



## From the Commandant's desk

I want to start off this edition of the Redleg Update by saying I am proud to have been the 50th Chief of the Field Artillery and Commandant of the U.S. Army Field Artillery School.

As I depart for Fort Stewart, Ga., I will be looking back at Fort Sill, Okla. with admiration. I am also confident that all the initiatives that have gained momentum in the past six months will continue on the same glide path with the new Chief of the Field Artillery and Commandant of the U.S. Army Field Artillery School.

These initiatives include advances in precision fires, frequency and accuracy standards for target location error, fire support coordination at the Corps and Division level with the re-introduction of the Field Artillery Brigade and Division Artillery, leader development, and modernized institutional training in all career fields.

All these endeavors tie into the Field Artillery's vision to create the nation's premier Fires Force; organized, equipped, and trained to employ and deliver Joint and

Combined Arms Fires.

While these initiatives continue to gain traction, I remind everyone that we must continue to embrace a shift in culture, i.e. our philosophy, values, behavior, and thought processes. In particular with the 80-10-10 targeting standard.

The 80-10-10 targeting standard, or a "Grid Getter Standard" is a precision mindset in which Forward Observers and Fire Support Teams achieve the Joint CAT 1 (<6M TLE) targeting standards 80 percent of the time.

The remaining standards of 10 percent are defined as follows: "near precision" targeting is conducted 10 percent of the time, while "degraded targeting conditions" should be conducted only under extreme conditions.

This 80-10-10 ratio defines for us as professional Artillerymen the term Accurate in the First Requirement for Accurate Fires. It also defines for us, as a profession of arms, how we train, certify and deliver accurate target locations in support of Strategic, Operational

and Tactical Fires.

We also must continue to focusing on implementation of our DIVARTYs. The DIVARTY is a proven force design, and will continue to provide modernized relevance through focused implementation of emerging Fires technologies and expert integration of Joint and Combined Fires.

The reality is that the DIVARTY must provide operational-level Fires and better trained fires formations BY, WITH, and THROUGH the Brigade Combat Team and the Modular Force.

As an additional closing note, I also want to acknowledge the incredible efforts by all our Field Artillery units, both active and National Guard.

Our units are deployed throughout the world in support of a variety of operations from the Pacific Rim to Southwest Asia.

I want my last words as Chief and Commandant to be "thank you."

*King of Battle!  
Fires Strong!*

*BG Chris F. Bentley*

**Purpose:** Founded in 2011, the *Redleg Update* provides past and present Field Artillery leaders with a monthly update of informational highlights to assist in their individual, collective and professional training efforts, as well as report on activities occurring throughout the Field Artillery community.

**Official Distribution:** The *Redleg Update* is distributed by the Commandant of the U.S. Army Field Artillery to key members of the Field Artillery chain of command across the U.S. Army. Past and current editions are also archived on FKN @

<https://www.us.army.mil/suite/files/34549741>

*Chris F. Bentley*

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Brigadier General, U.S. Army  
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**RFIs, Notes, and Notices:** To submit a Request for Information (RFI), please email the POC listed below. The FA Commandant's Office will acknowledge receipt of RFIs within 24 hours and will attempt to provide an answer within 72 hours.

**Points of Contact:** We appreciate those who have provided announcements, notices, articles and lessons learned.

Additionally, if you have a story of interest or wish to initiate a discussion on any topic or issue facing the Field Artillery community, contact Mr. John Folland, (580) 558-0831, or the editor of the *Redleg Update*, Ms. Sharon McBride, Field Artillery STRATCOM officer, (580) 558-0836.

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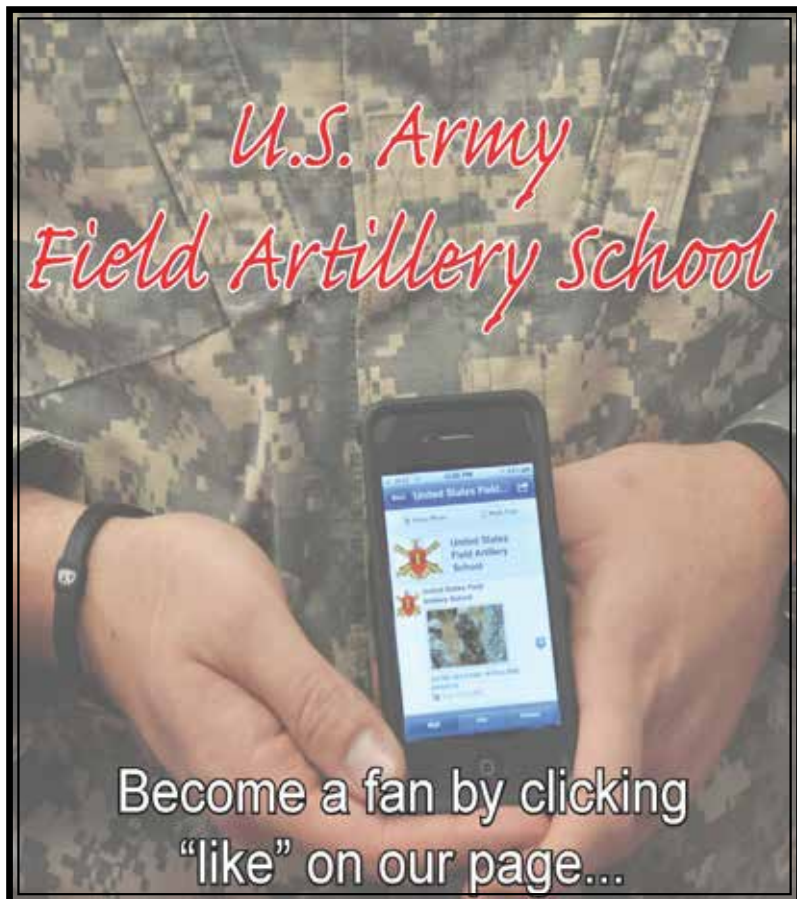
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# REGIMENTAL PRIDE

## 319TH AFAR

DMOR- LTC Shane P. Morgan  
DMOR - LTC Phillip G. Jenison  
DMOR- LTC Joseph Albert Paquin

As Per AR 600-82 para 5-3a, Special Appointees, The Honorary Colonels, Honorary Warrant Officers, Honorary Sergeants Major, and Distinguished Members of the Regiment provide a link with history for today's Soldiers.

The primary mission of these special appointees is to perpetuate the history and traditions of the Regiment, thereby enhancing unit morale and esprit.

The Honorary Member of the Regiment position is designed to recognize non-regimental members for their service to the regiment.

The Point of Contact for this program and any questions regarding submission of packets should be directed to SFC Benjamin Schneider at 580-442-5025 (COMM); 639-502 (DSN); or benjamin.h.schneider2.mil. Information is also on FKN @ <https://www.us.army.mil/suite/doc/34845563>

The following is a list of individuals that were recently approved for Honorary Colonel of the Regiment (HCOR), Honorary Sergeant Major of the Regiment (HSGMOR), \ Distinguished Member of the Regiment (DMOR), or Honorary Member of the Regiment (HMOR):

## THIS MONTH IN HISTORY "JUNE"



**3 June 1911**, War Department General Order No. 72 authorized opening the School of Fire for Field Artillery at Fort Sill.

**6 June 1944**, During the D-Day invasion, the 111th Field Artillery Battalion floated its guns to shore on Omaha Beach and lost all but one gun. The 7th Field Artillery Battalion lost six pieces. The 7th and 111th were only two of many field artillery units that participated in the D-Day assault.

**15 June 1877**, Henry Ossian Flipper, born a slave in Thomasville, Ga., in 1856, was the first African American cadet to graduate from the United States Military Academy, New York. Flipper, who was never spoken to by a white cadet during his four years at West Point, was appointed a second lieutenant in the all-African American 10th Cavalry, stationed at Fort Sill in Indian Territory where he supervised digging a drainage ditch that bears his name.

**20 June 1995**, General Dennis J. Reimer, a field artillery officer and former Deputy Assistant Commandant of the Field Artillery School, became the 33rd Chief of Staff of the U.S. Army.

**28 June 1950**, Congress passed the Army Organization Act of 1950 that legally recognized the Infantry, Armor, and Artillery as statutory combat arms. The Army inactivated the Coast Artillery and the Sea Coast Artillery School, legally merged Antiaircraft Artillery and Field Artillery as one branch to economize, and solidified the practice of integrated training for officers and cross assigning them while preserving specialized training for enlisted personnel as either field artillerymen or anti-aircraft artillerymen.

**30 June 1955**, General Maxwell D. Taylor, a field artillery officer assumed the duties as the 20th Chief of Staff of the U.S. Army.

# You're in the game

## VBS3 uses avatars with soldier PT scores, weapon quals

### *TRADOC Public Affairs*

Your next Army avatar will not only look like you, it'll move and shoot like you as well.

The newest version of the Army's popular first-person shooter video game, Virtual Battlespace, allows leaders and units to use "human dimension modeling" and input a soldier's marksmanship and physical training scores into the game for more realistic training.

"The soldier's actual capabilities and characteristics are modeled in the avatars," said Marco Conners, chief of the Army Games for Training program within Training and Doctrine Command Capability Manager-Virtual & Gaming. "Height, weight, marksmanship scores, PT scores. Now, your avatar's going to get tired, he's only going to shoot as well as you shoot, and the body shape will look like yours."

For leaders using Virtual Battlespace 3, or VBS3, "your squad is going to react to the game like they would in real life," Conners said.

"It enables the leader to look at their squad or platoon and see where he can improve their performance capabilities," he said. "It helps leaders, I think, a lot."

Soldiers often are motivated to try to improve their scores in real life, he said.

"When you do the [after-action review], because it's recorded dynamically in the game, it's readily apparent who's not keeping up, it's readily apparent who's not shooting well," Conners said.

During tests of the game last year, one of the soldiers said "I look fat," according to an Army news release, citing Robert Munsey, an analyst with TCM-Virtual & Gaming.

"And the other soldier sitting right next to him said, 'That's because you are fat,'" Munsey said.

Because VBS3 was just released March 31, the Army is still developing a way to allow units to directly import soldiers' data into the game. For now, individual commanders or soldiers have to input their personal data into the game, Conners said.

When it comes to marksmanship scores, the game incorporates a soldier's small-arms qualifications, Conners said. Depending on the soldier's occupational specialty, that could range from the M4 carbine or M16 rifle to the M9 pistol. The game also can take

into account a soldier's proficiency on a sniper rifle or the M249 squad automatic weapon, M240B machine gun or .50-caliber M2 machine gun.

It allows the Army to combine gaming with other forms of training, such as virtual and constructive simulators and even live training, Conners said.

With VBS3, soldiers will get larger, more dynamic training areas and better graphics, he said.

"The rendering of the avatars and the terrain is more likely what you'll see in some of the more commercial gaming products," he said.

The game also has built-in tools that enable a user to design a geographically specific training area or scenario, Conners said.

The game features 92 scenarios in all, but commanders also can ask their local Mission Training Center to create a specific training set, he said.

"You can say, 'I want to use this piece of terrain in Uganda,' give them the map of where it is, and as long as they can pull in the reference point, we can import them and then improve them," he said.

More than 24,000 licenses for VBS3 have been downloaded since it was released this spring, he said.

Gaming will continue to play a role in how the Army trains, Conners said.

"In a progressive training environment, where you have to crawl, walk and run, this enables you to exercise the crawl and walk levels in a mission rehearsal capability so you can do those tasks prior to going out on a live training event," he said. "Besides saving money, when you're doing crawl and walk, a lot of those entry-level tasks, if you can work all those things out and get a base knowledge or understanding prior to going to the live training event, you enter the training at a higher proficiency level."



<https://milgaming.army.mil/VBS3/>  
<https://milgaming.army.mil/VBS3/software.aspx>