SUMMARY

In this paper, four military decision problems, common and relevant to typical army and ranger units, at platoon, company and battalion levels, are described and analysed. It is found that fundamental game theory and methods can be used to determine optimal decisions. The optimal decisions are derived as mixed strategy Nash equilibria, via manual methods. It is found that considerable improvements of the expected outcomes of typical decisions can be obtained in a way that does not require high investment costs. It is argued that the methodology to some degree should be included in the education of all Swedish military officers, in particular in the army and ranger units intended for special operations.