

Targeting

Firing into melee

All individual missiles should have their targets individually determined as per DMG 63. Every shot from a weapon with 2+ RoF¹⁾ does not automatically target the same combatant.

Mounted combatants

When attacking a mounted target in melee, the attacker may choose whether to target the mount or the rider. In the case of unintelligent creatures where there is no clear choice, a random target can be determined with a d6:

d6	Target
1-2	Rider
3-6	Mount

Sweep attacks are^{TODO}

When attacking a mounted target with missile fire, a random target should always be determined in the above way.

This d6 roll works in cases of a M sized rider and a L sized mount, such as a PC and a horse. The die roll should be adjusted appropriately in cases of a larger size category difference, taking into note the rules in the DMG for the random determination of missile targets on DMG 63.

In cases where height is a significant factor, that should be taken into account. For example, a kobold with a short sword attacking a man riding a large, old, red dragon should always target the dragon.

¹⁾

Rate of fire.

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