TONE'S HOLMES TURN COUNTER

Turn: 10 mins
Move/Turn: 60' (encumbered *AND* fully armoured)
120' (encumbered *OR* fully armoured)
240' (unencumbered *AND* unarmoured)
Search/Turn: 10'

1 *New Torch *New Lantern	2	3 *Wandering Monster Check	4	5	6 *Rest *Wandering Monster Check
1 *New Torch	2	3 *Wandering Monster Check	4	5	6 *Rest *Wandering Monster Check
1 *New Torch	2	3 *Wandering Monster Check	4	5	6 *Rest *Wandering Monster Check
1 *New Torch	2	3 *Wandering Monster Check	4	5	6 *Rest *Wandering Monster Check
1 *New Torch *New Lantern	2	3 *Wandering Monster Check	4	5	6 *Rest *Wandering Monster Check
1 *New Torch	2	3 *Wandering Monster Check	4	5	6 *Rest *Wandering Monster Check
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