

Murphy's Rules of Combat

1. Friendly fire - isn't.
2. Recoilless rifles - aren't.
3. Suppressive fires - won't.
4. You are not Superman; Marines and fighter pilots take note.
5. A sucking chest wound is Nature's way of telling you to slow down.
6. If it's stupid but it works, it isn't stupid.
7. Try to look unimportant; the enemy may be low on ammo and not want to waste a bullet on you.
8. If at first you don't succeed, call in an air strike.
9. If you are forward of your position, your artillery will fall short.
10. Never share a foxhole with anyone braver than yourself.
11. Never go to bed with anyone crazier than yourself.
12. Never forget that your weapon was made by the lowest bidder.
13. If your attack is going really well, it's an ambush.
14. The enemy diversion you're ignoring is their main attack.
15. The enemy invariably attacks on two occasions:
 - a. When they're ready.
 - b. When you're not.
16. No OPLAN ever survives initial contact.
17. There is no such thing as a perfect plan.
18. Five second fuses always burn three seconds.
19. There is no such thing as an atheist in a foxhole.
20. A retreating enemy is probably just falling back and regrouping.
21. The important things are always simple; the simple are always hard.
22. The easy way is always mined.
23. Teamwork is essential; it gives the enemy other people to shoot at.
24. Don't look conspicuous; it draws fire. For this reason, it is not at all uncommon for aircraft carriers to be known as bomb magnets.
25. Never draw fire; it irritates everyone around you.
26. If you are short of everything but the enemy, you are in the combat zone.
27. When you have secured the area, make sure the enemy knows it too.
28. Incoming fire has the right of way.
29. No combat ready unit has ever passed inspection.
30. No inspection ready unit has ever passed combat.
31. If the enemy is within range, so are you.
32. The only thing more accurate than incoming enemy fire is incoming friendly fire.
33. Things which must be shipped together as a set, aren't.
34. Things that must work together, can't be carried to the field that way.
35. Radios will fail as soon as you need fire support.