

**Table 1: Applicability of Cases "J" (Moving/Motion) and "L" (Point Blank) on the To Hit Tables.**

Rules sections C6.1, C6.3

Situation: Attacker's Player Turn, as described in each situation.

	Situation 1:	Situation 2*:	Situation 3:	Situation 4:	Situation 5:
Modifiers Applicable to an attack by the:	Defender <b>Stopped</b> , Attacker in <b>Motion</b>	Defender <b>Stopped</b> , Attacker is <b>Stopped</b> and is expending a <b>Start MP</b>	Defender <b>Stopped</b> , Attacker <b>Moved</b> but is now <b>Stopped</b>	Defender in <b>Motion</b> , Attacker in <b>Motion</b>	Defender in <b>Motion</b> , Attacker <b>Moved</b> but is now <b>Stopped</b>
Defender-Case L (Point Blank)	NO	NO	YES	NO	NO
Defender-Case J (Moving/Motion)	YES	NO	YES	YES	YES
Attacker-Case L (Point Blank)	NO	NO	YES	NO	NO
Attacker-Case J (Moving/Motion)	NO	NO	NO	YES	YES

\*: The Defender has to wait for a MP expenditure to shoot, & has to wait until the Attacker spends a MP to start. At this point the Attacker's vehicle is no longer Stopped, and is now a Non-Stopped Vehicle but is not yet in Motion until he moves into a new hex per the Romanowski Q&A answers.