Range | 20-70m, depending on target type |
| Effective against | Infantry, Light Vehicles. Will kill infantry a narrow cone when used in side mode. |
| Notes | Cannot be disarmed. Will explode instead! |
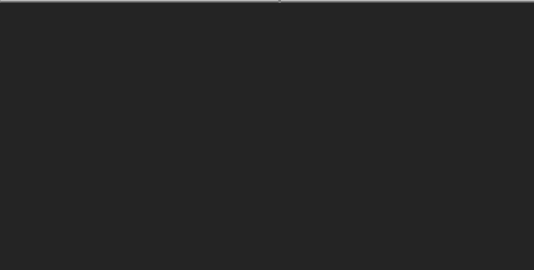
## M14

Omni-Directional Mine

| Activation Type(s) | Pressure Plate |
|---|---|
| Effective Range | 0.5-2m |
| Effective against | Infantry |
| Notes | Designed to maim rather than kill, this mine is also referred to as a "toe popper". |



## M26

Omni-directional Bounding Mine

| Activation Type(s) | Pressure Plate |
|---|---|
| Effective Range | 25-50m |
| Effective against | Infantry |
| Notes | Mine uses a small initial charge to "bound" up from the ground for an airburst explosion. |

**PMR-2**

Omni-directional Mine

| Activation Type(s) | Pressure Plate |
|---|---|
| Effective Range | 3-7m |
| Effective against | Infantry |



**PMR-3**

Tripwire Mine

| Activation Type(s) | Tripwire |
|---|---|
| Effective Range | 15-25m |
| Effective against | Infantry |
| Notes | Has a large dispersion due to being above ground. Can be blown up by vehicles crossing the tripwire. |



**VS-50**

Omni-directional Mine

| Activation Type(s) | Pressure Plate |
|---|---|
| Effective Range | 5-10m |
| Effective against | Infantry |

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**Anti-Tank Mines**

**M15**

Large Mine

| Activation Type(s) | Pressure Plate |
|---|---|
| Effective Range | 5-10m |
| Effective against | Light vehicles, Armor |



**M19**

Extra-Large Mine

| Activation Type(s) | Pressure Plate |
|---|---|
| Effective Range | 5-10m |
| Effective against | Light vehicles, Armor |
| Notes | Strongest anti-tank mine in-game as of this writing. |

**TM-62M**

Large Mine

| Activation Type(s) | Pressure Plate |
|---|---|
| **Effective Range** | 5-10m |
| **Effective against** | Light vehicles, Armor |



# Other Resources

- https://forums.ahoyworld.net/topic/7869-guide-explosives-mines/

Arma 3

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

Permanent link:
**https://thecollectivegc.com/wiki/arma_3:explosives_trigger_systems?rev=1718745954**

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