

FiMTech history

Underlined words have an entry in the definitions page, and **bolded** words have (or will have) a story written about them. Some will be very long, meaning hundreds of pages if I'm up for it, and others will be just a few paragraphs.

LaE is a cross between the BattleTech universe and the My Little Pony universe. It is set one thousand years after the events of MLP:FiM. At the start of the history, Equestria has futuristic technology compared to today's Earth, but nothing too crazy. Maybe like 100 years in the future level of technology, to give a very vague idea. The history of LaE isn't based on the history of the BattleTech universe, but damn near everything else is basically just copied from BattleTech (the tech, the Clans, the Great Houses, etc.). This should in no way be used as a guide for BattleTech history. If you're curious about that, you should dedicate the next ten years of your life to trying desperately to absorb as much of the absolute **unit** of lore of BattleTech as is humanly possible. You won't finish it. Trust me. Celestia help you if you actually decide to try. [An extremely abbreviated version of the BattleTech history can be found here.](#) I suggest you ignore the hyperlinks on that page if you ever want to finish reading. Good luck, MechWarrior.

The Star League formed when Equestria and most of the surrounding countries merged into the Equestrian Federation, after the development of the Galactic Drive (in year **0**, as recorded in the Intergalactic Calendar). After the discovery of the first habitable planet in year **1**, Leo'nel, plans for colonization began. After the first successful trip of 100 ponies to Leo'nel in year **3**, mass colonization began, starting the **Age of Expansion** and the **First Great Exodus**. By year **20**, nearly 3 billion ponies had migrated to Leo'nel, and King Leo rose to power as the leader of the Leo House, the first official governing body in the Star League. By year **70**, seven more habitable planets were discovered, and more colonization plans began. These planets were Ursa'lar, Pyxis'yia, Vela'nyl, Crux'tal, Antlia'nyl, Auriga'lar, Cetus'yia, with the Great Houses Ursa House, Pyxis House, Vela House, Crux House, Antlia House, Auriga House, and Cetus House.

Warp technology improved over the years, eventually leading to the development of the Prixis Drive in year **92**. With the promise of exponentially increasing territory, the population of the Star League grew and the seven new planets became colonized. While tensions arose at times in the Star League between the different Houses, these conflicts never reached the point of actual fighting. In year **167**, Crux House broke off from the Star League, and would eventually lead to the formation of the Six Original Clans. After becoming its own entity, the Crux House became known as the Crux'tal Coalition, with the intent to separate into separate governing bodies as habitable planets were colonized by the Crux'tal Coalition. The Coalition ended with the Massive Crux Civil War in year **211**, a war between Crux'tal and the three colonized planets at the time, who formed a temporary alliance. With the defeat of Crux'tal's King, Moon Crux, in **217**, the coalition fell, and a new temporary governing body formed. Two more habitable planets were discovered in **218**, and when the colonization was complete in **221**, the original six Clans formed. They were known as Clan Bugbear, Clan Cragadile, Clan Draconequus, Clan Flash Bee, Clan Star Spider, and Clan Slingtail.

The remaining seven Houses continued to expand as their populations increased and technology improved. The improvements made to the Prixis Drive allowed travel at 150 times the speed of light, enabling the Houses to expand deep into space. As they expanded, the Inner System was named in 244, and became fully inhabited by 250.

The interests of the Star League and The Clans differed greatly, leading to high tensions between the two groups. In 261, the **First Great War** began. While the Star League outnumbered the Clans nearly ten to one in terms of soldiers, the Clans had made further developments in technology, and the skill of their warriors was unmatched. For almost ten years, the Clans managed to hold their own against the Star League, until the Star League realized they needed to cooperate to defeat the Clans. The militaries of the Great Houses temporarily formed into the Star Alliance, with Celestia and Luna spearheading the attacks. The Clans were soon overwhelmed, and in the year 272, they were driven into Deep Space, past the Outer System.

After the defeat of the Clans, the Star Alliance dissolved, and the Great Houses continued their expansion. They expanded into the Outer System, though at a reduced pace. The wounds from the First Great War were severe, and it took a large amount of time and resources to recover. The Great Houses focused heavily on infrastructure, putting most of their money, resources, and research on the life of the citizens. The military stagnated, still focusing heavily on the use of magic.

The Clans weren't so conservative with their military. After colonizing many new planets in a sector of Deep Space, they formed their own planet systems and began their extensive research into military technology. There were numerous small-scale skirmishes between the Clans during this time, but the Khans (see *Clan hierarchy*) never declared war. While the Clans had their differences, they were more focused on reclaiming their home planets. The arms race between the Clans led to extraordinarily fast development of their military. With the development of Myomer by Atlas Turbo in 298, Clan Flash Bee's military development skyrocketed above the other Clans'. They developed the first BattleMech prototype using Myomer, the *Mackie*, 100 tons of armor and weapon systems that could single-hooved destroy an entire Company of tanks. After much negotiation, Clan Flash Bee agreed to trade the blueprints for Myomer and the *Mackie* in exchange for territory, resources, and precious metals from the other Clans. The Clans amassed their strength over the next few years, assembling BattleMechs and rigorously training their new breed of warriors, called MechWarriors, to pilot these new war machines. In the year 306, the Clans began their invasion of the Outer System, starting the **Age of War**.

The Star League was wholly unprepared for the renewed ferocity of the Clans. The Clans took over planet after planet, carving out chunks of the Outer System with ease. The state-of-the-art military forces of the Clans advanced virtually uncontested by the anachronistic tanks and jets of the Star League. Within three years, the Clans had taken a sizeable slice of the Outer System, and they began turning their sights to the Inner System.

In the beginning of the year 309, Clan Draconequus was the first Clan to attack a planet that was part of the Inner System. They expanded into the space of Cetus House, with the other Clans close behind. As the Clans took over the Inner System, the Star League frantically researched military tech, trying to find a way to stop the Clans' relentless assault. Very few BattleMechs fell in battle, and those that did were quickly recovered by the Clans. After nearly

twenty years of being slaughtered, the Star League managed to steal an aging *Mackie*, and took it back to Terra to reverse engineer it. Their tech was far behind the Clans' however, and it took them many years to produce a functional prototype.

In the year 341, after the Clans had taken nearly half of the Inner System, The Star League rolled out their first BattleMech, the *Griffin*. While the *Griffin* was based off of aging technology, and the newer Clan Mechs were far superior, it allowed the Star League to slow the progress of the Clans through their sheer numbers.

The Clans continued to push through the Inner System, reaching their home planets around year 347. After a brief pause, known as the **Year of Peace**, the Clans resumed their offense in year 348, though Clan Slingtail chose to remain on Zelus and the other planets in their system. The other Clans looked down on this, but they were still strong enough to continue with the five remaining Clans. Clan Bugbear spearheaded the renewed attack on the Star League, with Galaxy Commander Flame Dash as the most well known MechWarrior of the Clans, considered a hero by many. As the Mechs of each side of the war continued to improve, the Clans' progress sped up and slowed down as different mechs were produced. The fighting continued for over a hundred years, killing many millions of soldiers, before Galaxy Commander Storm Dash, Flame Dash's grandson, challenged the Star League in a Trial of Possession on behalf of the Clans for the right of control over the Inner System in the year 457. Princess Celestia herself accepted the challenge, demanding the immediate withdrawal of all Clan forces from the planets in the Star League in the event of her victory. In what became known as **The Accursed Trial** by the Clans, Celestia managed to defeat Storm Dash, and the Clans reluctantly withdrew their forces to their home planets, in accordance with the Clan laws. This began the **Age of Peace**.

For three hundred years, there were no more large scale wars. The Star League and the Clans reached an agreement and split the Inner and Outer Systems, though the tension between the two groups never fully went away. The practices of the Clans and their history of violence, along with the softness and contempt of the Star League, kept the two hostile towards each other. There were many small scale wars that took place during the Age of Peace, but none lasted more than a couple of years or took more than a few thousand lives. The Star League's expansion slowed greatly, and they focused more on fully populating their already inhabited planets, many of which had no more than a handful of cities.

As the Age of Peace continued, the Clans entered what became known as the **Golden Century**, a period of revolutionary development. Many important technologies were developed by the Clans, including many new BattleMechs, OmniMech Technology, Harjel, MASC, Shipeley Wheat, and many improved weapons systems. After this time, the Council of Six met to discuss the future of the Clans. After much deliberation, the Clans split, having becoming too large for their home planet systems. Portions of the Clans left for the Outer System to establish new Clans, in what became known as the **Second Great Exodus**. Eighteen new clans were formed, all with their own stigmas and ideals, though they still followed the ways of the Clans. These Clans became known as the Exodus Clans.

While the Clans split, the Great Houses remained intact. Instead, they decided to increase the number of levels in their government to ease the burden of the overwhelmed

government. This was necessary to properly govern the immense population of the Great Houses.

In the year 891, a large scale free-for-all war broke out between Clans Bugbear, Draconequus, Smoke Jaguar, Wolverine, Ice Hellion, Hell's Horses, and Ghost Bear. This became known as the **Second Great War**. Clan Draconequus bit off more than it could chew by making enemies of Clans Ghost Bear, Hell's Horses, and Ice Hellion in year 897, who formed a temporary alliance to defeat them. Clan Draconequus began taking foals from their homes and putting them through training programs even harsher than the ones of the other Clans. Many foals died in these programs, but the ones who made it through were stronger and more skilled than any others.

In year 919, Clan Draconequus bribed Clan Bugbear into joining a temporary alliance. With the hardened MechWarriors of Draconequus and the ferocity of Clan Bugbear's warriors, they reached a stalemate with the opposing three Clans, trading blows but not making much progress in either direction. The war became full scale in year 942 when all seven Clans involved officially chose a side, starting the **Clan Civil War**.