*The Enclave*

Roadmap: v0.0.7-v0.1.0

* Add the first part of the story:
  + Odds and ends, escort missions, recon, etc to boost Enclave rep.
  + More and more frequent meetings with Rosalva and other Enclave officials; as Enclave rep gets higher, other jobs can be unlocked.
  + When Enclave rep reaches a certain point, XSZ invades Antithesis and takes Perihelion with NUKES!!!1!!!1!!!!

-------------------------------v0.0.7 DONE------------------------------

* Add part two of the story:
  + Player is deployed to retake Antithesis; goes up against XSZ’s nukes.
  + Ceasefire is negotiated.
  + More odds/ends jobs to pass the time.
  + As Enclave is working on improving Perihelion’s defences, XSZ breaks the ceasefire and takes Arikv, Carmine and Alleshafen in a blitzkrieg. Contact with Five, Saeus and Theurrhaeus is cut off.
  + Player has to co-ordinate Enclave forces along the southern arm, and as they are preparing to launch an offensive against XSZ, WHAM, Kaltheim invade.

-------------------------------v0.0.8 DONE-----------------------------

* Add part three of the story:
  + Kaltheim make massive advances, player’s forces get stuck around Jumblar. XSZ contacts player, proposing a temporary ceasefire so that XSZ and the Enclave will fight off the Kaltheim together.
  + If the player accepts, player’s forces are bolstered by XSZ. Kaltheim are fought off, although their garrisons in the first of their systems prove to be too much for XSZ/Enclave forces to get past.
  + Kaltheim links close.
  + XSZ and Enclave get back to killing each other. Enclave wins in relatively short order thanks to some reverse-engineered Kaltheim tech (Since the Enclave was leading the offensive against the Kaltheim) XSZ gets disbanded etc etc.

-------------------------------v0.0.9 DONE-----------------------------

* Add part four of story:
  + Pug talk to Enclave leaders, open Ascendancy wormhole.
  + The player gets sent to the Ascendancy after the Ascendancy blow up any Enclave ships sent through.
  + Player gets to recommend whether the Ascendancy should invade or negotiate to get back to Enclave space.
  + If they decide to invade, Enclave rep is set to negative. Pug back the Ascendancy and they conquer the galaxy.
  + If they decide to negotiate, the player, along with an Ascendancy representative, manages to get a deal wherein Ascendancy ships are allowed to travel freely throughout Enclave space. If this is done, the Pug secretly restore a number of hyperlinks to Ascendancy space and close the wormhole.

-------------------------------v0.1.0 DONE------------------------------