Virtual Battlespace 3 (VBS3) is a fully interactive, three-dimensional, PC-based operational environment for military training. It offers both virtual and constructive interfaces onto high-fidelity worlds of unparalleled realism. The system can be used for individual and collective training to enhance the “crawl/walk” phases of unit training. Units can use the system to develop, rehearse, and refine Unit SOPs and TSPs. VBS3 supports rapid, real-world terrain development and can be accessed via world-wide Digital Training Facilities (DTFs) and on Deployed Digital Training Campuses (DDTCs).

Features of VBS3 include:
- Highly accurate 3D representations of US Army and threat elements, vehicles and weapons with thermal signatures.
- A flexible, real time networked training environment able to simulate complex combined-arms maneuvers such as combat teams of infantry and armored elements operating with Soldier-controlled aircraft and artillery in support of the mission.

Simulated Scenarios:
- Mission rehearsal and/or Action Officer familiarization
- Convoy training (including integration of virtual reality technology)
- IED defeat
- Analysis of options (decision support)
- Mission simulation
- Vehicle checkpoints and area control
- Cultural awareness training
- Weapon (or platform) familiarization or experimentation
- Training in urban environments