

# 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



The [Cellphone](#) is a superior activation method!

- 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.
- Uses same 3D model as M57 Firing Device in world.
- Use ACE self-interaction menu to detonate.
- Range: 5000m

## Cellphone



The humble cellphone doing its job.



A savvy traveler always carries their cellphone!


- Indestructible Nokia brick phone, can detonate anywhere cell service exists
- Susceptible to EW/jamming efforts
- Use ACE self-interaction menu to open Cellphone interface. Use arrow keys to cycle through available codes or enter code on numeric keypad.
- Share ordnance with friends by providing them the 4-digit “phone number”.
- Range: Unlimited (?)

## General Explosives

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

### Demolition Block

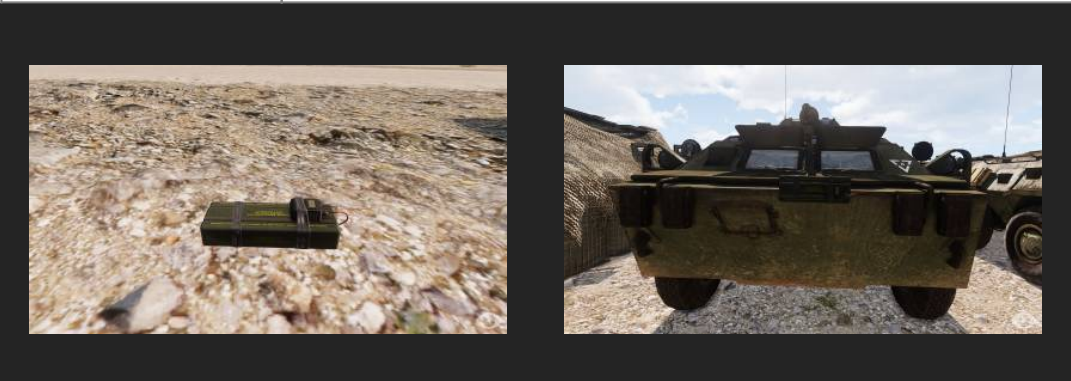
The Demolition Block, or Demo Block, is the standard explosive type in Arma 3.



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

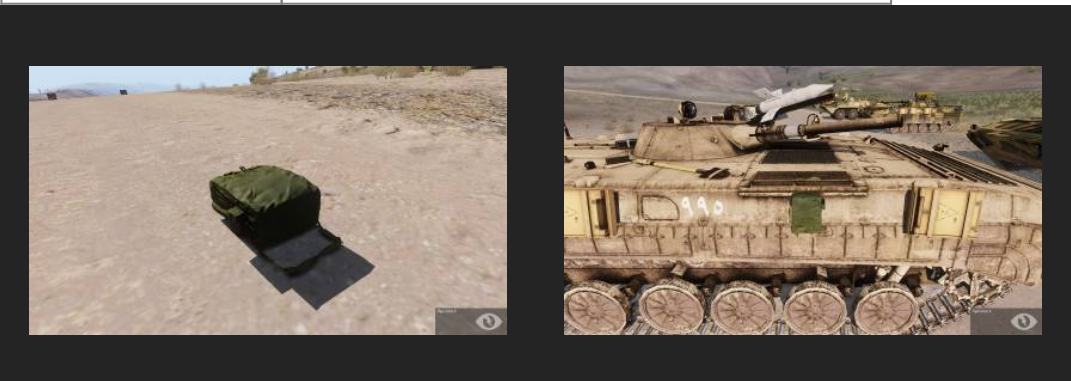
Special Uses	One charge for APCs/light armor, two for tanks.
Notes	Useful for breaching walls and vehicles. Can destroy armor when multiple charges are used.



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.

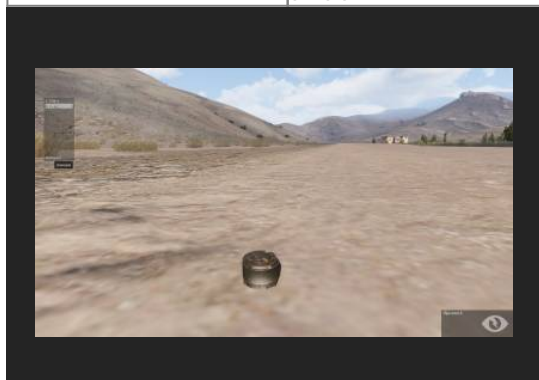
<b>Activation Type(s)</b>	Manual Trigger, Proximity
<b>Effective Range</b>	20-70m, depending on target type
<b>Effective against</b>	Infantry, Light Vehicles. Will kill infantry a narrow cone when used in side mode.
<b>Notes</b>	Cannot be disarmed. Will explode instead!



### M14

Omni-Directional Mine

<b>Activation Type(s)</b>	Pressure Plate
<b>Effective Range</b>	0.5-2m
<b>Effective against</b>	Infantry
<b>Notes</b>	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



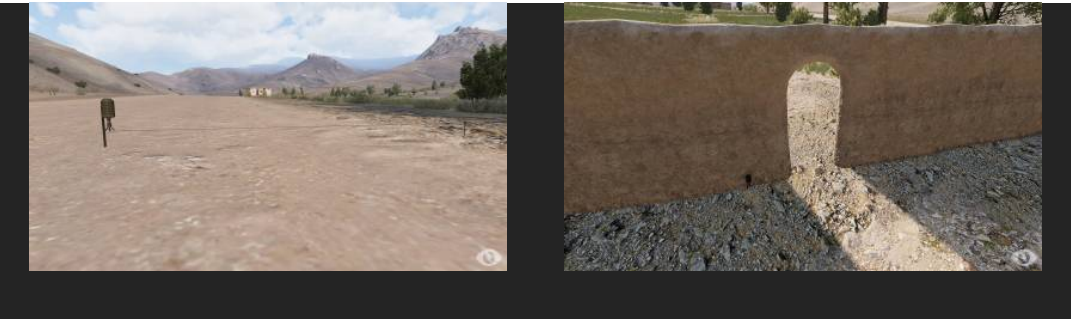
PMR-3

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



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



# Related Content

- <https://forums.ahoyworld.net/topic/7869-guide-explosives-mines/>
- [Arma 3](#), [Explosives](#), [Weapons](#)



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