

MURPHY'S LAWS OF COMBAT SITUATIONS

1. You are not superman
2. Recoilless rifles are not
3. Suppressive fire won't
4. Keep it simple, stupid
5. Incoming fire has the right of way
6. If the enemy is in range, so are you
7. Don't look conspicuous: in the combat zone, it draws fire, and out of the combat zone, it draws sergeants
8. Automatic weapons aren't
9. Friendly fire isn't
10. When in doubt empty your magazine
11. The easy way is always mined
12. When unsure of the enemy location, look behind you
13. The most dangerous thing in the war is a 2nd Lt. with a map and compass
14. The second most dangerous thing in the military is when a lieutenant says: "well in my experience"
15. The third is when a captain says: "I have a great idea"
16. In war, all the important things are simple, and all simple things are important
17. Try to look unimportant, they may be low on ammo
18. Professionals are predictable, it's the amateurs that are dangerous
19. Fortify your front to well and you will get your butt shot off
20. The cavalry doesn't always come to the rescue
21. If you can't remember, then the claymores are pointed in the wrong direction
22. Team work is essential it gives them someone else to shoot at
23. Timings are never met on time
24. Never draw fire, it irritates everyone around you
25. When you have secured the area, don't forget to tell the enemy
26. Warfare is based on deception: the idea is to fool the enemy, not yourself
27. Mines are equal opportunity weapons
28. Anything you do can get you shot, including nothing
29. No combat ready unit ever passed inspection
30. No inspection ready unit has ever passed combat
31. The enemy invariably attacks on only two occasions, when you are ready for them and when you aren't
32. A sucking chest wound is nature's way of telling you to slow down
33. Weather isn't neutral
34. If your attack is really going well, it's an ambush
35. All of your 5 second fuses are 3 seconds
36. Close only counts in horseshoes, hand grenades, and tactical nuclear explosions
37. Never share a foxhole with any one that is braver than you
38. If you are short on everything except the enemy, you're in combat
39. No battle plan survives the first contact with the enemy

40. If each side is convinced that they're about to loose, they are both right
41. The only thing more accurate than incoming enemy fire is incoming friendly fire
42. Communications will always fail, as soon as you need fire support desperately
43. If it can go wrong it will
44. Your weapon is made by the lowest bidder
45. Don't look at it as being vastly outnumbered, think of it as having a wide range of targets
46. If there is no way to misinterpret an order, someone will
47. Tracers work both ways
48. Beer math is: 2 beers x 39 men = 49 cases
49. Body count math is 2 VC + 4 NVA + 1 water buffalo = 39 KIA
50. Smart bombs have off days too
51. The further you are in advance of your own positions, the more likely your artillery will shoot short
52. The Quarter master only has two sizes, too large, or too small
53. If you really need an officer in a hurry, take a nap
54. Suppressive fire only works when used on abandoned positions
55. There is nothing more satisfying than to have someone take a shot at you and, they miss
56. If your sergeant can see you, so can the enemy
57. Military intelligence can be a contradiction in terms
58. Never worry about the bullet with your name on it. Instead, worry
59. about the shrapnel addressed to "occupant"
60. Murphy was a grunt
(author unknown)