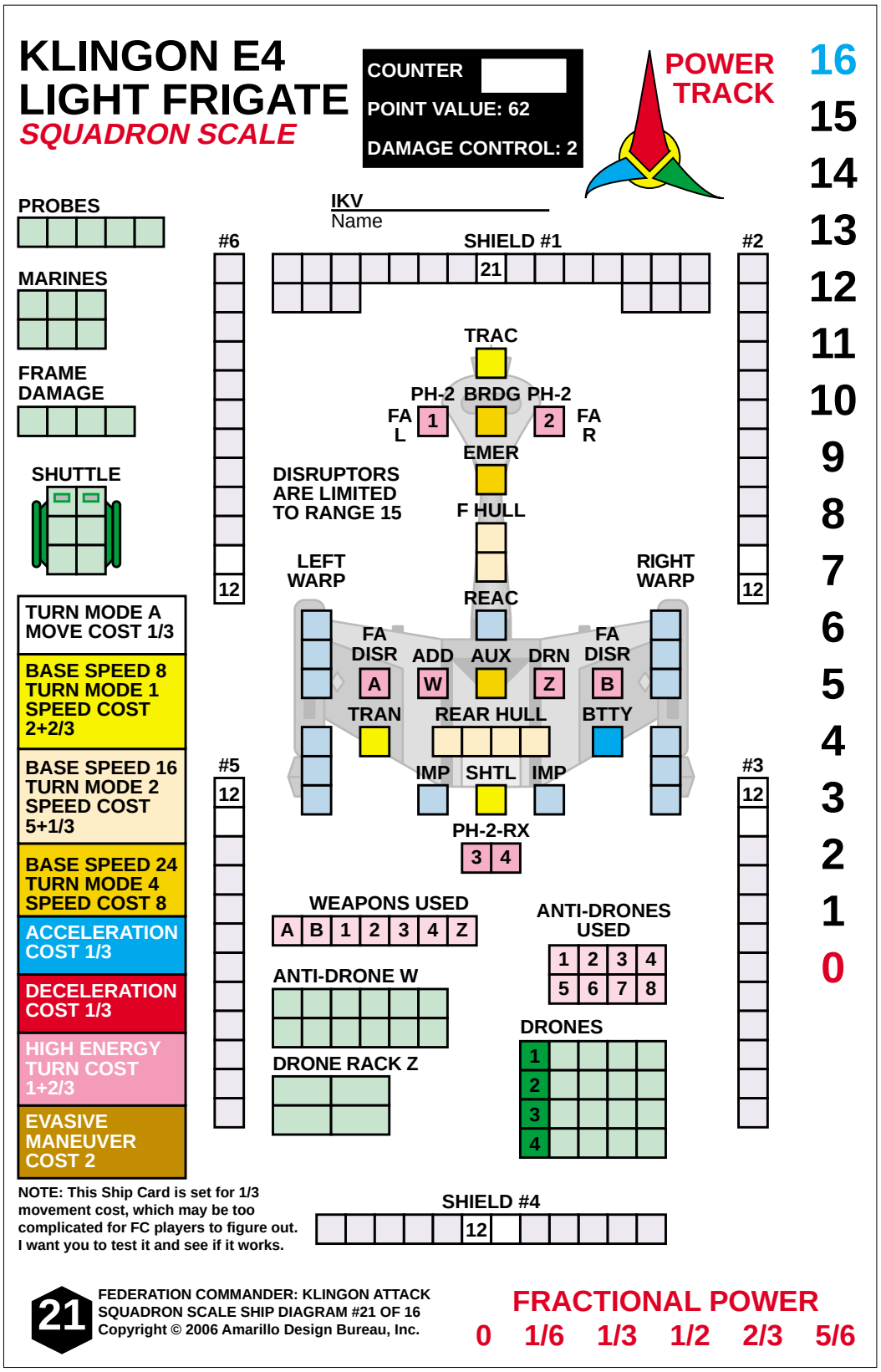

We are considering the idea of using the SFB movement costs of 1/3 for certain smaller ships, rather than changing them to 1/4 as was done for some of the ships in *Klingon Border*. This would create some tedious fractions, including combinations of 1/2 (say, for a phaser-3) and 1/3 (for a point of movement) resulting in having 1/6 left over. Certainly SFB players could handle it, although some want to keep FC distinctively different from SFB by having the smaller ships be more “lively” due to a point or two of extra power. Your input is requested.