

Fuel Vehicle



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



Description

A Fuel Vehicle is used to refuel other vehicles. These are best stored in the [Garage](#) to act as a Fuel Source. Arma 3 does not differentiate between fuel types so you can freely refuel jets, helicopters, cars and motorcycles, etc. with the same vehicle.



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

In addition to acting as a Fuel Source these vehicles can also be used to refuel things in the field. Hold down the ACE interact key to withdraw the fuel nozzle, then again on the receiving vehicle to be refueled. **This is not recommended unless you have a spare fuel truck in the garage.**

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

How to Acquire a Fuel Truck

Fuel Vehicles commonly spawn along roads and in towns. They also will spawn in [Airbases](#), [Military Bases](#), and on [Outposts](#).

Related Articles

- [ammo_vehicle](#)
- [repair_vehicle](#)

[Arma 3](#), [Fuel](#), [Refueling](#), [Vehicles](#)

From:

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

Permanent link:

https://thecollectivegc.com/wiki/arma_3:fuel_vehicle?rev=1745136463

Last update: **2025/04/20 08:07**

