

Snikkit's Goblin Tactics

How to stop wasting your goblins. From the one who got away.

This one's about my lot. I've been the first fight in a thousand campaigns: shot, stabbed, fireballed, once married. Most GMs line us up in the open and let the party mow us down. The good ones did it differently. None of this needs a rulebook.

1 Never Fight Fair

We're one metre tall. We don't charge. We shoot from ledges, from behind rocks, from the dark. If your goblins are standing in the open, you've already lost me.

2 The Stew Rule

Give us a reason to be there: a stew, a stolen mule, the boss's laundry. A goblin with something to protect fights twice as hard and runs twice as fast.

3 Shoot and Scoot

Hit, then move. Every turn. A goblin that stays put gets found. If your game lets goblins slip away quickly, use it every single time.

4 Know the Ground

Waterfalls, narrow paths, fog, a rope bridge with one bad plank. We live here; the party doesn't. Describe the ground before the goblins, and make them feel it.

5 Noise Over There

One goblin bangs a pot on the left. The rest are on the right with bows. It works every time, because adventurers always look at the noise.

6 Somebody Always Runs

No goblin has ever fought to the last goblin. When it goes wrong, one of us legs it to warn the others. Now the party has a problem tomorrow, too.

The Goblin Nerve Roll

Roll a d6 when the **first goblin drops**, again when **half are down**, and again if the **boss falls**.

d6	What the goblins do
1	Panic-brave. They all rush the nearest hero, shrieking.
2–3	Hold. Stay in cover and keep shooting.
4–5	Fall back to better ground and set a trap on the way.
6	Scatter. One runs to warn the next camp. (That's me.)

d6: What Are They Guarding?

Roll before the session. It tells you where they'll stand and what they'll grab when they run.

d6	The goblins are guarding…
1	A stew. It's nearly ready. Nobody touches the stew.
2	A stolen mule that bites everyone, goblins included.
3	The boss's laundry, drying on the only bridge.
4	A prisoner who claims to be very important.
5	A shiny thing none of them can identify.
6	Nothing. It's an ambush, and you're the stew.

My goblins this session

Where are they hiding?

What's over there, making the noise?

Who's the boss?

Where do they run?

Survivors remember

The ones who got away talk. Next camp, the goblins know about the wizard with the fog spell, and they've got a grudge and a plan.

Name (they all have one):

What they saw:

Their grudge:

Now go and run your game. And give your goblins somewhere to run.



Goblin: Stats and Rules Notes

For 5E-compatible games. Everything on page 1 works without this page.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	10 (+0)	10 (+0)	8 (−1)	8 (−1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Which tactic uses which rule

Tactic (page 1)	The rule behind it
1 · Never Fight Fair	**Stealth +6** against passive Perception: most level 1 heroes have 10–13, so goblins usually start hidden. A hidden attacker has **advantage**, and a target behind a low wall or rock has **half cover** (+2 AC); an arrow slit gives three-quarters (+5 AC).
3 · Shoot and Scoot	**Nimble Escape**: shoot with the action, then Hide as a bonus action. It still needs somewhere to hide (cover, fog, darkness); you decide when hiding is possible. A hit or a miss gives away a hidden goblin's position.
4 · Know the Ground	**Darkvision 60 ft.** Goblins see in the dark as if it were dim light. A torch lights 40 ft. at most, so goblins 50 ft. out in the dark see the party, and the party can't see them. Attacks against a target you can't see have disadvantage.
6 · Somebody Always Runs	Nimble Escape again: **Disengage** as a bonus action, then move 30 ft. with no opportunity attacks. A goblin next to the fighter can still get away.
The boss	The SRD Goblin has no boss version. Levels 1–2: a goblin with maximum hit points (12). Level 3 and up: put a **hobgoblin** or **bugbear** from this pack in charge.

Running them at the table

- **AC 15, 7 HP.** Hard to hit, easy to drop. Any hit usually kills a goblin, so the fight is about finding them, not grinding them down.
- **Passive Perception 9.** Goblins are terrible lookouts. Let a careful party sneak past, or catch the guards asleep. That's a win too.
- **Keep the count.** Six goblins shooting from cover is a hard fight for four level 1 heroes. Start with four, and use the nerve roll to end it on time.

Stat block: **Goblin**, with rules notes on hiding, cover, vision and unseen attackers, from the System Reference Document 5.1. This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at https://dnd.wizards.com/resources/systems-reference-document. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at https://creativecommons.org/licenses/by/4.0/legalcode.

Changes: the stat block is reformatted. The tactics, tables, notes and Snikkit are original. Not affiliated with or endorsed by Wizards of the Coast.



How This Was Made, and Credits

Snikkit is a goblin. Of course he isn't real.

Made with AI, and we're telling you up front

Snikkit is an AI character, and this pack was made with AI help.

- **Text:** the tactics, tables and notes were drafted with an AI writing assistant (Claude, by Anthropic), then directed, reviewed and approved by a human.
- **Pictures:** Snikkit's portraits and the six monster sketches were made with AI image tools through Higgsfield (GPT Image for the sketches) from written descriptions. No artist's work or official monster art was used as a reference.
- **Rules:** every stat block and rules note was checked by hand against the System Reference Document 5.1.
- **What isn't AI:** the game tables these ideas come from. Snikkit's stories come from a real table, and he'd like you to go and run yours.

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> This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at https://dnd.wizards.com/resources/systems-reference-document. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at https://creativecommons.org/licenses/by/4.0/legalcode.

What we used: the stat blocks for the Goblin, Hobgoblin, Bugbear, Wolf, Worg, Ogre, Kobold and Orc; condensed stat blocks for the Goblin (also printed as the "Goblin Rider", with a net added from the equipment rules), Veteran and Berserker; the net, mounted combat, surprise, hiding, cover, vision and light, unseen attackers, squeezing, the prone and restrained conditions, falling, challenge rating, and the trap rules (falling net, pits, trap save DCs and damage).

What we changed: the stat blocks are reformatted (the wolf, worg, goblin, veteran and berserker are condensed), and rules are summarised in plain English. Everything else (the tactics, nerve rolls, roll tables, notes, fill-in boxes, Snikkit and the pictures) is original to this pack.

Compatible with fifth edition. This is an independent product, not affiliated with or endorsed by Wizards of the Coast.

Using this pack

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