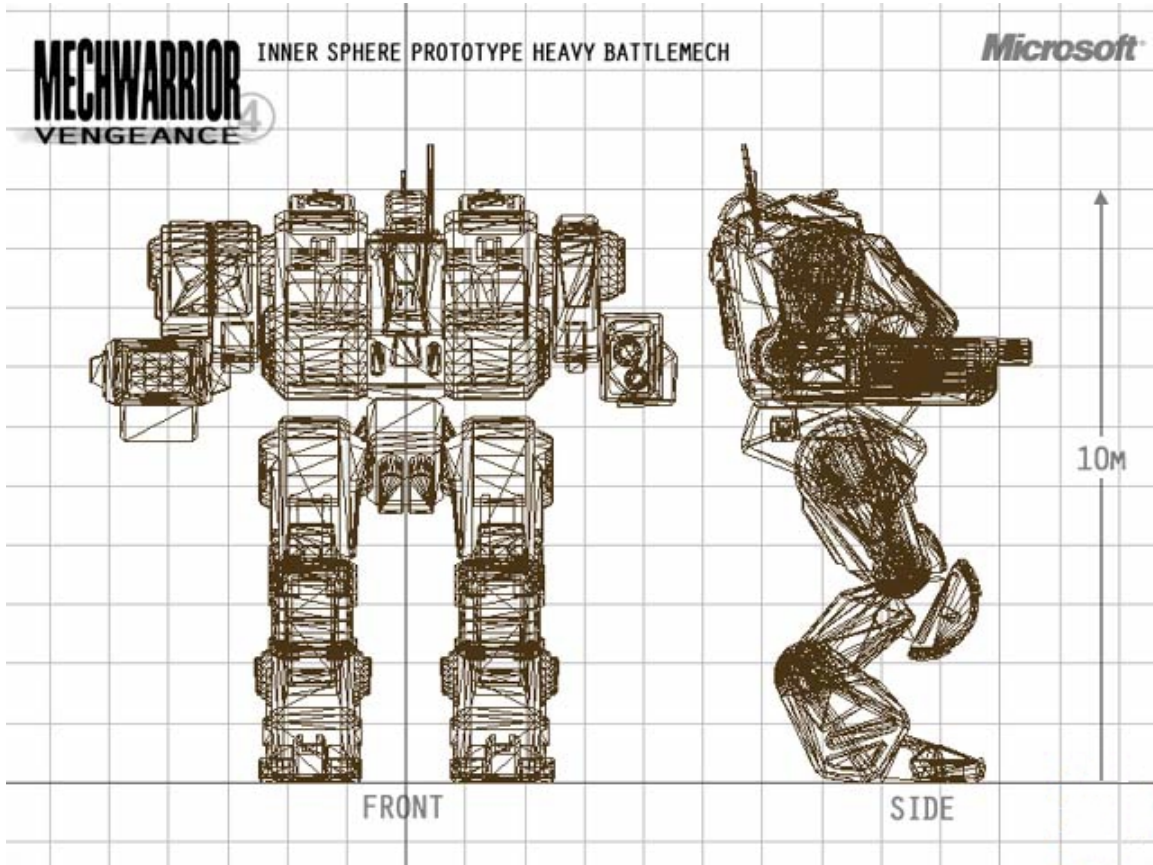


TNS-4S THANATOS

Operator's Manual



Thanatos: (Noun): 1. Death as a personification or as a philosophical notion.

- Without consort, Night, the destructive, brought forth a horde of villainous immortals. Thanatos was one of that wretched lot.

- Night's offspring are described as: horrible, painful, cruel, brooding, mocking and malignant. (Theogony, 212).

- Thanatos might be poetically called the brother of Sleep and the son of Night but no matter how you describe him, he is a creature of bone chilling darkness. From on high, Helios never casts his light on Death (Theogony, 760).

- Sleep goes kindly among the mortals but, his brother, Death has a heart made of pitiless iron. When he takes hold of you, the world of light ceases to be.

Introduction

The Thanatos is an all-purpose battlemech. Designed specifically for Mechwarrior 4: Vengeance as a replacement for the venerable Warhammer for Mechwarrior 2, the Thanatos has excelled at it's given roles until the introduction of more electronic savvy battlemechs like the Black Knight. Once the star of both sniping and



brawling, the Thanatos now lives in the shadows of other battlemechs. Even though the Thanatos has been downgraded in capabilities compared to some of the newer designs, it still has more than enough firepower, armor and sheer capacity to storm any theater and change the outcome of any battle. The Thanatos is still one of the best-designed

There is nothing pretty about the Inner Sphere Thanatos, all aesthetics were left on the design table. This battlemech was designed to quickly get to the heart of a battlefield with enough firepower to crush anything in its path. With an emphasis on ballistic weaponry and speed the Thanatos was designed as a premier infiltrator and smash and run specialist. Jump Jets allow this bruiser to get to anywhere in any battlefield

History

Originally designed as an Omni-Mech, budget concerns forced StarCorp engineers to revamp the Thanatos as a standard battlemech design. One can only dream of the "Gunner" Thanny that could have/should have been possible. But hell, Microshaft had to cut back after the Windows ME disaster so they took it out on the Thanny, lol. That aside a Thanatos in the hands of a capable pilot is something to be feared.

Chassis Performance

When it comes to chassis performance the Thanatos is a true Jeckle and Hyde; it has some of the worst agility factors of any heavy battlemech on the field but some of the best. Overall it feels much like an Assault. So why in God's name would you use this? What the Thanatos lack in grace it makes up for in toughness. With armour worthy of an assault class mech and a very thin Center Torso the Thanatos can take a beating.



Speed

With a max speed of 99.07 Kph the Thanatos is the fastest battlemech over 70 tons. The battlefield reality however is somewhere in the range of 69 – 81 kph.

ENGINE SPECIFICATIONS		
ENGINE #	SPEED (kph)	TONS ADDED
DOWNGRADE 2	63.00	-3
DOWNGRADE 1	69.01	-2
STOCK	75.02	0
UPGRADE 1	81.04	3
UPGRADE 2	87.05	7
UPGRADE 3	93.06	12
UPGRAGE 4	99.07	18

Acceleration and Deceleration

The Thanatos has the slowest acceleration and deceleration of all the Heavy battlemechs. Its acceleration is 5.75 meters/sec and deceleration is 8.27 meters/sec. Almost twice as slow as a Thor and a full 2-3 seconds slower than any other 75-ton chassis the Thanatos can't stop on a dime or a manhole cover for that matter. All the 80-Ton Mechs perform better in this respect. Even the 90-Ton Sunder & Mauler perform better.

Turn Rates

The Thanatos has the best turn rate (°/sec) than any other 75-Ton Mech and matches the Thor, Nova Cat and Cauldron Born.

Twist Range & Speed

The Thanny's secret weapon is its 360° torso twist range. Many new pilots become disoriented with 360° Mechs and avoid them. The key to being a great Thanatos pilot is mastering this. The twist speed is also exceptional at 70°/sec it is 25°/sec faster than its main Clan competition the Thor. Spend a few hours in maps such as Big City and Concourse moving at full speed weaving in and out of alleys and streets while twisting.

Case and Point – Smash and Run

A favorite tactic of mine in a brawler Thanny is the smash and run. Using ECM I sneak up behind a larger target, charge, hit them with everything I got, continue past them rotating my torso and laying a stream of fire while I am running for cover. If done right you can get 2-3 ALPHAs worth of damage and your opponent was not able to counter effectively. Consider this sneaking up behind a bully, giving them a serious wedgie and disappearing before they know what hit them.

Electronics

The Thanatos carries a decent array of electronics and add-ons.

ECM (Electronic Countermeasures) – Decreases radar detection

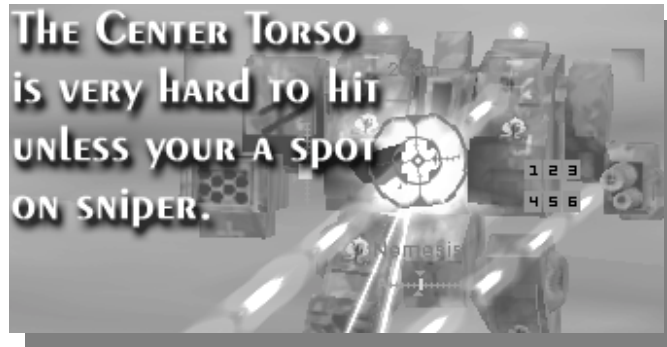
IFF (Identification Friend or Foe) – At long distances your signature will be masked from detection if an enemy is scanning the horizon. In short range situations you appear as a neutral (green) target that may buy you a second or two.

LAMS (Laser Anti-missile System) – Intercepts incoming LRMs reducing damage and knock.

Jump Jets- Allows access to hazardous terrains and the use of man-made and natural cover.

Armour Specifications

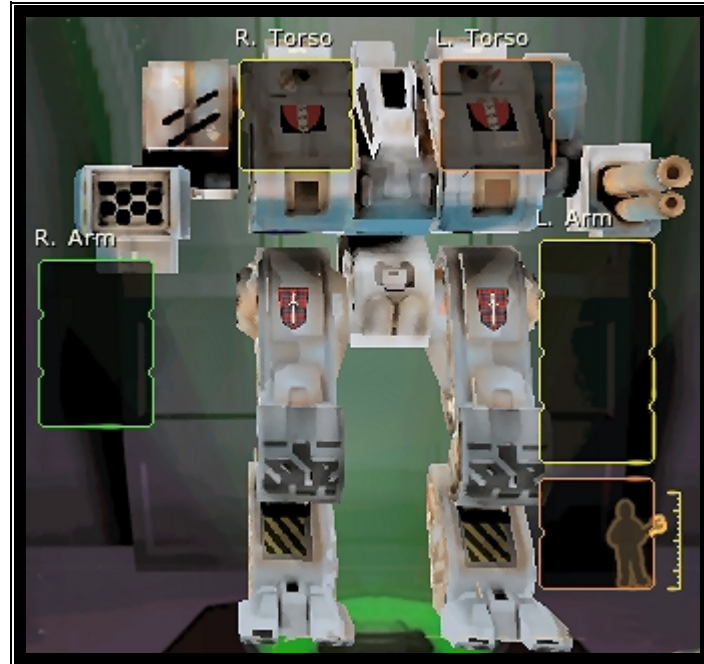
The Thanatos supports an internal structure of endo-steel, making it a virtual walking wall of armor and weapons. Like the Black Knight and Mad Cat the Thanatos can support a total of 432 points of armor. The difference is that the actual make up of the armor's location. The Black



Knight and Mad Cat both have easy to hit center torsos. This makes it a great deal easier to kill them over the slim line center torso the Thanatos. The left and right torsos are larger then most, but this is easily a better situation to be in then large center torsos.

ARMOUR DETAILS							
LOC	STOCK			MAX			
	TONS	FF	R/R	TONS	FF	TONS R/R	POINTS
HD	.6	18	12	.6		.9	18
RA	.8	24	16	1.2		1.8	36
LA	.8	24	16	1.2		1.8	36
RT	1.1	33	22	1.6		2.4	48
CT	1.5	45	30	2.0		3.0	60
LT	1.1	33	22	1.6		2.4	48
RT	.6	18	12	.8		1.2	24
RL	1.0	30	20	2.0		3.0	60
LL	1.0	30	20	2.0		3.0	60
TOTAL	8.5	255	170	13.00		19.50	390

Weapon HardPoints



The Thanatos has a total of 13 hardpoints with a emphasis on ballistic (1 4 slot and 1 2 slot). Out of all the 75-ton Mechs the Thanatos has the fewest, the Black Knight having 17 and the Mad Cat has 18. This leaves the Thanatos at a serious disadvantage. Another problem is that a good portion of the hardpoints is on the left arm and the right arm is almost never used. Loose the left arm and your firepower is seriously diminished.

WEAPONS ALLOCATION			
LOCATION	ENERGY	BALLISTIC	MISSILE
RIGHT ARM			3
RIGHT TORSO		2	
CENTER TORSO			
LEFT TORSO	2		
LEFT ARM	2	4	
TOTALS	4	6	3

Mechlab Strategies

Since the LTG is the only weapon the Thanatos can effectively boat, a deadly configuration requires a little more thought in the mechlab than a 5ERL Black Knight. Factors to consider; weapon recycle time, range, location, heat, and armour. Although it looks good on paper to be effective in all ranges the reality is that in many case you are up against a range focused opponent who will tear you apart because you can only fight back with one effective weapon. The following configurations are grouped by ranges; Brawler (< 500m), Medium (>450m <800m) and Long Range (800 and greater), the following loadouts have proven their worth in open and league combat.

Infighter/Brawler {450 meters and under}

With an emphasis on Ballistic weaponry the Thanatos makes an excellent brawler. It can pack an array of LBX, UAC, & RAC weapons that can chew through the armour of any Mech in short notice. Thanny brawlers can also contain Energy and Missile secondary weapons. With a mix of LBX, Medium/Pulse/XPLS lasers and SRM/MRM missiles the Thanny can produce a constant stream of fire keeping the opposing Mech off balance

PURE TECH								
VAR	E	B	M	ECM	IFF	HS	JJ	SPEED
BASHER	2 LL	LBx10, LBx20	O	X	X	2		75
MX	1 LL	1LBx20	MRM40	X			X	69
IF	4 ML	3LBx10	O	X	X			69
MIX TECH								
BRAWLER	2 LL	3 CLBx10					X	69
SPYDER	2 ML , 2 SPL	1 CLBx20, 1 CLBx10, 1 CMG	STRK6, STRK4	X		2	X	69

Medium Range Attack {500 meters to 750 meters}

The Thanatos is able to carry the thunderous Heavy Gauss Rifle giving it medium punch to be reckoned with. The trick with any type of medium-range load out is to keep out of LBX range but close enough to punish the ER Laser boats without being stripped of weapons.

PURE TECH								
VAR	E	B	M	ECM	IFF	HS	JJ	SPEED
HG-V1	2LL	1HG, 1LBx10	O	X		0		75
HG-V2	1LXPL	1HG, 1LTG	O	X			X	69
HG-XP	2LXPL	1HG+ 1	O	X		8	X	75
R2X1	1LXPL	3RAC2 + 2	O	X		6		75
GLR5	2LL	1RAC5+ 2, 1G	O	X		3		75
BLT	2LL	1G,1LTG	O	X		1	X	69
MIX TECH								
CNCRS	2 LL	2 CUAC10 + 1	O	X		1	X	69
M5	2 LXPL	1CG+ 1, 1 UAC10	O	X		6		69

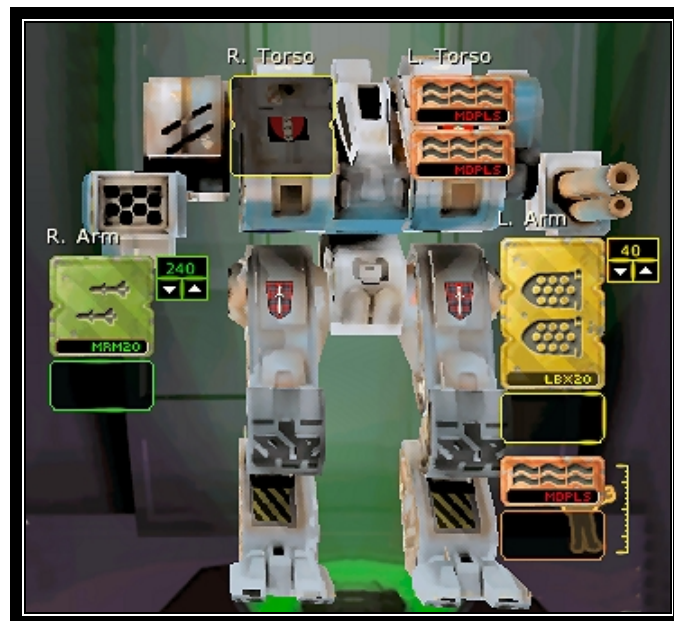
LR Support

The weapons featured in this role are Light Gauss, RAC2 Auto Cannons, Arrow and LRMs. With Jump Jets and ECM the Thanatos excels in the role a long-range hitter. Although capable of fielding the Arrow IV Thunderbolt or Cluster Bomb the Thanatos' most effective long-range load-out features multiple Light Gauss Rifles and or RAC2 AutoCannons, due to the exposure time it takes to get a lock, lack of BAP and the NDB that plagues the Arrow series of missiles. Lack of a 3-slot energy hardpoint prevents the Thanny from fielding the PPC.

Hill humping, pop-tart sniping or ally way shootouts are the best places for sniping with the Thanatos. Able to match pound for pound with most sniper battlemechs, the Thanatos has a major advantage of having a short squat body with a higher than most weapons platform; this means that the Thanatos's weapons are closer to the top of its body than most Inner Sphere and some Clan 'Mechs. This gives the Thanatos the advantage of not having to jump or walk up the side of a hill as high as a Black Knight or as a Highlander to cleanly shoot its weapons without hitting your own cover.

PURE TECH								
VAR	E	B	M	ECM	IFF	HS	JJ	SPEED
RANGER	0	3 LTG	0	X		0	X	69
THUNDAR	2LL	1 LTG	1AIV	X		1	X	69
LT-X	2LXPLS	2LTG	0	X		3	X	69
LT-L	2LL	2LTG+1	0	X		3	X	69
LT-IV	0	2LTG	1AIV+1	X				69
LTG-XP	0	3LTG+1	0	X			X	63
MIX TECH								
LONGARM	2 ERL	1 CG +1	1CLRM20, 1CLRM10	X			X	69

Stock



For all the stock league players here are the specs on the stock Thanatos (a pure infighter)

STOCK			
Weapon Group	E	B	M
1	3 MPLS	0	0
2	0	0	1 MRM20
3	3 MPLS	1 LBx20	0

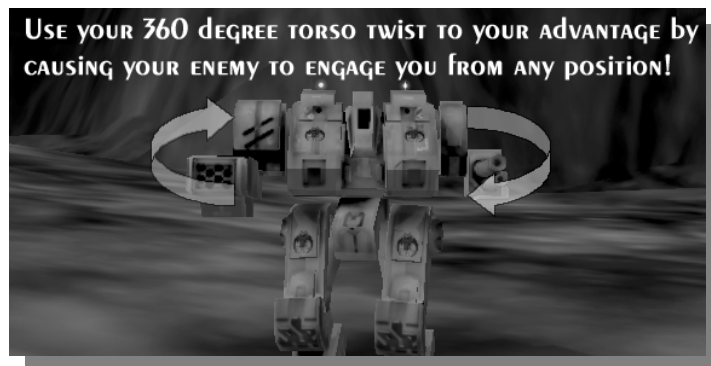
Speed is 75kph with Jump Jets and ECM.

The featured weapon is the LBx20, the MRM20 packs a decent punch but its unguided nature makes it difficult to obtain a direct full impact hit on any non-stationary mech. Even though Medium Pulse Lasers have been given almost a double damage boost they are still largely ineffective due to heat build up and are mostly used while the bigger weapons are recycling.

The Thanatos stock 'mech is a decent brawling design capable of large amounts of torso knocking and quick damage. Get caught out in the open or at range you would be better off doing a <ctrl z> and starting over, but for city and other close quarter environments it's a very decent design.

Tactics

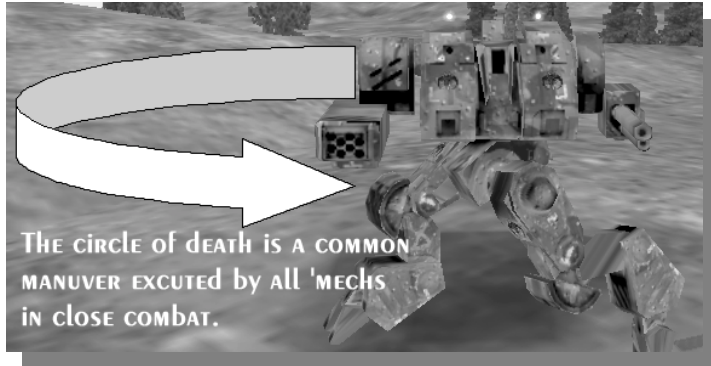
Driving a Thanatos is much like driving a '57 Chevy truck. It's durable, kind of quick and puts the impression people in people that they better steer away from you or they will be quickly run over. Brawling is the Thanatos's forte and nothing can generally stand its ground against it in an even brawl.



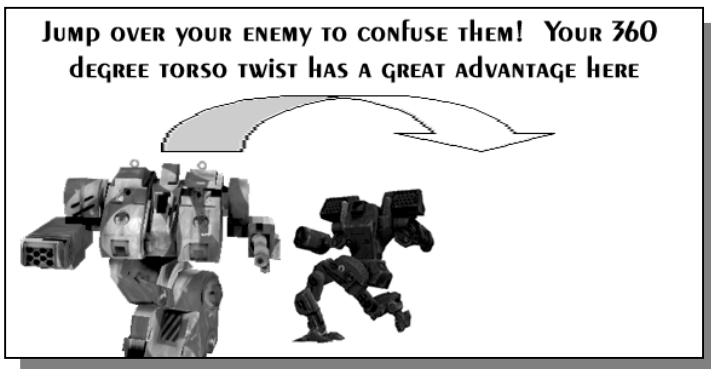
Between its ability to snipe from behind low hills and buildings this 'mech can out class most clan 'mechs pound for pound. The Mad Cat with all its superior technology has the weakness in its center torso, the inability to jump jet and remain undetected to enemy radar.

I would advise you read some of the following material Team Banzai has put up for public consumption: [A Guide to Infighting](#), [Jump Sniping Guide](#) & [Light 'Mechs Tips and Tricks](#). The reason I suggest the Light 'Mechs Tips and Tricks is that the Thanatos with its 360 degree torso twist has a great advantage over light 'mechs in brawls and sniping games. With these under your belt, the Thanatos is easy to drive as long as the torso spinning like a top does not easily confuses you.

The circle of death is a common maneuver executed by all 'mechs in close combat, this usually occurs when two or more 'mechs start circling each other, their weapons barred on their opponent in the hopes their reload time will overcome their opponent's and knock their aim off. The circle of death is actually a very disabling circumstance and the victorious player is usually too damaged to be of any use in further battles unless they are patient and stay away from another circle of death situation. Unlike most mech's a Thanatos can easily escape this common maneuver, just use your 360 degree torso twist to your advantage by causing your enemy to engage you from any position by twisting your torso around as you pull out of the circle of death and Jump Jet over a wall. This allows you to maintain the weapon pointing and an escape route to readjust your engagement with your opponent.



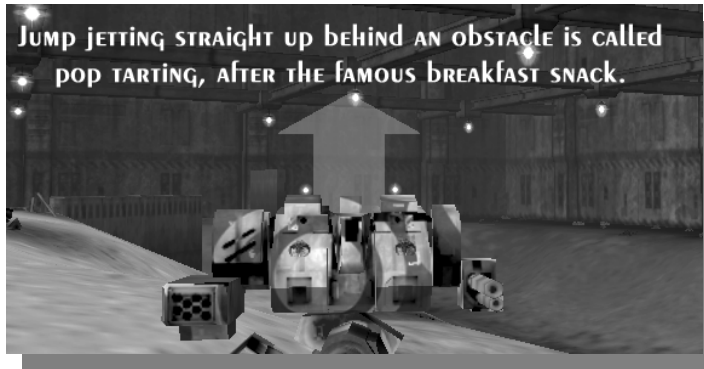
Another great maneuver is to charge your enemy from a short distance and jump straight over them. You're able to twist your torso around while above them and engage their rear armor while they are behind you. For some reason this does cause some confusion to some pilots, leaving them at a loss as to what to do when engaging you. It's a very risky maneuver in that you can just as easily become disoriented as well as your opponent.



One of the major advantages of the Thanatos is the high weapons platform. The left arms weapons are actually 3.1 meters down from the top of the 'mech. With the Thanatos being 10 meters tall this mean you have to expose only a third of your 'mech to get off a clean shot at an enemy 'mech. That means that your legs and your vulnerable groin area are under cover from obstacles and cannot be targeted. As an example, the Awesome is 11 Meters tall and must expose 4.20 meters of its torso and legs to get off a clean shot when it is hill hugging. That means almost half the 'mech is exposed to enemy fire, while with the Thanatos, you have less then a third exposed, not much you say...it's easier to get the smaller amount of mass down then it is that extra meter or two before being targeted.

Another common maneuver is to jump strait up from behind an obstacle like a building, a hill or another 'mech. This is called kind of jump jetting is called pop-tarting, after the

famous breakfast snack. The reason for the name is that you go straight up and down...just like a pop-tart does when it comes out of your toaster. Now...this might seem easy to the untrained eye, but it's not. You have to jump just enough to clear your



weapons platform so you don't become a target for very long and are hard to hit because of the extra cover you gain from not jump jetting so high. You can easily tell the difference between a professional sniper and a noob sniper. The noob or inexperienced sniper will either drain their jump jets out or clear their 'mech completely from behind the cover before firing.

When you do pilot a Thanatos some great tips and hints are to remain calm and take your shot when you can. Nothing is better than accuracy in a tight game and often is the difference between defeat and victory.

Thanatos Weaknesses

The biggest disadvantage the Thanatos has is the large grouping of weapon slots in the left arm. Its different appearance than the right arm gives it away as a target to even the inexperienced Mechwarrior as a possible target. Taking out this arm will reduce the effectiveness of the Thanatos by stripping away four of its six ballistic slots and two of its four laser slots, leaving it exposed to enemy fire with no real means of returning enemy fire. It's wise to twist your arm away from enemy fire while it is reloading and expose your other arm to incoming fire or the other torso.



The second big disadvantage of the Thanatos is the large left and right torso. These are easily targeted over and over again by their large size. It might take an extra shot or two to kill the Thanatos this way, instead of coring its center torso, but the large size makes them tempting targets, especially for long range laser snipers point and click attacks. To prevent have a single torso targeted, make it difficult for the enemy to get a clean shot off by twisting the torso to the left and right while your weapons are reloading or waiting for a clean shot. Try this technique against missile barrages and it's just as effective to

spread the damage over large area's of your 'mech. Making it easier to close in and eliminate the enemy missile boat. This will spread damage over all parts of the upper torso and arms.



The last real weakness of the Thanatos is the acceleration and deceleration the Thanatos's engine provides. It's very slow off the get go and slow to slow down. If hill sniping is your goal, try reversing up the hill and speeding down the hill in full throttle. This easily counters the acceleration and deceleration problem. The other issue that these poor speeds provide is dealing with multiple light 'mechs. Their faster speed will aggravate someone not use to the slow speed of this 'mech. The last issue with the slow speeds is when you are being spawn raped. The god-awful speeds will make the Thanatos a easy target unless you can get to cover quickly.

Thumbnails

- Protect the left gun arm. Twist to the left while recharging.
- Keep moving!!! In tighter spots slow down so you can maneuver and fight without running into buildings walls, and bad guys. Its better to be a walking target then a stationary one.
- Use the 360-degree torso twist. Get in there, raise some hell and shoot your way out of the fur ball.

Heavy Mech Comparison

NAME	TECH	WT	MAX SPD/ kph	MAX ARM/ pts	ACCEL m/sec	DECEL m/sec	TURN RATE °/sec	TWIST RANGE °	TWIST SPEED °/sec	E C M	B A P	I F F	O P T	L A M S	J E T S	G Y R O	E	B	M	O
BLACK KNIGHT	IS	75	99.07	432	7.41	11.11	34	120	90	X	X			X	X					
MAD CAT	CL	75	95.04	432	7.64	11.46	39	100	60		X		X	X						
THANATOS	IS	75	99.07	432	5.75	8.27	44	360	70	X		X		X	X					
NOVA CAT	CL	70	103.97	420	9.87	14.67	44	100	60		X			X						
THOR	CL	70	103.07	420	11.81	17.71	44	360	45	X			X	X	X					
CATAPULT	IS	65	103.9	390	9.22	13.83	49	100	60		X			X	X	X				X
CAULDRON BORN	CL	65	104.08	393	6.3	10.23	44	100	60		X		X	X						
LOKI	CL	65	117.9	390	12.99	19.48	52	140	60	X	X			X						
ARGUS	IS	60	92.99	372	11.81	17.71	79	120	70					X						
DRAGON	IS	60	115.06	390	10	14	79	140	70	X	X	X		X						
VULTURE	CL	60	100.04	372	7.87	11.81	52	360	45	X			X	X						

Conclusion

With so much going against it, it is a wonder it is seen at all. The Thanatos has found a home with many pilots that prefer no-boating rides. Capable, mean, multi-rolled, dominator or steel heart is many words to describe the Thanatos, but I think one word is not enough. I picture the Thanatos as a short dwarf in a land of giants; its amazing strengths come from its simple squat design that seems to never give up in the face of adversity.

“It is tough to be good but good to be tough.” – anon. Thanny pilot



This guide has been brought to you by Xiomburg, EonDel, Beer, Wisconsin Dairy Council and the letter “T”.