Vehicles D6 / U.N. Forces CVN-99 Asuka II



MACROSS

Source; Macross Zero OVA

The Asuka II

Craft: U.N. Forces CVN-99 Asuka II
Type: Advanced small-scale stealth aircraft carrier
Scale: Capital
Dimensions:
-Length: 276m (original length 250m, but was changed during production)
-Water Displacement: 38,200t
Skill: Capital Watership Piloting (Aircraft Carrier)
Crew: 10,000+
Crew Skill: Capital Watership Piloting 3D, Capital Ship Gunnery 3D, Aircraft Gunnery 3D, Sensors 2D, Navigation 2D.
Passengers: 1,000+ (?)
Cargo Capacity: Several thousands.
Consumables: 1 year
Cost: N/A (Special, Unique)
Nav Computer: Yes (for planetary sea navigation and flight control)
Maneuverability: 0D
Speed: 40 knots (maximum)
Hull: 4D
Shields: N/A
Sensors:
-Radar: 500+km/5D

VEHICLE COMPLIMENT:
-VF-0 Phoenix (many, exact number unknown)
-Destroid Cheyenne (many, exact number unknown)
-Monster Mk I (one, experimental)
-F-14A+ Jet Fighters
-Ghost Unmanned Fighters
-A 12 Avenger II Stealth Bombers
-Sea Sergeant Helicopters

WEAPONS:
OverTechnology Beam-Gun
Location: Starboard side
Fire Arc: turret
Crew: 4 (1 bridge crew, 3 techs)
Skill: Capital Ship Gunnery
Scale: Capital

Fire Control: 1D
Space Range: 2-10/25/50
Atmosphere Range: 200-1/2.5/5km
Damage: 10D
Ammo: Effectively Unlimited (must recharge)
Rate of Fire: 1 blast per attack

24 Phalanx CIWS
Location: Forward 4 port/4 starboard; aft 4 port/4 starboard; midship 4 starboard
Fire Arc: turrets
Crew: 1 each
Skill: Aircraft Gunnery (OR Heavy Weapons)
Scale: Starfighter
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 50-300/1.2/2.5km
Damage: 5D OR Autofire bonus dice
Ammo: 10,000 round drum magazine
Rate of Fire: Short burst per attack (1Dx10 ammo depletion); OR Autofire (normal rules for ammo depletion, except +1D and x10)

VLS Missile Launcher System
Location: Mideship starboard
Fire Arc: "turret"
Crew: 1 (bridge crew)
Skill: Capital Ship Gunnery
Scale: Capital
Fire Control: 3D
Space Range: 1/3/7, 7 per round
Atmosphere Range: 100/300/700m, 700m per round
Damage: Between 7D to 10D (varies by warhead type)
Ammo: 10 per warhead type (40 total)
Rate of Fire: 1 per attackl OR volleys up to 10

10 Destroid Cheyenne Anti-air Turrets
Location: Front, 2 port/2 starboard, aft, 2 port/2 starboard, midship, 2 starboard
(Cheyenne destroids can lock into these and be used as defensive weapons turrets. If boarded or in need of close quarter combat, they can eject and roam the flight deck for combat)

DESCRIPTION:
Advanced small-scale stealth carrier developed by the United Nations government. It became the de facto mobile base of first VF-0 special duty combat test unit (Skull Team), deployed in 2008. In addition, engineers assigned to the VF-0 development and maintenance were transferred aboard this ship to maintain these difficult units. Two-bridge design.

The Asuka II resembles the carrier used as one of the Super Dimensional Fortress Macross' arms in the series of the same name. it could be a predecessor to that same ship type, testing design and technologies developed after the discovery of overTechnology.

If playing a Robotech game, the Asuka II fits in the same way, a previous model related to the carrier arm of the SDF-1. Either way, the ship survived its conflict near Mayan Island and could very well have even been at Altair Island when the Zentraedi arrived, or elsewhere and have survived that disaster until the escalation that later destroyed earth's population. In Robotech, not

all was destroyed, and the Asuka II could have still survived.

EQUIPMENT:
-1 Westinghouse Electric Corporation A6W Nuclear reactor improves upon two A4W nuclear reactor used in a Nimitz class aircraft carrier.
-4 steam turbines.
-Multi-bladed directional highly-skewed propellers
-Aegis system.

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