History at Home

Operation Provide Comfort

MAGTF RESOURCE GAME

MAGTF Resource Game

The materials included in this game will supplement content on the Marine Corps involvement in the Gulf War created by the Education Department on the National Museum of the Marine Corps website.

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Education Resource Guide

Age Range:

Our MAGTF Resource Game is ideally suited for grades 6-8. This game is suited for 2-4 players.

Objective:

Use your knowledge of Marine Air-Ground Task Forces (MAGTF) and the humanitarian crises in Iraq and Turkey immediately following the Gulf War to play a simulated game on resource management and the allocation of supplies from an amphibious assault ship to refugee camps during Operation Provide Comfort.

Instructions:

1. Read the brief introduction on what a MAGTF is on page 4 of this guide and how they were used during Operation Provide Comfort in 1991 (page 5).

2. Follow the game instructions on page 6. Once you and other players understand the game completely, fill out your score sheet on page 8 using a colored pencil. Make sure it is a different color than what you will use to score during the same, as you will need to add and subtract ('x' out) supplies as the game progresses.

3. Lay out the game board (page 8) and the game piece on a flat surface. Additionally, keep your pens, pencils, and colored pencils handy for your score sheet throughout the game.

4. Once you are ready to play, place a penny or small marker on "START." The game begins by moving to the first space beyond "START" and rolling your die. The number will correspond with a set of directives included on the game board. If you do not have a single die to use during the game, there are many options available on the Internet.

5. Although the game involves multiple players, everyone moves together as a single MAGTF unit. Winners are those able to meet the required number of supplies successfully at the conclusion of the game when you arrive at "END."

MAGTF Background

What is a MAGTF?

Although the Marine Corps is the second smallest of the U.S. Armed Forces, they are nonetheless the first to respond to any crisis calling for U.S. troops in any clime and place.

The modern United States Marine Corps is unique as a branch of military because it operates in the air, on the land, and at sea. To accommodate this wide-ranging operational area, Marines are organized into what is called a MAGTF: a Marine Air-Ground Task Force. As the name suggests, MAGTFs are comprised of readily-deployable air and ground elements that leverage different aspects of the Marine Corps to respond to any type of situation. From combat zones to aquatic operations and humanitarian aid, the MAGTF structure allows the Marine Corps to respond at a moment's notice.

Types of MAGTFs:

Marine Expeditionary Force (MEF) - The primary warfighting force for larger operations, comprised of 46,000 to 90,000 Marines. A MEF is made up of a Marine Division, a Marine Aircraft Wing, and a Marine Logistics Group and can be supplied for 60 days.

Marine Expeditionary Brigade (MEB) - With anywhere from 4,000 to 16,000 Marines, this MAGTF is task organized for specific missions. A MEB is made up of a regimental-sized Ground Combat Element, an Aircraft Group, and a Combat Logistics Regiment that can be supplied for 30 days.

Marine Expeditionary Unit (MEU) - The smallest type of MAGTF unit with approximately 2,200 Marines that is forward deployed and the first to arrive at a crisis. A MEU is made up of a Battalion Landing Team, a Composite Helicopter Squadron, and a Logistics Battalion.

Special Purpose MAGTF (SPMAGTF) - A Special Purpose MAGTF is only formed when the MEF, MEB, and MEU variations aren't needed or do not fit the mission. From combat-ready missions to task-oriented situations, the SPMAGTF can do it all.

Operation Provide Comfort

Gulf War Background

The Gulf War was a conflict between a coalition of forces, led by the United States, and Iraq, stemming from Iraq's invasion and annexation of Kuwait. Codenamed Operation Desert Shield during the preparatory and defensive-focused phases of the war and Operation Desert Storm during the combat phase, the Gulf War only lasted approximately seven months (August 2, 1990 to February 28, 1991). The war left populations of Kurdish people in Iraq displayed from their homes in the aftermath. Learn more by watching our **instructive video on Marines in the Gulf War**.

Operation Provide Comfort

To aid these populations, in April 1991 the coalition of forces that opposed Iraq enacted Operation Provide Comfort. The United States Marine Corps was vital in the success of that mission.

From April 7, 1991 to July 15, 1991, approximately 3,600 Marines were stationed in and operated from bases in Silopi, Turkey and throughout Northern Iraq. In particular, the 24th Marine Expeditionary Unit had the mission of defending fleeing Kurdish civilians in the region while also meeting certain operational goals and priorities such as providing relief and aid to refugees from a number of camps spread throughout Turkey and Northern Iraq. From the sea base at Iskenderun, Turkey, Marines offloaded from amphibious ships and delivered much-needed supplies to these displaced populations on land with trucks and a variety of helicopters.

There were eight main refugee camps outlined by the U.S. military during Operation Provide Comfort.

- Sinat - 6,000 Kurdish Refugees
- Isikveren - 80,000 Kurdish Refugees
- Kayadibi - 12,000 Kurdish Refugees
- Yekmal - 71,000 Kurdish Refugees
- Uzumla - 60,000 Kurdish Refugees
- Cukurca - 115,000 Kurdish Refugees
- Pirinceken - 12,000 Kurdish Refugees
- Yesilova - 6,000 Kurdish Refugees

With the help of Operation Provide Comfort and the stabilization through aid provided by organizations like the U.S. Marine Corps, the displaced Kurdish refugees settled in the region of Northern Iraq and established an autonomous region called the Kurdistan Region. This autonomous region was recognized internationally in 1992.

Game Directions

Goal:

Each player is a unit in a Marine Air-Ground Task Force tasked with delivering much needed supplies to Kurdish refugees in the mountains of Turkey and Northern Iraq. You will use supplies you put in your MEU "Score Sheet" and distribute and collect supplies until you reach the end of your supply trip.

Setup:

1. At the beginning of the game, you will need to supply your MEU unit for its deployment during Operation Provide Comfort. You will use your score sheet to add your supplies.

2. Using a colored pencil or marker, fill in (20) supply squares for your individual unit. Keep in mind that supplies will be unloaded and loaded throughout the game and will be dependent on what supplies are needed at each refugee camp.

MAGTF Score Sheet * Begin the game by filling in (20) supply squares of your choice.

FOOD 🍞
WATER 💧
CLOTHES 👕
FUEL ⛽
MEDS 🧴
BUILD 🛠️
RESCUE 🛟
TENT ⛺

3. Depending on what you load, you will have leftover space on your score sheet for future loading of supplies throughout the game.

Game Instructions:

1. Place a small marker, like a penny, on the START marker once each player has successfully filled their initial MAGTF score sheet with (20) supply items of their choosing. The goal of the game is to reach the end of the game with the required supplies in your unit's possession.

2. Play begins by moving one space at a time on the game board. For each round after you move, a die is rolled. Every player must perform the task corresponding to the number on the die. The directives are included on the game board. For instance, if a "1" is rolled, each player must lose (1) FUEL. If that player does not have a FUEL, their game is over. Once an item is forfeited, use a pen or pencil to "x" out that colored-in square to mark your progress as the game goes on.

3. Supplies are offloaded and loaded at each of the (3) refugee camp stops on the game board. You will unload the required items designated at each of the stops from the game board. Failure to do so results in a player bowing out of the game. Additionally, items may be loaded to your score sheet, depending where you are. Add additional supplies by filling in empty squares with your colored pencil or marker.

SINAT **Camp Stop 1**

Camp Requirements:
🍞 FOOD
CLOTHES 👕
⛺ TENT
WATER 💧

*Gain (2) Supplies at This Camp

4. At the end of the game, a player wins if they still have (2) FOOD, (1) WATER, and (2) FUEL boxes colored in and not crossed out.

MAGTF Game Board

START

CAMP STOP 1

CAMP STOP 2

CAMP STOP 3

END

Die Rolls:

- Roll a 1: MEU encounters a bump in the road. Lose 1 FUEL.
- Roll a 2: You encounter a group of Kurdish Refugees. Lose 1 RESCUE.
- Roll a 3: Coalition Forces Arrive. Gain (1) MEDS, RESCUE, or BUILD.
- Roll a 4: Lose (1) supply of your choice.
- Roll a 5: Desert Resupply. Gain (1) FOOD, CLOTHES, or WATER.
- Roll a 6: Nothing to report. Retain all of your resources.

TO WIN:

- (2) Food 🍞
- (1) Water 💧
- (2) Fuel ⛽

REFUGEE CAMP STOPS

Camp Stop 1

SINAT

Camp Requirements:

- FOOD
- CLOTHES
- TENT
- WATER

*Gain (2) Supplies at This Camp

Camp Stop 2

ISIKVEREN

Camp Requirements:

- FOOD
- FUEL
- TENT
- BUILD
- MEDS

*Gain (2) Supplies at This Camp

Camp Stop 3

YEKMAL

Camp Requirements:

- RESCUE
- BUILD
- WATER
- TENT
- MEDS

*Gain (2) Supplies at This Camp

Score Sheets

MAGTF Score Sheet

* Begin the game by filling in (20) supply squares of your choice.

FOOD 🍞	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
WATER 💧	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
CLOTHES 🧥	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
FUEL ⛽	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
MEDS 💊	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
BUILD 🛠️	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
RESCUE 🛟	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
TENT ⛺	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

MAGTF Score Sheet

* Begin the game by filling in (20) supply squares of your choice.

FOOD 🍞	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
WATER 💧	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
CLOTHES 🧥	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
FUEL ⛽	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
MEDS 💊	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
BUILD 🛠️	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
RESCUE 🛟	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
TENT ⛺	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐