Chack your running version 1.2 of the scripts. Check this by right clicking the scripts.dll and checking that the "modified" date is June. Then make sure you have no conflicting times on your map. TimerNum should be unique for the script, say 27 for example. Try changin the time to 5 seconds and the explosion to "Explosion_Mine_Remote_01" and try that. For testing puropses make the vehicle in your map and the add the script to that vehicle itself.

If you get it wokring you need to read up on TDA_Send_Custom_Zone as this can be used to send the custom to refuel the vehicle. Please note a "custom" is the same as a "message" in terms of scripting, this is simply a way of sending a message between scripts so they can interact.