

ISRAELI INFANTRY BASING GUIDE

ISRAELI INFANTRY (TIS712)



ASSEMBLY PARTS

OFFICERS

O - Officer
NCO - Noncommissioned
Officer

RIFLEMEN

R - Galil Riflemen
GL - Rifle Grenade Launcher
L - LAW

ANTI-TANK

RP - RPG-7
B - B-300
D - Dragon Missile Gunner
DA - Arm Holding Dragon

WEAPONS

M - Mortar
FN - FN MAG

NOTES

You can replace RPG-7 models with a B-300 if you are fielding those in your force.

Some players like to mark their Unit Leaders with a small piece of terrain on the base or a dot of paint on the back of the stand for easy identification.

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FORMATION COMMAND GALIL ASSAULT RIFLE TEAM



Formation Command Galil Assault Rifle teams are based on a small 3-hole base facing the long edge. Combine an Officer, NCO and a Rifleman.

O R NCO

GALIL ASSAULT RIFLE TEAM



Galil Assault Rifle teams are based on a medium 4-hole base facing the long edge. Combine Galil Riflemen with an M72 LAW and a Rifleman with grenade launcher. Unit Leaders replace a Galil rifleman and grenadier with an officer and radio operator (you can use the NCO figures for both of these)

R L
R GL

NCO NCO
R R

FN MAG TEAM



FN MAG teams are based on a medium 4-hole base facing the long edge. Combine an FN MAG Gunner with two Riflemen and an M72 LAW.

R L
R FN

RPG-7 or B-300 TEAM



RPG-7 or B-300 teams are based on a small 2-hole base. Combine an RPG-7 with a Rifleman. You can replace the RPG-7 with a B-300.

RP R

B R

52MM MORTAR TEAM



52mm Mortar teams are based on a small 2-hole base facing the long edge. Combine a 52mm Mortar Gunner with a Loader/Rifleman.

M R

M47 DRAGON TEAM



M47 Dragon teams are based on a small 2-hole base facing the long edge. Combine a Dragon Missile Launcher and a Loader/Rifleman. The Dragon Missile Launcher comes in two parts, the gunner and an arm holding the Dragon Missile Launcher.

D R