

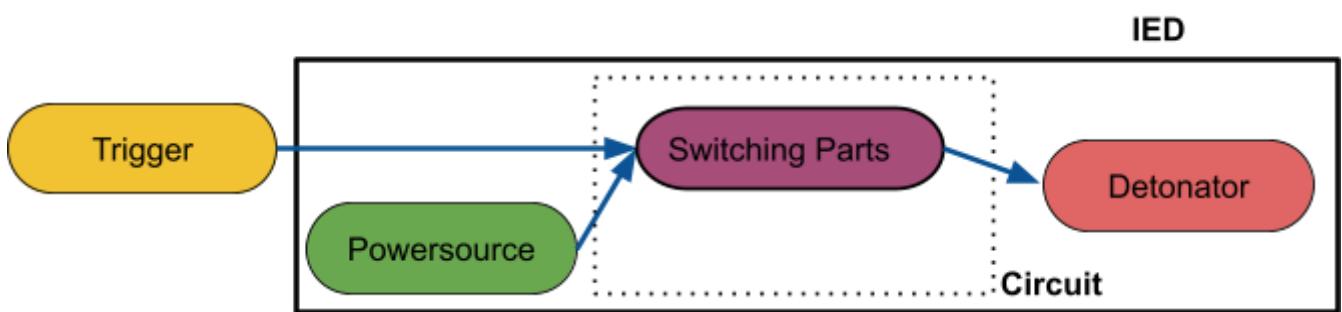
**Realistic
IED
DEFUSAL**

IED DEFUSAL HANDOUT

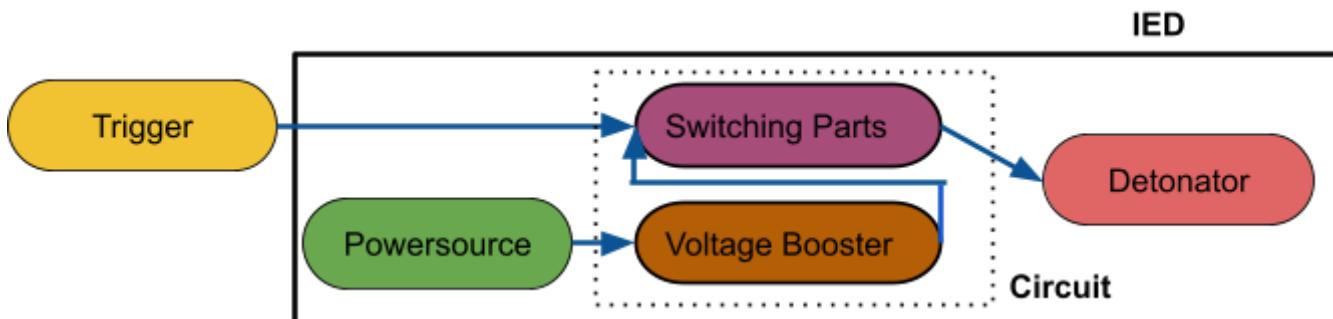
This document aims to explain the IED minigame that players are presented with when initiating the “defuse” action on a RID IED.

IED construction basics:

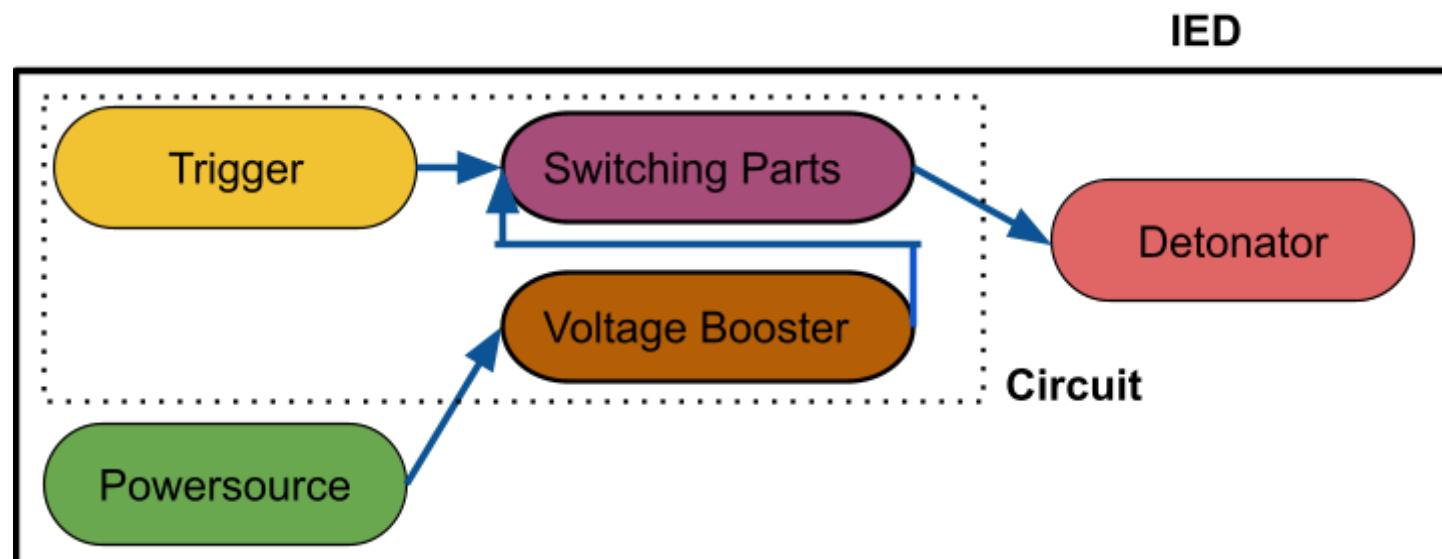
Setup	Notes
<ul style="list-style-type: none"> > detonator > powersource (external) > wire connecting detonator & powersource. 	<ul style="list-style-type: none"> - This IED requires constant supervision to operate. As its trigger is a man tapping a wire against a battery. - The powersource needs to be beefy enough for the detonator to work. - There is no interesting defusal, just cutting a wire.



Setup	Notes
<ul style="list-style-type: none"> > detonator > Trigger (external) > powersource > wire connecting IED & Trigger. 	<ul style="list-style-type: none"> - Depending on the trigger, this IED can be autonomous. - The powersource needs to be beefy enough for the detonator to work. - Switching parts could trigger IED when power is lost, IED defusal gets interesting.



Setup	Notes
<ul style="list-style-type: none"> > detonator > Trigger (external) > powersource > wire connecting IED & Trigger. 	<ul style="list-style-type: none"> - Depending on the trigger, this IED can be autonomous. - The powersource can be cheap and small. - Switching parts could trigger IED when power is lost, IED defusal gets interesting.



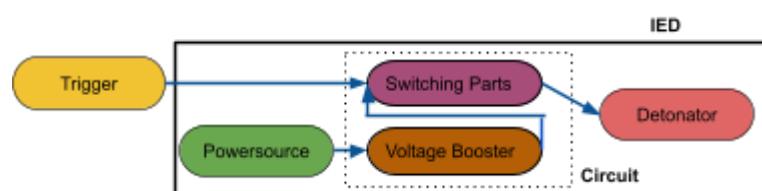
Setup	Notes
<ul style="list-style-type: none"> > detonator > Trigger > powersource > wire connecting IED & Trigger. 	<ul style="list-style-type: none"> - Fully autonomous - The powersource can be cheap and small. - The IED cannot easily be defused anymore.

As RID aims to introduce IEDs with interesting defusal mechanics, cutting a single wire isn't very interesting, and stable construction, we don't want a random IED explosion to kill a trained EOD tech doing everything right, it might be realistic but there also is an aim for fun and enjoyment.

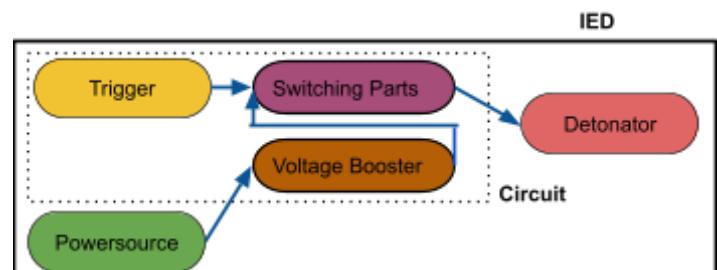
Why do we include the extra effort to assemble and create voltage boosters in IEDs? It's quite simple really. The DIY detonators commonly used require voltages in the 50-60 range. Yet they often use 9 volt batteries as a powersource. Why? Because 9 Volt batteries are dirt cheap and easily obtained, the same goes for the parts required to assemble a voltage booster. It is just easier to use smaller batteries and voltage boosters than to acquire larger batteries that could directly power the detonators.

Therefore, RID focuses on the last two IED types, with a combination of the two added in:

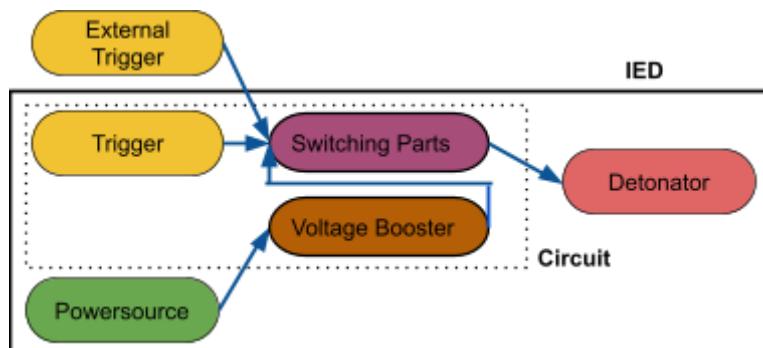
EXTERNAL -> E type.



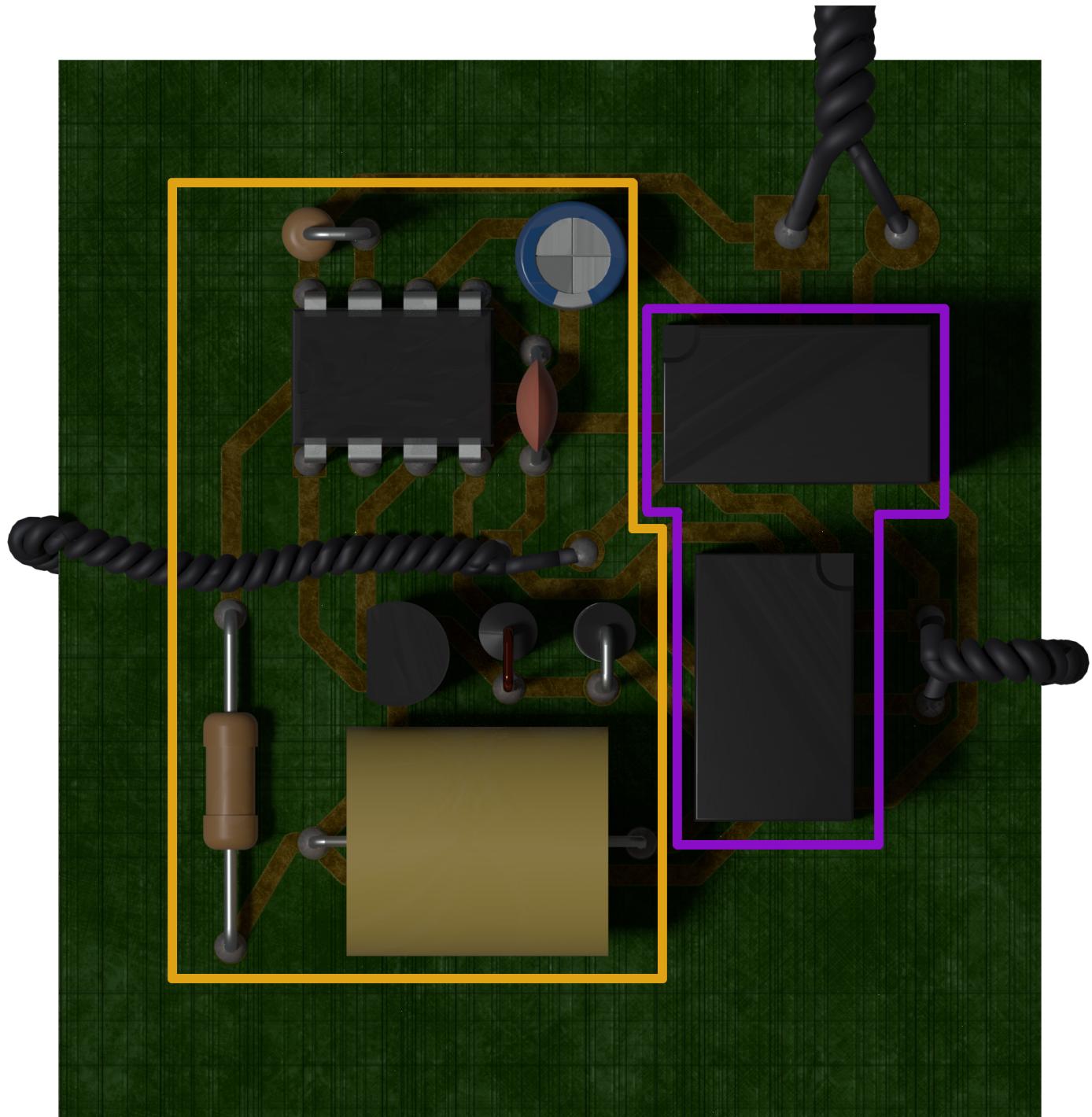
INTERNAL -> I type.



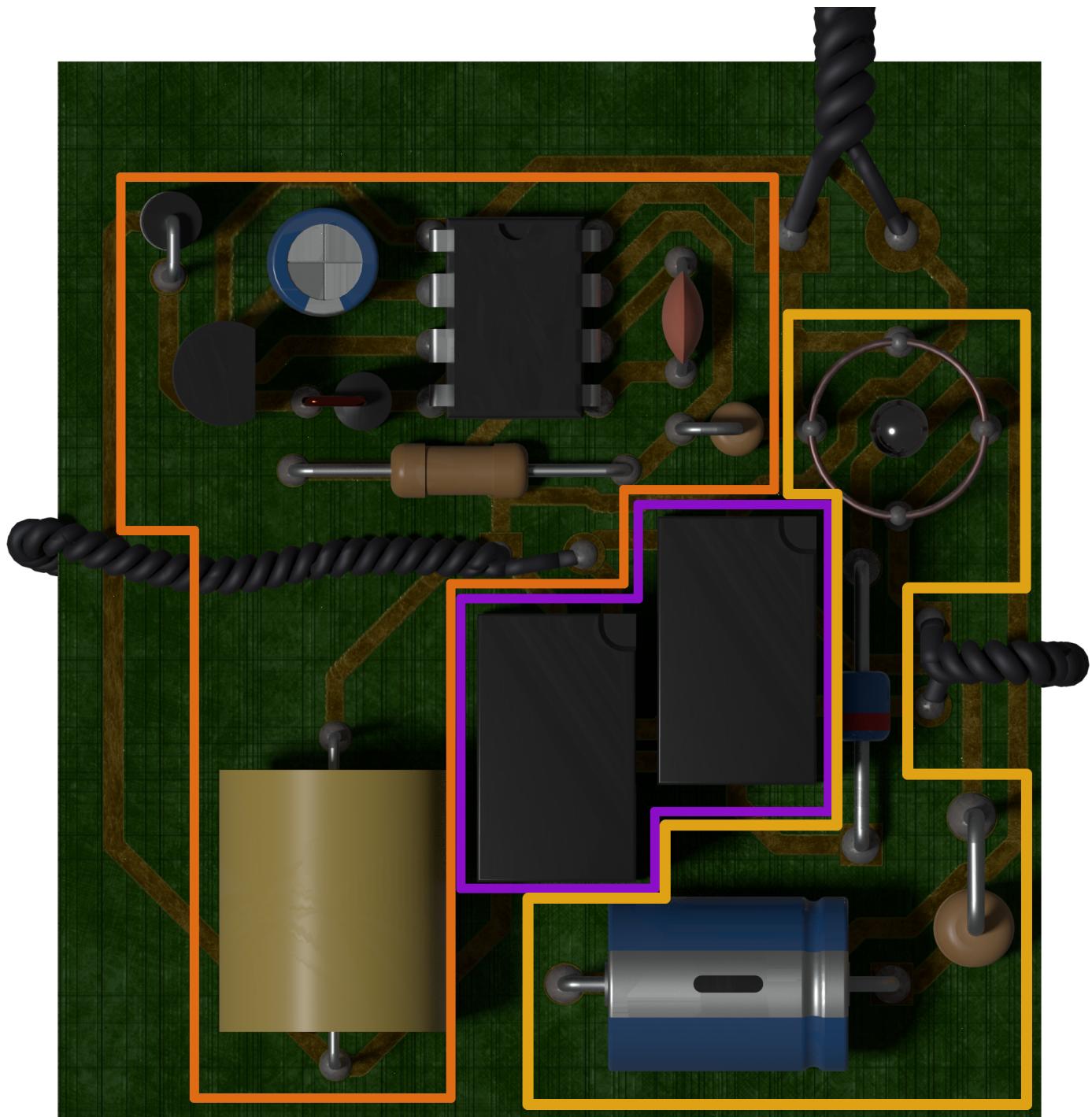
EXTERNAL+INTERNAL -> IE type.



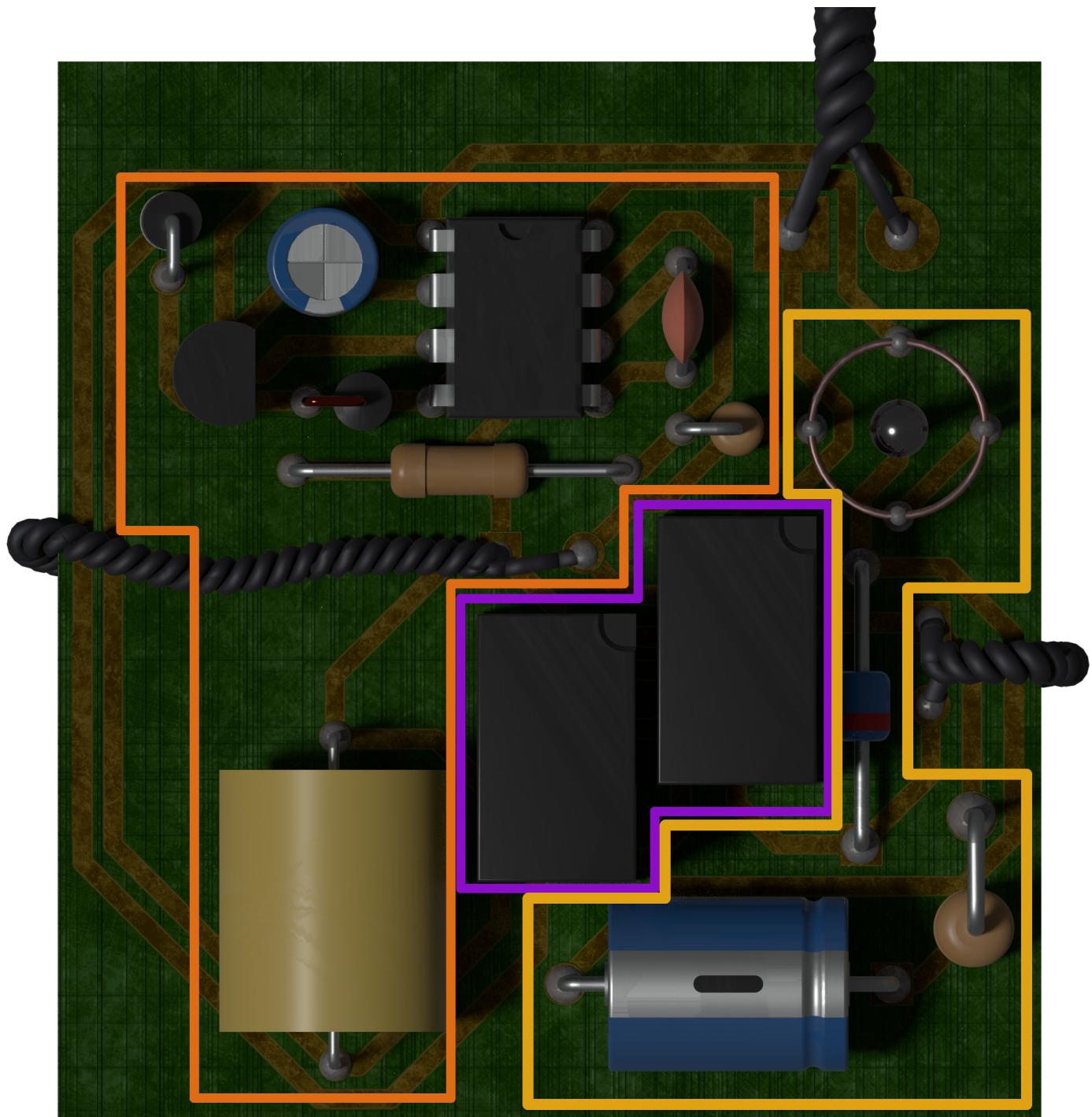
E TYPE IED:



I TYPE IED:



IE TYPE IED:



As you can see, even though these circuit boards are each of a different IED type, they are very similar. This is where we can start to build up a systematic approach to defusal.

