

Murphy's Laws of Combat:

- 1. If the enemy is in range, so are you.*
- 2. Incoming fire has the right of way.*
- 3. Don't look conspicuous—it draws fire.*
- 4. There is always a way.*
- 5. The easy way is always mined.*
- 6. Try to look unimportant—they may be low on ammo.*
- 7. Professionals are predictable; it's the amateurs that are dangerous.*
- 8. The enemy invariably attacks on two occasions:*
 - when you're ready for them.*
 - when you're not ready for them.*
- 9. Teamwork is essential—it gives them someone else to shoot at.*
- 10. The enemy diversion you have been ignoring will be the main attack.*
- 11. A "sucking chest wound" is nature's way of telling you to slow down.*
- 12. If your attack is going well, you have walked into an ambush.*
- 13. Never draw fire—it irritates everyone around you.*
- 14. Anything you do can get you shot ... including nothing.*
- 15. Make it tough enough for the enemy to get in and you won't be able to get out.*
- 16. Never share a foxhole with anyone braver than yourself.*
- 17. If you're short of everything but the enemy, you're in a combat zone.*
- 18. When you have secured an area, don't forget to tell the enemy.*