

Yet Another Doom Math Sheet (v1.1)

Dice	Dice	Special	Damage						Range						Miss	Ammo		
			Avg		Med		Min	Max	Avg		Med		Min	Max		Avg	Avg	Med
			Total	Hit	Total	Hit			Total	Hit	Total	Hit						
Yellow	Y	(inverted R)	1.17	1.4	1	1	0	3	2.17	2.6	2.5	3	1	4	0.17	0.33	0	
Red	R	(inverted Y)	2.17	2.6	2.5	3	1	4	1.17	1.4	1	1	0	3	0.17	0.33	0	
Green	G	(inverted B)	0.33	0.33	0	0	0	1	2.17	2.17	2	2	1	3	0	0	0	
Blue	B	(inverted G)	2.17	2.17	2	2	1	3	0.33	0.33	0	0	0	1	0	0	0	

Weapons	Dice	Special	Damage						Range						Miss	Ammo		
			Avg		Med		Min	Max	Avg		Med		Min	Max		Avg	Avg	Med
			Total	Hit	Total	Hit			Total	Hit	Total	Hit						
Fist	R		2.17	2.6	2.5	3	1	4	-	-	-	-	-	-	0.17	-	-	
Chainsaw	R	+1d, sweep	3.17	3.6	3.5	4	2	5	-	-	-	-	-	-	0.17	-	-	
Pistol	Y, G		1.5	1.73	1	1	0	4	4.33	4.77	4.5	5	2	7	0.17	0.33	0	
Shotgun	R, B	+1d, blowthrough	5.33	5.77	5.5	6	3	8	1.5	1.73	1	1	0	4	0.17	0.33	0	
Machinegun	Y, B, G	+2r	3.67	3.9	3	3	1	7	6.67	7.1	6.5	7	4	10	0.17	0.33	0	
Grenade	Y, B, B	seek, b1	5.5	5.73	5	5	2	9	2.83	3.27	2.5	3	1	6	0.17	0.33	0	
Chaingun	R, G, G	+1r, blowthrough	2.83	3.27	2.5	3	1	6	6.5	6.73	6	6	3	10	0.17	0.33	0	
Plasma Rifle	Y, R, B, G	+1r	5.83	6.5	5.5	6	2	11	6.83	7.5	6.5	7	3	12	0.31	0.56	1	
Rocket Launcher	Y, B, G, G	b1, knock	4	4.23	3	3	1	8	6.83	7.27	6.5	7	3	11	0.17	0.33	0	
BFG	Y, R, 2G, 2B	+1d, b2	9.33	10	8.5	9	4	16	8.33	9	7.5	8	3	15	0.31	0.56	1	
Sentry Bot	Y, G, B	+2r	3.67	3.9	3	3	1	7	6.67	7.1	6.5	7	4	10	0.17	-	-	

Invaders	Dice	Special	Damage						Range						Miss		Ammo
			Avg		Med		Min	Max	Avg		Med		Min	Max	Avg	Aimed	Med
			Total	Hit	Total	Hit			Total	Hit	Total	Hit					
Zombie	R, B		4.33	4.77	4.5	5	2	7	-	-	-	-	-	-	0.17	-	-
Zombie Commando	R, G, G	+1d	3.83	4.27	3.5	4	2	7	5.5	5.73	5	5	2	9	0.17	-	-
Trite	R, G	ducts	2.5	2.93	2.5	3	1	5	-	-	-	-	-	-	0.17	-	-
Cherub	R, G	fly, dodge	2.5	2.93	2.5	3	1	5	-	-	-	-	-	-	0.17	-	-
Imp	Y, B	+1r	3.33	3.57	3	3	1	6	3.5	3.93	3.5	4	2	6	0.17	-	-
Revenant	Y, R, G	seek	3.67	4.33	3.5	4	1	8	5.5	6.17	5.5	6	2	10	0.31	-	-
Pinky Demon	R, B, B	guard	6.5	6.93	6.5	7	3	10	-	-	-	-	-	-	0.17	-	-
Maggot	R, B	2*(+1d), guard	10.67	11.53	11	12	6	16	-	-	-	-	-	-	0.17	-	-
Mancubus	Y, B, G	+1d, blowthrough	4.67	4.9	4	4	2	8	4.67	5.1	4.5	5	2	8	0.17	-	-
Cacodemon	R, G, G, B	fly, b1	5	5.43	4.5	5	2	9	5.83	6.07	5	5	2	10	0.17	-	-
Spider Queen	Y, G, G, B	+1r, aoe, guard	4	4.23	3	3	1	8	7.83	8.27	7.5	8	4	12	0.17	-	-
Archvile	Y, B, G, G	+4r, aim	4	4.23	3	3	1	8	10.83	11.27	10.5	11	7	15	0.17	0.03	-
Hellknight	R, B, B	sweep, knock	6.5	6.93	6.5	7	3	10	-	-	-	-	-	-	0.17	-	-
Cyberdemon	Y, R, 2G, 2B	aim	8.33	9	7.5	8	3	15	8.33	9	7.5	8	3	15	0.31	0.05	-

Explanation	Dice the invader or marine with this weapon gets to roll	Special ability icons of the invader or weapon (bonus damage or range are counted for averages and medians, aiming isn't)	Average result of a roll for this weapon or invader. Total = overall, Hit = without misses	Sum of each dice's median (not necessarily probability distribution's median, but close enough)	Minimum possible dice roll	Maximum possible dice roll	Average result of a roll for this weapon or invader. Total = overall, Hit = without misses	Sum of each dice's median (not necessarily probability distribution's median, but close enough)	Minimum possible dice roll	Maximum possible dice roll	Average miss rate	Average ammo roll rate / miss rate if misses are rerolled	Median probability distribution's ammo roll