

https://www.sarna.net/wiki/History_of_the_Clans

Hello and welcome to an accurate and concise history of the Clans of battletech.

If you have no idea what battletech is or aren't familiar with its history, check out my last video, otherwise, let's get started.

After he'd had Stefan Amaris killed, Aleksandr Kerensky was stripped of his military title by the Great houses, as they were afraid he would try to take over the Star League himself. Instead he spent several years trying to get them to sort their shit out and elect a new first lord. When he realized that a war between the successor states was inevitable, he convinced eighty percent of the SLDF to enact Operation Exodus and leave the inner sphere and deny the great houses access to their military might.

They aimed at the galactic core and just started jumping. Along the way a few of the captains got cold feet and tried to turn back and return to the inner sphere. Not wanting disunity to spread throughout the fleet, Kerensky had the mutinous ships destroyed in a show of force. After several years they happened upon five habitable planets that they named the pentagon worlds and settled them.

Thousands died.

Eventually they'd managed to set up their Star League-in-Exile and refocused colonization efforts to a nearby cluster of stars that they called the Kerensky Cluster.

Because they'd gotten out of the wild west frontier living mindset and settled back into civilized living, the colonists on the Pentagon worlds eventually grew greedy, and with no great enemy to fight, the formerly united SLDF soldiers splintered back into the same factions of the Inner Sphere.

A group of Capellans, because of course it was, started skirmishing with a group of FedSuns, and eventually a full blown rebellion had started. Kerensky tried to rein them in but stress got to him and he died of a heart attack while drafting plans to end the rebellion.

His son Nicholas was rejected by most of the senior officers of the SLDF because he had no combat experience, so rather than press his claim and try to quell the rebellion, he took everyone loyal to him and left the Pentagon Worlds on a second Exodus to the Kerensky Cluster, and they landed on a planet they named Stana Mechty.

Nicholas figured it was only a matter of time before his people rebelled in the same way the Star League-in-Exile had and decided to remodel society and eliminate the cultural biases his men had. And being a huge nerd, he did this in the stupidest way possible, by smashing together the ideologies of the Mongols, Shogunate Japan, and 20 century China to create the Clans.

Each of the 20 Clans, named after animals that could be found on their planets, would have 40 warriors who had to pass grueling tests in order to prove their merit. Nicholas managed to pass the tests himself and once the 800 warriors were selected, he named himself Ilkahn, or supreme leader of the clans.

After a few years of settling in, Nicholas prepared his Clans for Operation Klondike, a campaign to retake the Pentagon worlds. His unified force easily demolished the disjointed forces occupying the five planets. Afterwards the civilian populace of the pentagon worlds were treated rather poorly by Nicholas and his forces, and some of Clans began questioning whether he was going a little overboard. Like his father before him, Nicholas silenced any opposition. Clan Jade Falcon conducted a "Cullign" and killed any of their own who had been infected with the "Cancer" of questioning whether war crimes were okay.

Eventually one of the Clans, Clan Wolverine, got so fed up with how Nick was running things their Kahn insulted him and declared that they wouldn't be coming back to council meetings. They were wiped out so entirely that even their name was struck from all records, and they were forever after known as the Not-Named Clan.

Now with no one left alive to question him, Nicholas went about micro-managing Clan society for a few more years before he was accidentally killed while trying to referee a duel between the khans of Clans Wolf and Widowmaker. After his death, the rest of the clans annihilated clan widowmaker for killing Nicholas. They then set about electing a new Ilkahn, but the title would eventually lose most of its authority now that Nicholas was no longer at the helm.

The next century was the Clan's Golden Years. They perfected their Cloning/Eugenics program, which was used to make sure the genetic legacy of the original 800 warriors continued and also created a divide between the Upper Warrior caste of "Trueborn" test tube babies, and the lower class "Freeborn" civilians.

Clan Coyote created the first OmniMech, a revolution in mech design that was modular and could be assembled however you wanted, like a lego, Because up until this point no one had ever thought, what if I could put rockets, OR lasers in that torso slot? The Society also began to form. More on them later.

Clan Wolf created Battle Armor and made the Elemental, a breed of atomic supermen to wear the tank like suits of armor.

and Clan Mongoose was absorbed by Clan Smoke Jaguar. Bringing the total down 17 if you're keeping track.

The Golden Century came to an end when, without strong leadership from the Ilkhan, the Clans fell into fighting about whether they should return to the inner sphere.

This led to their Political Century, where the Wardens and Crusaders clashed over whether or not they should protect the Inner Sphere from any and all outside threats or invade them and institute their way of life upon the Great Houses of the former Star League.

The Jade Falcons and Smoke Jaguars were at the forefront of the Crusader cause, deeming it their right as the descendants of the original SLDF to reinstate the Star League, or their version of it.

While this was going on, Clan Snow Raven and Clan Sea Fox got into an argument and the Snow Ravens Genetically engineered a shark to specifically drive the Sea Foxes Patron Animal to extinction. The Sea Fox's then petitioned the Clan Council to officially change their name to Clan Diamond Shark.

One of the Warden factions, Clan Wolf, tried to postpone the invasion by coming up with the Dragoon Compromise, and sending a group of Freeborn's into the Inner Sphere to act as a mercenary company and reconnoiter for the Clans.

This proved successful for almost twenty years until the Wolf's Dragoons, who had grown to enjoy the respect and profits of being a mercenary company, **stopped sending them intel.**

Commented [1]: Maybe insert a fake twitter DM's image where the Clans are left on read

In 3048 a ship belonging to everyone's favorite telecommunications company Comstar jumped into clan space while surveying the deep deep periphery and was captured by the Smoke Jaguars. They took all the information that Space AT&T had on the Inner Sphere and levied it against the Warden Clans, finally tipping the vote in favor of invasion.

Now bound by honor to respect the Crusader faction's wishes, the clans began moving in through deep periphery towards the inner sphere and wrecking shit along the way.

Being in the midst of the fourth succession war and not expecting an alien invasion from their backs, the Draconis Combine and the Federated Commonwealth crumbled when first meeting the Clans. Fortunately for the Great Houses, but unfortunately for the civilian populations, the disunity within the Clans led to the invasion degenerating into a race to control the most Inner Sphere real estate.

The invasion had a small set back when an Inner Sphere fighter pilot kamikazed a Clan warship and killed the Ilkhan Leo Showers, this would not be last time this tactic worked splendidly for the Inner Sphere, and all of the Clan's Warriors had to return to Strana Mechty to vote in a new Ilkhan. This took over a year and gave the Inner Sphere some much needed breathing room.

Comstar watched over the invasion and even helped the Clan set up administration and communication infrastructure on their captured planets. Exactly until they learned that the Clans ultimate goal was to take their base or operations, Earth. Not having any of that, Comstar's leader Anistasius Focht challenged the new Ilkhan of the Clans, Ulrick Kerensky to a Batchall, if the Clans won Comstar would escort them to Earth and hand it to them with no resistance, but if

the Com Guard won, the Clans would have to pause their invasion for fifteen years giving Comstar and Inner Sphere ample time to prepare.

The Clans looked into Focht's past and determined he was nothing but a paper general, having never seen real combat, little did they know he was previously a military leader known as Frederick Steiner, who had been abducted by Comstar after his supposed death in a battle with the Draconis Combine.

Focht had, like any good general, or sociopath, been planning and preparing to murder the Clans since meeting them and while they bided their troops away for the honor of landing on Tukayyid first, Focht and the Com Guard laid traps all across the planet.

Only Clan Wolf, who had worked closely with Comstar, had any idea what they might be capable of, but the other Clans chose not to listen to Ulfric when he made suggestions about how to fight against the Com Guard.

They would grow to regret this after several disastrous losses, like the Smoke Jaguars falling for an ambush and losing 70% of their forces, or Clan Nova-Cat attempting a hover drop and having an entire galaxy taken out by suicide bombers.

In the end, The Wolves were the only Clan to achieve both of their objectives, Clan Ghost Bear had taken one of theirs, and Clan Jade Falcon, while capturing none of its targets, had done more damage to the Com Guard than they'd taken, although they'd still lost a great deal of their forces.

With the Clans thoroughly defeated, Ilkhan Ulfric Kerensky accepted the Com Guard's victory and bound the Clans to the Truce or Tukayyid.

There were plenty of mixed feelings about this among the various Clans, and due to the death of many of their leaders in the battle, the political landscape within many of the Clans changed as well. One of the Smoke Jaguars who had survived ended up defecting and providing critical information to Comstar due to how things had shifted after the battle.

There was even discontent within Ulfric's own Clan as some of his warriors, in the biggest of big brained moves, tried to charge him with *Genocide* for denying his warriors' right to combat the forces of the Inner Sphere.

They actually brought these charges up to the council and Ulfric was found guilty, leading to the Refusal War, wherein he was killed while defending his honor and trying to stop the other Clans, mainly the Jade Falcons, from breaking the truce and re-invading. He was killed, the Warden minded half of Clan Wolf left Clan space in Exile to defend the Inner Sphere, and the council elected the Smoke Jaguar Khan, Lincoln Osis, as the new Ilkhan of the Clans.

This was a massive mistake.

Lincoln immediately attempted prepping to resume the invasion. This was shortly interrupted when it came to light that Clan Burrock had been allying itself with the Bandit Caste for over a century and they were absorbed into Clan Star Adder.

Quick aside: The Clans have a Caste System and are separated into five official castes; Warrior, Scientist, Merchant, Technician, Laborer, and a sixth Dark or bandit caste. The Warriors are at the top of the hierarchy and generally look down on all of the other castes, even though without the Scientist and Technicians their Eugenics programme and Mechs would not function. The Bandit caste is filled with criminals and is generally only tolerated in so much as they provide target practice for warriors, and guinea pigs for the scientist caste to experiment on.

The reason Clan Burrock had to be eliminated was because they basically legitimized their criminal class and operated a secret second government with no allegiance to or supervision by the Clan Council. Their destruction probably had The Society sweating, but We'll get to them in a bit.

As soon as the Clans had readied themselves and attacked the Inner Sphere's forces past the treaty line they were slapped in face with the realization that the little amount of reprieve they'd let the Great Houses have allowed them to come together and formed a Second Star League in an act of mutual defense against the Clans.

Unfortunately for them, their breaching of the treaty of Tukayyid caused the new SLDF to hit back. Thanks to the help they'd gotten from the turncoat Smoke Jaguar and the defection of the entirety of Clan Nova-Cat, the SLDF managed to push the Smoke Jaguars out of the Inner Sphere, they then jumped all the way to the Jaguars home planet in the Kerensky Cluster, Huntress, and utterly destroyed it.

Finally the SLDF made their way to Strana Mechty and challenged the Ilkhan Lincoln Osis to a Trial of Refusal to force them to adhere to the original treaty. Lincoln gladly accepted, but was blindsided when all of the Warden Clans and the previously Crusader minded Clan Ghost Bear refused to participate in the trial, leaving only the few Crusaders and his own greatly weakened Smoke Jaguars to fight.

After losing five of the eight battles the new Ilkhan was forced to respect the treaty that the last Ilkhan had been killed for honoring. The Clan council voted to abjure the Nova-Cats for turning on them and siding with the Inner Sphere, giving them only days to evacuate Clan space and magic marketing their name out of the historical records.

During the meeting to redact history the Ghost Bears also revealed to the rest of the council that they had secretly moved all of their shit to the Inner Sphere. The Hell's Horses tried to vote to eliminate them but it was blocked by the Snow Raven, Diamond Shark, Ghost Bear Alliance.

What followed was a War of Possession as all the other Clans clambered over each other to take the newly freed up space from the Jaguar getting deleted, the Cats being kicked out, and the Bears saying peace.

By the time they'd managed to sort all of that out the Word of Blake had launched its Jihad and the Second Star League had collapsed, and you'll never guess what Clans did.

They elected a new Ilkhan and started planning an invasion.

The new Ilkhan, from Clan Fire Mandrill, was not very popular and was killed almost immediately, and he was replaced with a Steel Vipers Kahn, Brett Andrews.

Andrews thought that the only way a new invasion would be successful was if all of the "Inner Sphere Taint" was purged from their ranks. And so all of the original invaders were either Abjured or Annihilated in a bloody Civil war known as the Wars of Reaving that would eventually lead to Andrews being beaten to death by his second.

In the middle of the Reavings, threatened by Andrews trying to destroy entire lineages of Bloodnames, something that was usually in the purview of the Scientist caste, The Society, a secret cabal of Clan Scientists that had been slowly been undermining the Warrior Caste for centuries was "forced" to accelerate their plans and show themselves in the light. Unfortunately for them, even with hundreds of years of secret biological, chemical, and traditional weapons research, The Society's feeble scientists were no match for the concentrated destructive force of the Warriors. Although some Clans had to completely annihilate their Scientist caste to root out all of the Societies influence.

Once the Reaving Wars were finished the remaining Clans, who had had no contact with the Inner Sphere, had a political shift to a Bastion-Agressor philosophy, both wanting total isolation from everyone outside Clan Space. Either permanently or until they'd built back up enough to reinvade.

Having been kicked out of Clan Space by their former brethren, some of the spheroid Clans came together to form the Council of Six. The Council tried to keep up the spirit of the original Clan council, even hypocritically excluding the Nova-Cats and Wolves in Exile for having been abjured, even though all six of the Clans at the council had also been abjured during the Reaving.

The Council voted to help Devlin Stone liberate Terra from the Word of Blake and even recognized his Republic of the Sphere while it lasted, but as governing body for the spheroid Clans it remained largely ceremonial, and wound up mostly becoming a meet and greet to trade information and make backroom deals between the Clans.

And that brings us to the present. The Kerensky Cluster Clans are presumably still plotting or killing each other, and the Inner Sphere Clans have fallen into the same trappings as the Great Houses, a Tenuous veneer of peace that can crumble at a moments notice.

If you want some more information on the individual Clans I'll link Critical Rocket and Grim Dark Narrator's videos down below, they go much more in depth than I have here.

The Mitey Pirate and MadCat529 also did good videos on the history of The Society if you're interested in that.

Thank you for watching.

The Mitey Pirate The Society Video - <https://www.youtube.com/watch?v=7jAsE2QxD-0>

Madcat529 The Society Video - <https://www.youtube.com/watch?v=U93x0VCI3Sg>