

Yet Another Doom Math Sheet (v1.0)

Dice	Dice	Special	Damage				Range				Miss	Ammo	
			Avg	Med	Min	Max	Avg	Med	Min	Max	Avg	Avg	Med
Yellow	Y	(inverted R)	1.17	1	0	3	2.17	2.5	1	4	0.17	0.33	0
Red	R	(inverted Y)	2.17	2.5	1	4	1.17	1	0	3	0.17	0.33	0
Green	G	(inverted B)	0.33	0	0	1	2.17	2	1	3	0	0	0
Blue	B	(inverted G)	2.17	2	1	3	0.33	0	0	1	0	0	0

Weapons	Dice	Special	Damage				Range				Miss	Ammo	
			Avg	Med	Min	Max	Avg	Med	Min	Max	Avg	Avg	Med
Fist	R		2.17	2.5	1	4	-	-	-	-	0.17	-	-
Chainsaw	R	+1d, sweep	3.17	3.5	2	5	-	-	-	-	0.17	-	-
Pistol	Y, G		1.5	1	0	4	4.33	4.5	2	7	0.17	0.33	0
Shotgun	R, B	+1d, blowthrough	5.33	5.5	3	8	1.5	1	0	4	0.17	0.33	0
Machinegun	Y, B, G	+2r	3.67	3	1	7	6.67	6.5	4	10	0.17	0.33	0
Grenade	Y, B, B	seek, b1	5.5	5	2	9	2.83	2.5	1	6	0.17	0.33	0
Chaingun	R, G, G	+1r, blowthrough	2.83	2.5	1	6	6.5	6	3	10	0.17	0.33	0
Plasma Gun	Y, R, B, G	+1r	5.83	5.5	2	11	6.83	6.5	3	12	0.31	0.56	1
Rocket Launcher	Y, B, G, G	b1, knock	4	3	1	8	6.83	6.5	3	11	0.17	0.33	0
BFG	Y, R, 2G, 2B	+1d, b2	9.33	8.5	4	16	8.33	7.5	3	15	0.31	0.56	1
Sentry Bot	Y, G, B	+2r	3.67	3	1	7	6.67	6.5	4	10	0.17	0.33	0

Invaders	Dice	Special	Damage				Range				Miss	Ammo	
			Avg	Med	Min	Max	Avg	Med	Min	Max	Avg	Avg	Avg
Zombie	R, B		4.33	4.5	2	7	-	-	-	-	0.17	-	-
Zombie Commando	R, G, G	+1d	3.83	3.5	2	7	5.5	5	2	9	0.17	-	-
Trite	R, G	ducts	2.5	2.5	1	5	-	-	-	-	0.17	-	-
Cherub	R, G	fly, dodge	2.5	2.5	1	5	-	-	-	-	0.17	-	-
Imp	Y, B	+1r	3.33	3	1	6	3.5	3.5	2	6	0.17	-	-
Revenant	Y, R, G	seek	3.67	3.5	1	8	5.5	5.5	2	10	0.31	-	-
Pinky Demon	R, B, B	guard	6.5	6.5	3	10	-	-	-	-	0.17	-	-
Maggot	R, B	2*(+1d), guard	10.67	11	6	16	-	-	-	-	0.17	-	-
Mancubus	Y, B, G	+1d, blowthrough	4.67	4	2	8	4.67	4.5	2	8	0.17	-	-
Cacodemon	R, G, G, B	fly, b1	5	4.5	2	9	5.83	5	2	10	0.17	-	-
Spider Queen	Y, G, G, B	+1r, aoe, guard	4	3	1	8	7.83	7.5	4	12	0.17	-	-
Archvile	Y, B, G, G	+4r, aim	4	3	1	8	10.83	10.5	7	15	0.17	-	-
Hellknight	R, B, B	sweep, knock	6.5	6.5	3	10	-	-	-	-	0.17	-	-
Cyberdemon	Y, R, 2G, 2B	aim	8.33	7.5	3	15	8.33	7.5	3	15	0.31	-	-