

Ohio Class Fleet Ballistic Missile Submarine

Type: Medium-weight

Subtype: Missile Submarine

Defense: 11

Flat-footed Defense: 5

Autopilot Defense: 6

Hardness: 20

Hit Points: 1,813

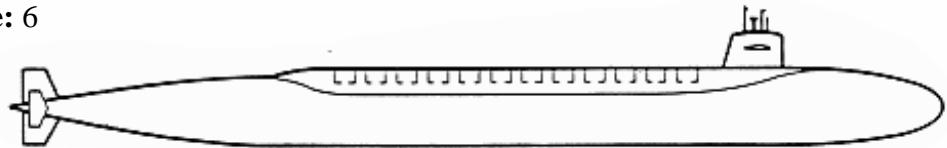
Initiative Modifier: -4

Pilot's Class Bonus: +5

Pilot's Dex Modifier: +4

Gunner's Attack Bonus: +4

Size: Colossal (-8 size)



Tactical Speed: 250 ft. 50 (5 sq.)

Length: 580 ft.

Weight: 18,750 tons

Underwater Depth: 1000 feet

Targeting System Bonus: +3

Crew: 155 (Expert +8)

Passenger Capacity: 0

Cargo Capacity: 400 tons

Grapple Modifier: —

Base Purchase DC: 68

Restriction: Military (+3)

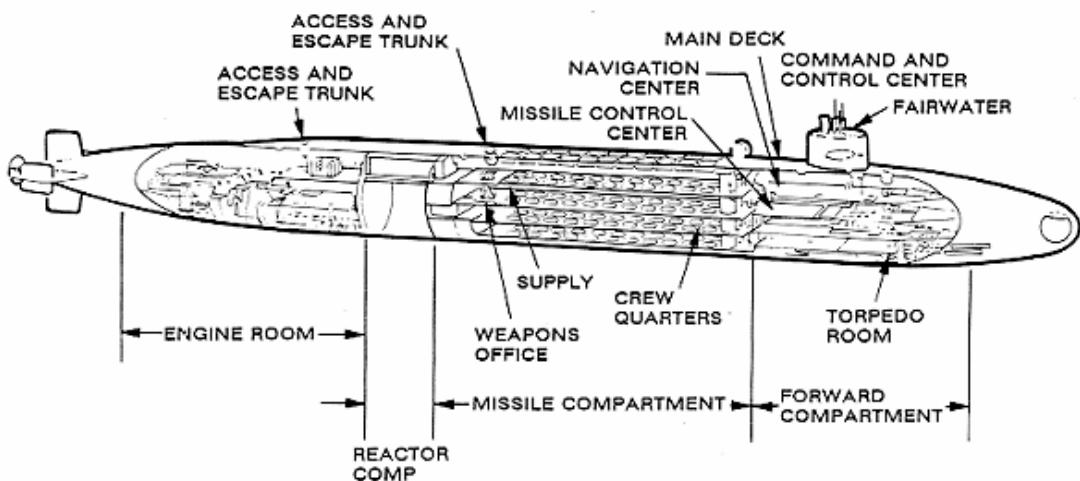
Attacks:

24 variable fire linked Trident II missiles +1 ranged (120d6x1,000/20)

4 variable fire linked Mk-48 torpedo tubes -1 ranged (11d12/20)

Note: SSGN conversions carry 154 variable fire linked tomahawk missiles instead of the Trident II. Tomahawk cruise missiles +1 ranged (10d12/20)

Attack of Opportunity: none



Standard PL 5 Design Specs:

Engines: One S8G nuclear reactor with two geared steam turbines turning a single screw.

Armor: Steel Plate

Defense Systems: none

Sensors: Class II sonar array, GPS, targeting system

Communications: radio transceiver

Grappling Systems: none

Weapon	Damage	Crit	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
**Trident II	20d6x1,000	20	Fire / Concussion	—	Single	Tube (24)	Colossal	*	*	*
Mk-48 Torpedo	11d12	20	Ballistic	—	Single	Tube	Huge	*	*	*
Tomahawk	10d12	20	Ballistic	—	Single	Tube (154)	Huge	*	*	*

* Weight, purchase DC, and restriction rating do not apply. These weapons are part of the vehicle on which they are mounted.

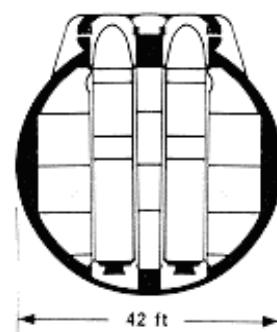
** This weapon's warhead can yield up to 3.8mt and ignores all hardness of the target it hits.



Mk-48 Torpedo



Trident II Fleet Ballistic Missile



Vessels of the Class

SSBN-726 Ohio (Refitted as SSGN)

SSBN-727 Michigan (Refitted as SSGN)

SSBN-728 Florida (Refitted as SSGN)

SSBN-729 Georgia (Refitted as SSGN)

SSBN-730 Henry M. Jackson

SSBN-731 Alabama

SSBN-732 Alaska

SSBN-733 Nevada

SSBN-734 Tennessee

SSBN-735 Pennsylvania

SSBN-736 West Virginia

SSBN-737 Kentucky

SSBN-738 Maryland

SSBN-739 Nebraska

SSBN-740 Rhode Island

SSBN-741 Maine

SSBN-742 Wyoming

SSBN-743 Louisiana

Notes on Nuclear Missiles

In Space:

16d8 points of ballistic damage. If the damage inflicted is equal to or greater than 5 times the starship's hardness, the warhead breaches the starship's hull and detonates inside the ship doing damage as if it were detonated in an atmosphere (see below). This is usually sufficient to vaporize most starships.

Additional Effects:

Anyone looking at a nuclear explosion must succeed at a reflex saving throw vs DC 20 or be blinded permanently. Even if the save is successful they are temporarily blinded for 1d10 rounds.

In an Atmosphere:

Nuclear Warhead: 3.8 megaton

(Trident II Fleet Ballistic Missile, Used by the US Navy)

0-9,500 feet

20d6x1,000 points of fire damage

20d6x1,000 points of concussion damage

20d6 points of falling damage (Reflex save vs DC15 for half)

Living creatures suffer the effects of exposure to severe levels of radiation.

9,505-28,500 feet

20d6x100 points of fire damage

20d6 points of concussion damage

20d6 points of falling damage (Reflex save vs DC15 for half)

Living creatures suffer the effects of exposure to severe levels of radiation.

28,505-47,500 feet

20d6x10 points of fire damage

12d6 points of concussion damage

12d6 points of falling damage (Reflex save vs DC15 for half)

Living creatures suffer the effects of exposure to moderate levels of radiation.

47,505-85,500 feet

20d6 points of fire damage

6d6 points of concussion damage

6d6 points of falling damage (Reflex save vs DC15 for half)

Living creatures suffer the effects of exposure to moderate levels of radiation.

85,505-97,000 feet

2d6 points of fire damage

3d6 points of concussion damage

3d6 points of falling damage (Reflex save vs DC15 for half)

Living creatures suffer the effects of exposure to moderate levels of radiation.

97,005- 114,000 feet
1d6 points of fire damage
3d6 points of concussion damage
3d6 points of falling damage (Reflex save vs DC15 for half)
Living creatures suffer the effects of exposure to light levels of radiation.

114,005-133,000 feet
2d6 points of concussion damage
2d6 points of falling damage (Reflex save vs DC15 for half)
Living creatures suffer the effects of exposure to light levels of radiation.

133,005-142,500 feet
1d6 points of concussion damage
1d6 points of falling damage (Reflex save vs DC15 for half)
Living creatures suffer the effects of exposure to light levels of radiation.

Additional Effects:

Anyone looking at a nuclear explosion must succeed at a reflex saving throw vs DC 20 or be blinded permanently. Even if the save is successful they are temporarily blinded for 1d10 rounds.

Any electronic equipment within 95,000 feet of ground zero, including armor, weapons, and robots suffer the following effects (as presented in the description of the Electromagnetic Pulse Spell described in the SRD of Urban Arcana): . Any computer, telephone, television, or other device with a computer processor inside ceases to function immediately, and the contents of hard drives and other storage media are scrambled. The electromagnetic pulse affects only devices with extensive circuitry, not everything that uses electricity. Ordinarily the lights stay on, although their electronic switches might not function. Automobiles continue to run, although their engines will run more roughly without electronic guidance. Most cars manufactured after the 1980s won't start after an electromagnetic pulse because they have electronic ignition systems.

Devices affected by an electromagnetic pulse can be fixed according to the following table.

Repair Task (Example)	Relevant Skill	Purchase DC	Repair DC	Time
Simple processors (cars, elevator controls)	Repair	7	15	10 min.
Complex processors (computers, home theaters)	Repair	10	20	1 hr.
Data recovery (scrambled hard drive)	Computer Use	4	25	2 hr.

You can jury-rig repairs more quickly and cheaply, but the repairs may not last. See the description of the Repair skill for details.

Some military gear is immune to energy effects such as electromagnetic pulse thanks to a process called tempest hardening. Tempest hardening adds +1 to the purchase DC of an item and makes it Restricted (+2).