

IED Defusal Process/Procedure

This document will be covering the process of defusal for new and experienced arma 3 EODs. This doc will cover ACE Defusal and RID Defusal. I am also including how to implement RID in 3den/zeus for those who wish to use them (soon to come), and an area which will include procedures for non-EODs and how they should react to an explosive device and the steps they must take to ensure the lives of their squad mates.

Equipment Required:

As an EOD, you are normally required to have a *mine detector*, *defusal kit* and an *entrenching tool*.

However, some mission makers have engineers also play the role of EOD, so you also have to bring a *toolkit*, but generally all you need is those first three mentioned.

ACE Defusal:

1. Identify the explosive device and call it out, a mine detector will help with this.
2. Call it out and ensure the squad and/or surrounding squads are out of the blast radius of the device (20-25 metres) and pulling security (don't be afraid to shout at them, as you are at a major risk/disadvantage here).
3. Slowly approach the device and ensure there are no secondary devices, and when you are close enough, go prone and crawl towards it (this ensures that squadmates will be able to fire over your head at incoming contacts and ensures that any contacts will be at a disadvantage when firing at you).
4. After approaching the device, hold the **ACE INTERACTION KEY (windows key by default)** and look at the interact point, when you see the defusal interaction point, release the key and watch as the progress bar fills.
5. Once defusal has been completed, radio in and allow nearby friendlies to know it is clear.

RID Defusal:

The easy answer to defusing these is that there is no easy answer. If you go to defuse and have no idea how, it will be hard for someone to explain it due to the different variants of the circuit board. Hence why this was made.

As of right now the only way to defuse IEDs is to follow the copper (brown lines) and see what they connect to, don't try to rush it as it could cost medical supplies and slow down your team. The developer was working on a multimeter that would help, but they deleted their files accidentally so it will take longer.

NOTE:

There are 76-ish different variants of these circuit boards (words of the developer), technically they aren't random. For defusing these circuits, the developer made the mod with the expectation that people have a basic understanding of electronics. However, the developer has said that they are overhauling the system and will be making their own tutorial/finishing their original sheet.

To attempt defusal, trace the copper wires to the parts of the circuit board and cut the respective wire(s) and then dig it up.

1. When spotting potential triggers (Junk, trash piles, rough terrain, change in terrain colour and trip wires etc.) or the actual IED sticking out, call it out and make sure people fall back.
2. Identify IED type and pull back to minimum safety distance (at least 20-25 metres)
3. Have a Medic on standby and get the rest of the Squad to pull security on the surrounding area.
4. Slowly walk up to the identified trigger and walk around to find a source of wire or slowly walk up to the exposed IED.
5. If working in a team of two, one member will find and cut the wire connecting the IED and trigger, while the second member will attempt device defusal. If it is an exposed IED, one member will move to defuse while the second member will look for secondary IEDs or for positions where a spotter with a trigger would be set up.
6. Once the squad has had a confirmation of defusal from EOD, they may continue on, while still avoiding the trigger, incase of secondary devices that haven't been identified.
7. If IED has detonated and EOD survives, Medic should rush to them and have support from the Squad if required, while the rest of the Squad is still pulling security.

(relate to the visual guide for flow charts that help guide you)

Visual Guide to Defusal of RID IEDs

Key:

Purple: Switching Parts

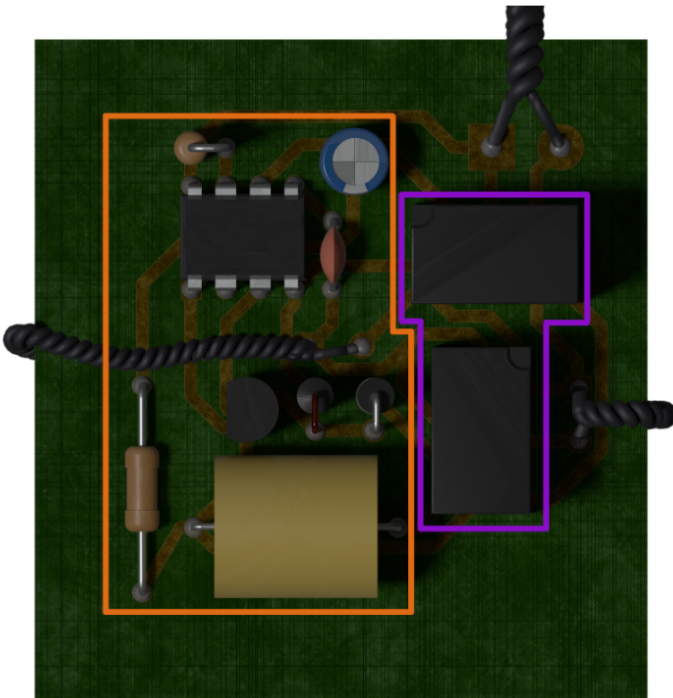
Orange: Voltage Booster

Yellow: Trigger

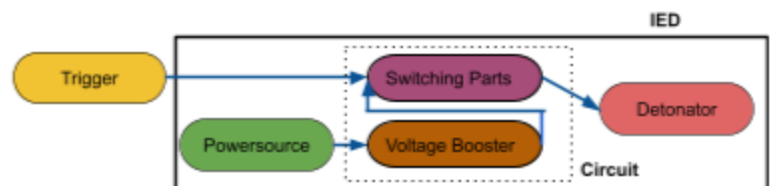
External Trigger

This circuit board is an external trigger IED. They are defused by cutting the wire connecting the trigger wire, with the **switching parts**. After the correct wire has been cut, leave the interface and attempt to dig up the IED. If that fails, it means that the trigger device is still connected, or a secondary trigger is connected to the IED, which means you have to repeat the process.

E TYPE IED:



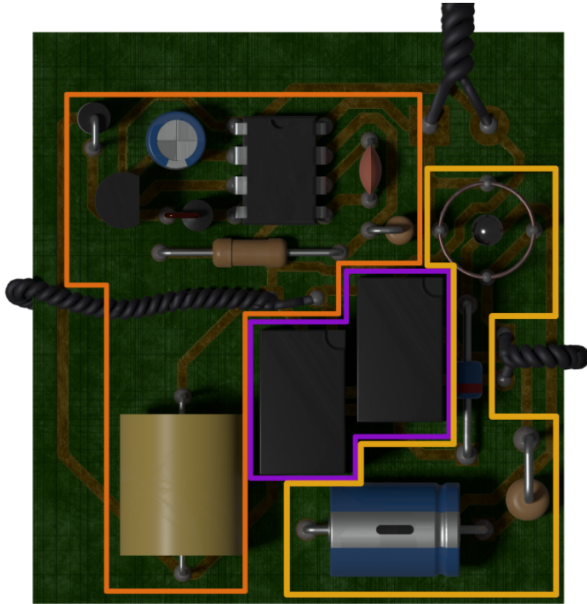
EXTERNAL -> E type.



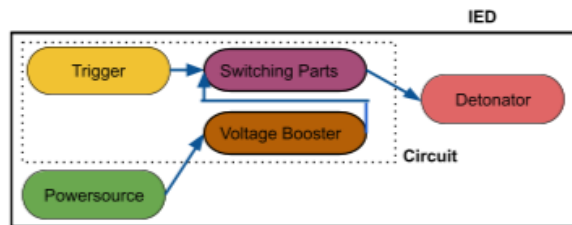
Internal Trigger

This is an Internal trigger IED type. They are also diffused by cutting the wire connecting the **trigger** and **switching parts**. After the correct wire has been cut, attempt to dig it up. If that fails it means there is an external trigger (refer to External/Internal trigger IED type).

I TYPE IED:



INTERNAL -> I type.

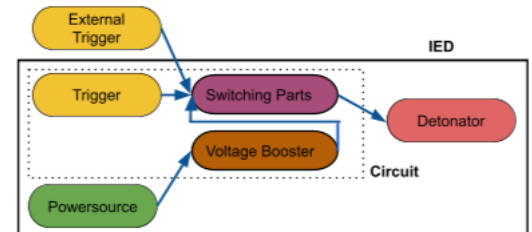
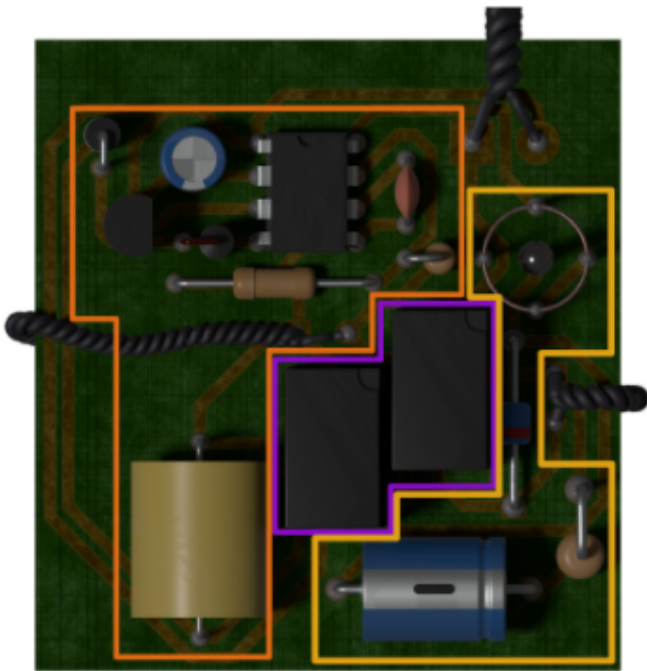


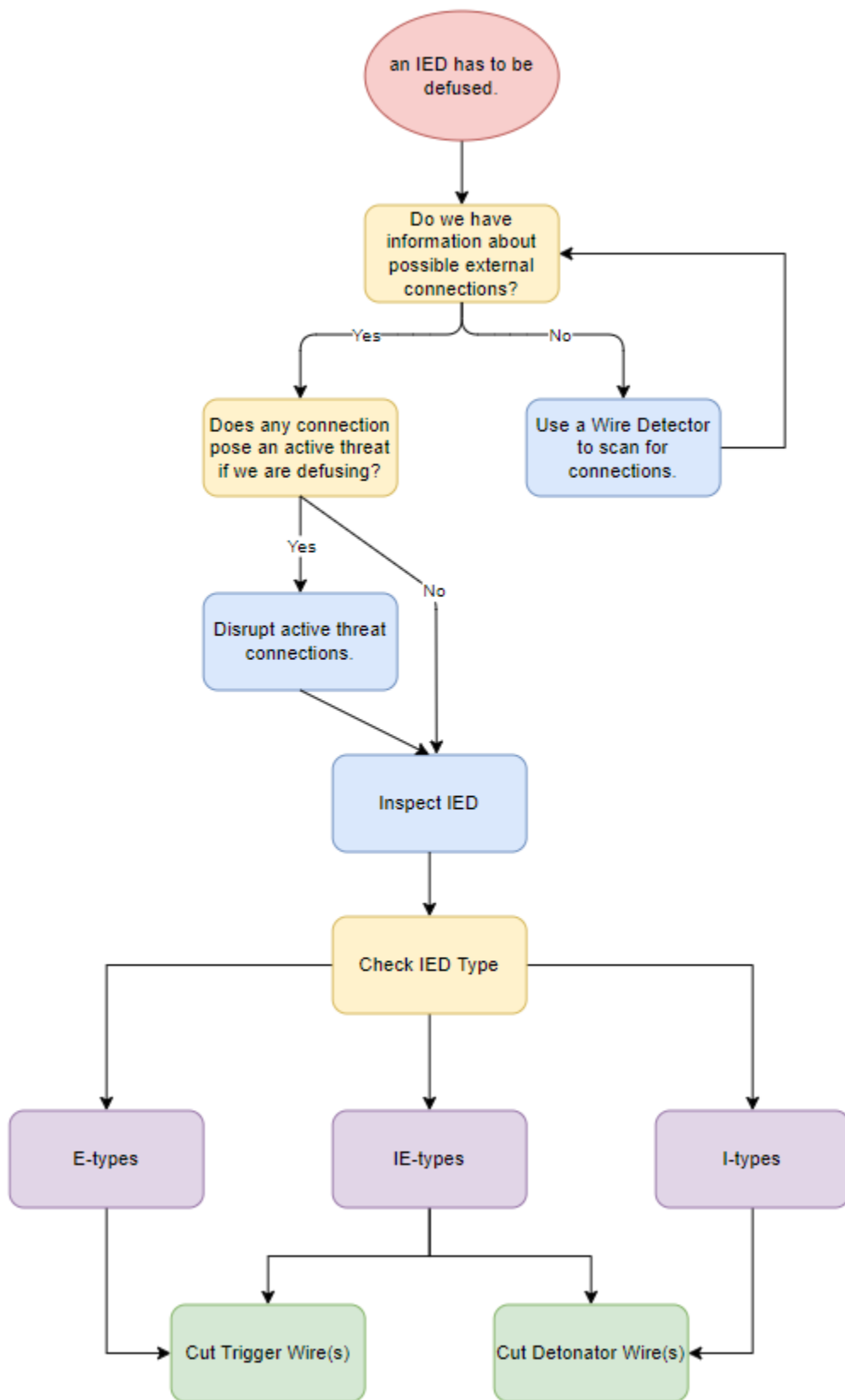
External/Internal Trigger

This is an External/Internal trigger IED type. They are also diffused by cutting the wires connecting the **trigger** and **switching parts**. After the correct wire has been cut, attempt to dig it up. If that fails you will have to search the surrounding area for the external trigger.

IE TYPE IED:

EXTERNAL+INTERNAL -> IE type.





Information for Non-EOD Specialists

Obviously this will be forgotten by most, all I want from those who read this is to understand that 90% of this is common sense, with the 10% being information you have been told. The EOD will be taking a massive risk for the squad/team, and when they move to investigate/defuse a device, they should receive as much support as can be offered, whether that is watching the surround area, keeping back and alerting others of the danger, or just listening to them shout to get clear of the area.

1. If you come across a device, hold position and radio it in and place a marker on the map.
2. Make sure you and your squad pull security on the surrounding area and keep an eye out for any one not Blufor, all while keeping a good distance from the device
3. When the EOD arrives, listen to what they have to say, they are essentially in charge of the situation for the current moment.
4. Make sure there is a good amount of security (while keeping clear) as the EOD moves up.
5. If any civilians approach the EOD, have weapons up and don't be afraid to fire a warning shot if they refuse to turn away.

That is it, those 5 steps are literally the bare minimum of what you have to do. As I said, most of this is common sense, I will also say, certain EODs can get pissed at you if you are not doing these things and doing certain things:

- Running into a minefield even after being warned.
- Ignoring comms and following the EOD towards the device.
- Staying within blast radius of the device.
- Distracting the EOD (standing close by, we can see you in DUI Squad Radar).

Doing this will put you into their bad books and they may refer you to this section of the document.

Important Links

-  [IED Overview](#) made by the developer and is (very) unfinished.
-  [Realistic IED Defusal](#) made by the '6th Airborne Division' pretty good guide, loaded with useful info.
-  [RID: Eden showcase](#) made by the developer to show how to properly use 3den RID.