

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 attack 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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