

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. **If using the cellphone, record the 4-digit activation number in the top left!**
5. 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: N/A

M57 Firing Device

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

M152 Firing Device

- Long-range wireless trigger designed for demolition and sabotage purposes. **Does not work properly in Antistasi!**
- Use ACE self-interaction menu to detonate.
- Range: 5000m

Cellphone

- 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 (?)

Other Resources

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

[Arma 3](#)

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