Attacks 1 to 500

Skill 2 to 6

Strength 1 to16

Toughness 1 to 16

Armor Save 2 to 6

AP -1 to -5

Invuln 2 to 6

Feel No Pain 2 to 6

**Modifier -4 to +4**

8th edition

//add to privateVoid configureInputs

hitMod = (EditText) findViewByID(R.id.hitMod)

woundMod = (EditText) findViewByID(R.id.woundMod)

//swap in private void configureCalcuateButton for the section related to hit

session.attacks = Integer.*valueOf*(attacksInput.getText().toString());

session.skill = Integer.*valueOf*(skillInput.getText().toString());

session.hitMod = Integer.valueOf(hitModInput.getText().toString())

session.hits = ToHit(session.attacks, session.skill, session.hitMod);

//swap in private void configureCalcuateButton for the section related to wounding

session.strength = Integer.*valueOf*(strengthInput.getText().toString());

session.toughness = Integer.*valueOf*(toughnessInput.getText().toString());

session.woundMod = Integer.valueOf(woundModInput.getText().toString())

Session.wounds = ToWound(session.strength, session.toughness, session.hits, session.woundMod)

//ToHit 8th Edition version

Public double ToHit(int attacks, int skill, int hitMod)

hitMod = hitMod\*-1;

skill += hitMod;

double result = ModifierConvert(skill);

// check if reroll ones modifier radio is ticked

if (toHitRerollOnesCheckBox.isChecked()) {

result += 0.16;

}

result \*= attacks;

Log.*i*("ToHit","ToHit calculates: hits = " + result);

return result;

}

//ToWound 8th verison

public double ToWound(int strength, int toughness, int woundMod, double hits){

double result = StrvTgh(strength, toughness);

woundMod = woundMod\*-1;

result += woundMod

result = ModifierConvert((int)result);

// check if reroll ones modifier radio is ticked

if(toWoundRerollOnesCheckBox.isChecked()) {

result += 0.16;

}

result \*= hits;

Log.i("ToWound","ToWound calculates: wounds = " + result);

return result;

}

default:

Log.*e*("ModifierConvert", "FAILURE: mod = " + mod);

return -1;

}

Log.*i*("ModifierConvert", "ModifierConvert returns: " + result);

return result;

}