



Mega man vile

Share a vile original redesign Mark II Vi CannonVulcanNapalmRide Armor Variety Weapons ヴァヴァ (Japanese)霸山 (Chinese) Makoto Terada (X8)Hiroshi Shimozaki (IHX, PXZ) Roger Rhodes (X8, MHX)Lee Tockar (cartoon) This article is about the mega man series character X. For the mega series character from zero known as Der Vile in Japan, see Der Weil. I'll make you an understanding! You know I'm the one holding the key to the future! - Vile, the vile Mega Adam Maverick Hunter X, known as VAVA (ヴァヴァ, VAVA) in Japan, is a great antagonist in the Mega Human X series. He appeared in several games of the series as a boss character and was to be played for the first time in Maverick Hunter X, a remake of the first game for PlayStation Mobile. Zero mirror depicts a vile reploid designed to be a war machine. [2] The vile is decorated with basic armor with a distinct purple hue and golden dots. Like some Maverick hunters, Vile wears a helmet with a T-shaped shield that hides his face in the shade. It is not known if this is his face or if it just hides his real face, as in the opening video of Mega Man X3, the manga X3 ruckman and the cartoon Ruby-Spears, vilely looks with a single glowing eye. Attached to his shoulder is a cannon featuring a bow ammunition belt into a pack on his back. Heinous's later appearances retain the overall basic look, always displaying his T-shaped visor and shoulder cannon, but getting different colour schemes with stylish accents. A vile personality is an arrogant and violent man. Although he was a special classmate of Maverick hunters, the claimant had an anomaly in his electronic brain that caused him to brutally hunt down the Mavericks and destroy them completely, regardless of secondary damage. Because he was a borderline maverick, he was removed from office and arrested, released during Sigma's rebellion so that he could cause as much destruction as he wanted. [3] Despite his wild and uncontrollable nature, he is still a wise warrior, carefully withdrawn after Epps hits his travel armor and later traps him in a cage to keep him out of the way. While vile originally looked down on X, he developed a grudge against X after being resurrected and upgraded by Der Doppler, ignoring the doctor's plans and going to fight X on his own terms. [4] When he meets Axl, he immediately looks down on him for being a fairly new hunter and challenges him when he gets angry. [5] Vile seemed particularly crazy during the hunters for the destruction of the world and how hopeless their efforts to stop the Mavericks were. While he's claiming The world is coming, it also states that reploids have been made to destruction and have a generally nihilistic outlook. [6] He is deceptively likable with X and Zero, treating them sarcastically as old friends while disrespecting Axel. He also carried out a reckless kamikaze attack after his recent defeat on the moon, a somewhat uncharacteristic action, since he usually escapes to live another day. In the remake of Maverick Hunter X and other networks, Vile is also a rogue character with strong hate X, but his emotions often get the best of him, shown after his defeat at Maverick Hunter X when he admitted to Sigma he wasn't really sure what he intended to do after invading his fortress. In Ruckman's X3 manga, he brags about having a demon in it, and smolders at X for also having one, which is also on display in Project X Zone 2. History Mega Man X. Vile In Travel Armor: InfiniteVile:32 Vile Armor Ride: (Opening Stage)4 (Touch)4 (Punch)5 (Punch Dash)0 (Shock Horn)Vile Armor Ride: ((Fist)5) (Punching Dash)0 (shock horn)Vile in travel armor: ((punch)6 (punch)6 (punc yet been expanded. He appeared to be nothing more than Sigma's loyal soldier and bodyguard who led his strike teams against the humans. Vile first appeared in the opening stage, where he jumps from the Rogumer death using powerful travel armor to attack X. X is unable to damage the travel armor of the vile And after taking damage, he was eventually caught by Vile's crippling horn, and had to be saved by zero, which damages Vile's travel armor and forces him to retreat. When X and Zero later attacked Sigma's fortress, heinous rushed to stop them. While Aps chased him, X stayed behind for a moment. During that time, Will jumped aboard his new travel armor, locked Zero in a cage, and used it to blackmail X to surrender. X fought him, however, to the point until he was caught again by the shock attack of the vile. To save his friend, Zero mustered all his strength to break free and destroyed the travel armor by overloading his buster zero. The vile one shrugs off the attack by Zero and condemns his action as a worthless gesture and pointing out that he can't be easily beaten before telling X Ominously that it's just the two of them now. However, to his stunned state, but completely renews his energy. He then demands to know how he recovered so easily, before eventually decided it didn't matter how much energy X absorbed as he was still ultimately too weak before he demanded his dismissal. Vile then destroyed in a one-on-one battle with X. Vile armor travel strategy is invincible in both battles He has his travel armor in Mega Man X. He often moves and attacks by daring and punching. After lowering X's health, he will end the fight by firing crippling projectiles from his shoulder cannon until he grabs an X. While trying to catch an X, Vile will keep his distance from him to avoid causing further damage, which can cause the player to lose lives and repeat the fight. If the player reaches a low-health slump, he may start using his crippling attack from the start. Attacks: Charging (突進) - Heinous charges ahead with travel armor, causing contact damage. Dash Punch (ダシュパチ) - Dash punch. When the X weakens, vile will fire crippling projectiles from his shoulder cannon at several angles until he lands a hit, ending the fight. Vile appears in the first stage of Sigma's hideout. X tries to deal with him, however, the same fight from the daughter of the opening returns, with X being able to cause harm and caught by a vile when his health is low. After his capture, Zero is released and destroys the vile's travel armor. In anger at the loss of his friend, X breaks free from the trap and his health system is refiled, facing vile one-on-one combat. Throbbing has high mobility, constantly daring and jumping on the offensive. He's weak for Rolling Shield. Ingouring torpedoes also causes quite a bit of damage to it as well. Attacks: Daesh attack (ダシュ攻撃) - Vile can run at high speed, causing contact damage. Bomb head (ヘドボ) - Vile jumps over X and drops bombs from his knee. Upon impact, it splits into two areas spread across the earth. Causes four points of damage. Electric shock rotation (電撃弾) - Vile can fire crippling projectiles from his shoulder cannon at several angles. They do no harm, but X will be shocked when hit, being open to attacks. Mega man extreme ... Die! X! A vile, data-form, mega-from-vile Xtreme makes a small appearance in the opening stage of the game. The said level is a digitized version of the original Mega from X. He serves as the boss of this stage and is again seen riding his ride armor. However, this version of the vile is not actually vile but only a record of data of the character stored in the archives of the Maverick Hunters' mother computer, so he can be defeated and he will not use his crippling attack. In this game, it is mistakenly referred to as VAVA, which is actually its original Japanese name. He was wiped out by X after his defeat. Mega from the X3 MK-II in mega from the X3 for more details, see Vile HK-II. Don't think this is it, X! I will haunt you until the day you are killed...... - Heinous II what's left of Vile after being destroyed at X's hands in the first game is saved. A refluid scientist named Der Doppler, who contracted the Sigma virus and was controlled by Sigma himself, has created a new body for the vile and His weapons will be more powerful. However, the only thing he despised could think of was revenge on X, who had killed him before. Instead of assisting Dorfler in creating a new body for Sigma, he left Doppler's lab of his own free will. The English SNES guide has little change: after Der Doppler became infected with the virus, his first step was to revive the vile. Heinous also contracted the same virus, causing him to go crazy and out of Dr. Doppler's control. Vile went on a rampage, stricken with hatred for X and zero. The vile Hek-II set up X for an abandoned factory, which was set up for self-destruct and tried to keep X from escaping by fighting him with a kangaroo and traveling armor. He's an optional secret boss where if he's beaten with his two weaknesses (Ray Splasher and Spinning Blade), he won't show up in the final stages and X will be able to get Zero's sword. If X didn't use Will's weaknesses on him, he'd be fleeing the scene. He then reappeared in Der Doppler's lab as one of the last bosses, riding the riding armor goliath. Eventually, it was destroyed by X, but not before vowing to haunt him until the day he died. In addition to his original shoulder in this form. He also acquired a defender carrying his personal V style that was tucked on his back, although it was never used during his fight in the game. The shield appears to be used only in manga ruckman X3, where it is used to guard against X's Feng Tornado. Stats: Power: 9200 Speed rp: 7200 rp Mega Man X8 Vile V in mega from X8. Drift Diamond (X) Hyouryuushou (Zero) Ice Gatling (Axel) Chaos, Doom, and Destruction! That's what we were building for! - Vile X, AxI and Zero are sent on a mission near the Jacob Orbital elevator to explore a unique cancer-like manilioid. They manage to defeat him, but are then interrupted by a hail of missiles from the vile, who was apparently resurrected from his previous defeat in mega-man X3. Heinous kidnapped space elevator project manager Jacob, Lumine, for unknown reasons and it becomes the mission of Maverick hunters to save him. For a while, while Axl was stunned when he heard his name (which is understandable, since he doesn't really know him, or even his existence, until now), Epps and X weren't entirely shocked to see him alive (as X was with a vile MK-2 in X3), calling him a wanted criminal as if he had been resurrected for some time. Sometimes it will appear as a mini-boss in some rooms in stages, instead of doing the 'puzzle' of this room (it can be very useful in a difficult situation, especially in Antonio Gravityn's Kospi block room). He also appears as the boss of the Jacob Orbital elevator stage, but has not been destroyed. Instead, he beamed away. If someone comes in to rest After fighting a loathsur in the Jacob Orbital elevator, he will reappear in a room where one usually has to destroy Bombis. Vile in this game is probably a new generation Reploid with a copy chip installed inside it – although it has never used this capability, it continues to talk about trying to create a new world that seems to include only new generation Reploids. In this embodiment, Vile was upgraded in terms of weapons, as well as adding flight capabilities, flying around the stage most of the time. In addition, his shoulder cannon can now fire sparks quickly, as well as flames in later parts, while his missile pod allows him to quickly fire missiles. Both weapons are known to have been removed from his real shoulders and transferred to his backpack, a redesign that would later be applied to his original shape at Maverick Hunter X. In times of extreme pressure, he demonstrated the ability to discharge power at high voltage from his body. Its primary color scheme varies from the original purple and blue to green and yellow. In the final stage, the vile, Sigma Palace reappeakes as a mini boss, this time in the devil bear ride armor his trademark. Unlike before, Vile demonstrates a remote link with travel armor, controlling it without manipulating the controls in the cockpit. He should have knocked it out with a break guard before fighting one-on-one, preferably with his weakness, drift diamond. Hyouryuushou, or Gatling ice. In mild, normal situations, the vile explodes with victory, but on hard, he returns and attacks the reserve figure, forcing the remaining character to pass the rest of the stage alone until the two reunite during the Sigma fight. His ultimate fate is unknown, but it is implied that the second figure destroyed him. Musical themes Mega Man X/Maverick Hunter X become a fortress boss with Bospider and Rangda, battles with a vile use for Mega Man X Fortress boss showing battle is a chaotic string of keyboards and electronic whistles. In the mega-man remake: Maverick Hunter X, the first is a little higher pitch, and the latter uses more electric guitar. The battle theme Fortress reappeads in mega from the X5 when fighting Rangda Bangda W. In a vile situation, apart from the two themes, one for stage selection, and the other for the start of the Maverick stages. The latter was a remix of the standard theme of the start of the Maverick stage (and also the overall mega-level human theme to start using since Mega from 2). All three also dip in electric guitar. Mega from the X3 if Vile encounters his stage (which features his own theme), his battle will be followed by a regular boss theme, which is a series of intense guitar. If he fights Doppler's fortress, his battle uses the subject of the fortress's boss, which also includes guitar riffs, but is slower and more in a way. In a 32-bit version of the X3, the boss's theme is much more energetic; His pace is faster, the guitar riffs have been replaced by higher-educated synthesizers. and the melody has been changed. Mega Man X8 in this game, Vile has his boss theme that is only used during his battles. This time, his theme is an upbeat, fast-track tune with electric guitars and organs. Arsenal has also seen: Vile's weapon uses a large variety of weapons hidden inside his body, but his most significant weapon is his trademark shoulder cannon, named front-runner in Maverick Hunter X. In the remake of Maverick Hunter X, Vile is capable of purchasing 45 different weapons, shoulder weapons, foot weapons, and then each is divided again into nine weapons systems, ranging from Vulcans and Pout to rocket punches and lbws. His standard weapons are his leading candidate, the Vulcan of cherry blasting, and the Bumptical Boom has fallen. Performances in other Games Project X Vile Zone appears as a rival type character in Capcom, Sega, and Namco Bandai crossover game Project X Zone. It debuts in the game during Episode 20, titled The Maverick Hunters V[±] The Maverick Hunters in the Japanese version). There he gets into a heated argument with Chiso of the Sakura Wars 3 over which one will take over the fort as their base. Where he teases zero about having an emotional breakdown at the sight of Iris, who appears in the middle of the episode to tell him she still wants to world Only Reploid. His final performance is in Chapter 37 of Tarkron Air City from Tales and Library, where he and the game's main villain, due to Plebloom. At that point he was finally defeated by the party after receiving verbal defeat of X, Zero and Yuri Lowell. His personality in this game is just like his personality in Mega Adam Maverick Hunter X. His attacks in the game are Ghost Rising and Splash Hayter. Project X Zone 2 Vile returns as a villain, again upgraded to a vile MK-2, in the sequel. Like manga ruckman X3, Will often mentions that he has a demon inside him, and claims that X also has one. The vile H-2 first appears in Episode 7 goes commando where he teases X and zero on Sigma and the remains of his army. X expresses shock at his return, says he died in the last fight, and is horrified at a demon inside him. He really is. And leaving Cyberspace. He appears in chapter 14 of the Renaissance of Destiny in which he is a client of Silfi, having welcomed his armored goliath back and ready for action, much to the dismay of X, zero, and their allies. After his goliath is destroyed, he's not surprised, but when he's beaten again, he backs off. Following his world R:2 anilments for now, he returns to targaron's tower with some Mavericks in tow with Silfi's help in the 22 demons episode inside. He's assisting M. Bison engages Yuri and their allies, but Silfi betrays Jason and abomination by revealing that the Blerog returned, even though he had a hand in destroying it the last time a nation caused trouble. When Estelle is freed from her psychopsycho-powered brainwashing, the vile is ordered by Bison to step down and help because some Mavericks and Aragami are killed, which Wall agrees to, but knows someone else is coming. No doubt, Zaggi is back from beyond the grave and he's excited to see Yuri again, much to the disgust of his enemy. But the assassin says he doesn't know what he's talking about because he kills because he wants to, vilely point out that's exactly what he means, because he tortures the enemy until they finally die for good, that Zaggi understands all this time and agrees, to Yuri's annoyance. Although X tells him to leave Yuri, Flynn, and Estelle alone, Vile tells him that Zagi has his own enemy to fight, since it is revenge justice. Despite later help from the Adfagos servants drawn by zagi's diaspora, they are defeated and leave. In episode 27, a summary of malice, Will breaks up with Zagi and arrives to get his Goliath repaired again by Silfi. After several servants from Awrik, Kurohagane and Nakatomi defeated ninjas fighting Shinra, Dokumezu and some nation snubs, and Ranmaru show up and fight theirs, Vile accumulates a large amount of AIDA, with a combination of gold chains, and some energy from Sylphie's shop (so, utilizing its kindness) to revive Sigma. Although leader Maverick thanked the gunman for resurrecting him, Will thinks nothing of it and says bringing misery and death to X-Zero will be just fine. Nevertheless, Will is defeated again in his Goliath, but withdrew again before the travel armor was destroyed. Following these events, he introduces Zaji to his boss, who, predictably, in episode 30 far beyond evil good, doesn't like to work with him because he just wants to fight his (Yuri) Yuri without the task at hand (the golden seed). Ilysa later appears (and is mistakenly mentioned as an armored knight, in reality a refluid) to mess with Tiki in episode 35. When the good guys show up to retrieve the golden seed and save Tiki, the vile brings some of Sigma's seeds Along with Korogana and some Nakatomy ninjas to stop them. He's beaten with and without his Goliath again, and retreats. In Episode 41 Project Embryo 101 he appears in his Goliath with Zeji and Edpagos for the last time over many years to see the worlds change through the plans of a nation while he kills X. Despite a threat warning from Shortm, Will tells a Scumocide follower and leader of his relatives it doesn't matter since he just followed X. After a grueling struggle on the territory of a nation, Will is killed again, and reminds X that his demon will destroy him. With or without his help, but X will stop this demon if he's really there. Unlike the other villains who returned for the first game and returned to the sequel, he has completely different specials. They're shoulder cannon and flames of revenge. Ruckman × on the errand appears in Brookman × Over as world boss 1, accessible only after beating the other bosses in the memory of battle. Performances bought in a vile Vile poster have two brief appearances at the opening of the Mega Man X5, the first as a vile MK-2 fighting X, and later the original with traveling armor fighting against zero. Vile appears in Ultimate Marvel vs Capcom 3 as a ticket for free DLC mode, Heroes and Heralds alongside X, Der Wiley, Mega Man, Roll. Its main effect is increasing the power of Hyper Combo attacks with its drinkable effect of being able to dash and undo land moves at the cost of an HC bar. Zero also has an alternate color scheme based on it. Other mega-man media (Robbie Spears) is despicable, as seen in the mega man cartoon program. Vile appeared in Mega X, the 26th installment of the animated series Ruby-Spears Mega Man, voiced by Lee Tokar. He came from the future along with Spark mandrill to steal the Lightanium (which, according to Mega Man X, is worth billions in the future) from Der Orr's recently opened plasma power plant to fund Sigma's war against humanity. It is described as almost invincible in the cartoon, as Der Wiley's robots and even Mega Man are not suitable for him (mainly because megaman's cannon could not scratch him). However, he himself was no substitute opponent for Mega Man X (some lines in the episode heavily implied that Will holds a grudge against him). Vile is described as the most arrogant, looking down on humans and robots of the present and calling them weak. He and Spark Mandil are both seen on Wily near the start of the episode and are forced to help them after easily, but are driven by Mega Man X, who tracked them back from the future. Der Wiley reveals his plan to rob the plasma power plant of despises by flooding the plant with the belief that it will stop all its defenses. Vile actually loves the show (for commenting that it wasn't bad, for a weak person), although after Dam and flooding the plant, some of the protections were still active. Vile and sparkle mandil, however, easily hack them. They managed to steal the Lightanium, along with some Dr. Wiley materials needed to kiss a new laser. Although vile got what he came for, he decides to stay past a little longer to destroy Mega Man X, who avoid getting hit by it, and X destroys the weapon with his own version of Snake Man's weapon. Vile and Spark Mandrill opens a goal to get back to the future with the litany, but X pushes them both through leaving the litany behind. Aside from more proportional humanoid changes, Will's design is noticeably accurate for his original acting design, although with a more threatening look in general. Intriguingly, his dialogue suggests that he is more committed to his programming than to refliroids (which he calls Repliroids, the original Japanese term for Reploids) are known, and if anything is the exact opposite of his acting colleague, where he is less committed to his programming through an irreversible shortcut that has made him a borderline maverick. Mega Man (Archie Comics) Lead Article:

Vile/Archie Vile Comics debuted briefly issue 35 among Sigma's Maverick Hunters. He later reappearies as one of the hunters who fought Willy Walker and as Maverick at Crossover United Worlds. A vile manga X ruckman battles X Banga X3 ruckman Banga X Ruckman, Vile joined Sigma's forces only because he wanted to destroy the legendary Mega Man, even waiting and helping X get stronger so he could destroy it when he was worthy to bear the name. X tried to deal with vile is too strong for him and escapes. Later, Will destroys an armored armadillo and his soldiers, and X finds him in a bar, holding. Vile tells X it doesn't matter if the mug is filled with bourbon or mud as the Reploids can't tell their tastes apart, and breaks the glass. Vile explains his goal of dropping the Mega Man and Informant X where he can find the head parts, and when he goes chasing his ride to leave, X tries to stop him with a charge shot, but vilely stops the shot with just his finger When X finds the vile in Sigma's fortress alongside Zero, who is imprisoned by him, Will is disappointed with X's current condition (his ex-buster was he will fight him as he is anyway, that he has enough to be nice and patient. Epps breaks free and sacrifices himself to destroy the vile's travel armor, and X achieves the arm parts that were with zero, completing his armor. Vile is happy to be finally able to destroy the legend, but despite doing his best to finish Mega Man X, he can't hurt him. Even when they hit hard and can barely walk, Slowly approaching X and trying to strangle him, and X reciprocts him from his miseries. Later, the errand is repaired and reappears in the manga of the Ruckman X3, watching the battle between the hunters and the nightmare police from a distance and ensuring he sees X soon. X encountered the heinous MK-II inside Sigma's fortress, where he plays the piano. Vile tells X that each key makes a different sound, and when combined they do something that the majority considers art. But there are also those who disagree with the majority, given that mediocre, neither following the plano keys. Vile also means that he and X are very different, with X having a nice life while he died and went to hell, becoming a demon. Having seen the way X behaves, Vile is amused and wonders if this will be a battle between demons, but believes X is no match for him as he was born to be a demon, while X forces himself to be one. After an arduous battle that tears up Sigma's fortress, X manages to defeat the vile by grabbing his leg and taking him to a tall tower, and then slams himself and vile all the way to the ground. Ruckman X Novel: Irregular Report Despite not wanting to obey Sigma, Vile decided to join and decide he will cost X until he is ripe for slaughter, even thinking of taking Sigma if he doesn't keep his word to leave an X to him. Sigma assures him that he is only interested in X's potential and possibilities for evolution, and that if it comes to battle, Will can get an X for himself, and they've decided to start a rebellion to force X to get stronger. At the start of Sigma's rebellion, vile X-tests on a highway, using driving armor to accidentally prevent killing him, and fleeing. Will later dropped X after beating Spark mandrill, and he destroyed octopus launch and gave his weapon chip to X. After X reaches Sigma's base, Vile uses zero as a lure and fight against X with traveling armor, thinking it's time for the long-awaited main course. The err surprised himself for being able to hold back for so long, but also disappointed that after all the trouble he had X seemed all beaten up. To motivate X to fight harder, Will discovers that he was the one who destroyed the Armadillo and Storm Eagle soldiers, and did so to unload the place because of all the delay, and says he's considering getting rid of zero. Although X does his best, he cannot defeat vile and is disappointed, considering getting rid of zero. Although X does his best, he cannot defeat vile and a chance against the triggered ex, but he Care. The violent battle fills him with joy, going after X with everything he has to destroyed. The irregular Hunter Ruckman X Vile, X and Zero were tasked with stopping the Maverick Raigyan a, and abhorrent nearly destroyed X alongside Maverick, being locked in the Hunter base for his behaviour. Under Sigma's orders, Heinous flees and takes four hunters with him to cause chaos and distract the hunters from Sigma is discovered to be the brain, Vile and Sigma attack X and zero and are defeated, retreating and cursing that they will return. Other Vile performances (with his original Redol Armor performance) also have a brief appearance on the latest themed from the mega-comics from Dreamwave Productions, where he grabs an X with a cable from his travel armor, but Zero appears and saves him, giving X a time machine while he fights against vile and other Mavericks. Damage data charts Mega Man X / Maverick Hunter X Notes: For X-Buster, the four damage values are listed by how long the weapon is loaded. The first number is when the weapon is slightly loaded (cyan); The third number is when X-Buster is charged even more (yellow); The fourth number is when the X-Buster is fully charged with the arm parts (pink). Sometimes, an unloaded shot will cause two units of damage instead of one, whether the boss has just started moving or if X fires a shot while he's dashing. The arm parts from the first armor and zero are the same as the original version, but in the Maverick Hunter X, Zero's arm parts are stronger. For the eight special weapons, the first number is damage caused when the weapon is used in regular fire; The second is when the weapon is used in terget, so the values listed on the second number is the amount of damage caused per hit, not the total amount of damage caused. For Chameleon Sting, as the dental fire of that weapon. Mega Man Xtreme Notes: For X-Buster, the four damage values are listed by how long the weapon is loaded. The first number is damage done with regular shots; The second number is when X-Buster is charged a little longer (white). The fourth number is damage done when the X-Buster is charged all the way with the arm parts (pink). In order to inflict damage on a vile with a level-4 X-Buster shot or special weapon obtained from normal mode (ice shotgun, electric spark, storm tornado, speed burner), the player must save their game after completing such a situation and Turn on hard mode from this saved file – These special weapons will not be available for the player if they start in a difficult position from the title screen. For the eight special weapons, the first number is damage caused when the weapon is used in regular fire; The second is when the weapon is used in its charged state. Dialogues Mega Man Maverick Hunter X X Mode X: Vile! I should have known vou'd be involved in sigma rebellion? I don't know what to tell you. I don't know what you're talking about! X:!? Vile: I'm just here to cause trouble for you! I hate you! Zero!? (X tries to get close to Zero's body, but is caught by the throes' travel armor.) X: Aagh! Vile: Ha... You're no different than zero... You took care of Sigma when you had to take care of me! A err! You... Vile: Hmm... I guess my annihilation here is part of Sigma's plan. I don't usually like following other people's plans. (The travel armor starts squeezing X some more.) X: Ahh (zero gets up and grabs the travel armor.) Vile: What-!? Zero! You're harder to destroy than I thought! Zero: X! There's nothing else you can do, it's over! (Zero sacrifices itself to destroy the travel armor) Reset vile mode x: Vile! What are you doing here? Vile: X... I don't know what to tell you. How do you like being Sigma's puppet? X: You've been drawn to Sigma's rebellion as well? Rebellion? I don't care! I just hate you! That'll be all. Stop right there! Zero: You really caused a lot of havoc, vile... We'll despicable: yes? I was just handling some loose ends. So you're not on Sigma's side? Aren't you friends? Vile friends? I don't have any. Not now... Never, ever. I only know one thing for sure, X... You're my enemy! Mega Man X8 while playing as X X: Vile! Where did you take Lumin? Are you planning on delaying project Jacob? Vile: I'm associationed after all this time apart and all you do is bombard me with guestions? Don't worry about little Lumina. We take great care of him. Ha ha ha... An Orbital elevator is too important to us to hit its operator. Don't you know what you're doing? The Jacob Project is an important joint venture between humans and refluids! We'll err: Relax, X... Let's enjoy this little reunion, okay? It's time to hand over Lumin, vile. This time, I won't take no for an answer. Vile: Ha... Lorraine. You always think about the positive thinking, don't you? Look around you, fool! Your world has already begun to crumble! Sworn in: Ha h you are struggling very hard for a doomed world. So, it was sigma pulling the strings the whole time, wasn't it, vile? Vile: Ha... You're finally going to bring this together, X? Orbital elevator... Energy... Minerals in space... The missile data... The way into space, the thing that allowed this world to survive so long, is ours! X: I don't care what you plan to do. I'll put you in. No matter what, I can't do it. So, you still refuse to give up your fight, huh? Are you so blind that you somehow convinced yourself that hope remains? As long as I stand, there's hope! I will lose you and Sigma! Vile: Ha... I guess it would be a waste to destroy you now. Maybe I'll wait until the last possible minute and have some fun with it. When playing like zero zero: vile! What are you planning on doing with the elevator and Lumina? Lumin, what are you doing here? Ha ha ha... Do not worry. We take very good care of him. An Orbital elevator is too important to us to hit its operator. This boy is a little too complicated for a Maverick like vou. vile. Vile: Ha... How much I've missed vou. Zero. What do vou say we have some fun and make the most of this reunion? Zero: I'm a way to chase vou. Let Lumin go. Now! Lumin, what are vou doing here? Are vou so dim as to think vou're in a position to make demands? Look around vou. fool! Your world has already begun to crumble! Don't you ever get tired of the whole justice thing? Zero: Don't you ever get tired of being Sigma's lapdog? Orbital elevator... Energy... Minerals in space... The missile data... The way into space, the thing that allowed this world to survive so long, is ours! How can you take this world seriously when this is all about to end? Zero: Hmpf! Vile: So, you still refuse to give up your fight, huh? Are you so blind that you somehow convinced yourself that hope remains? Zero: Struggle? I'm just tired of bumping into you and Sigma every time I turn around. Vile: Ha... I guess it would be a waste to destroy you now. Maybe I'll wait until the last possible minute and have some fun with it. When he played like AxI AxI: Vile, was it? What are you up to here? What are you planning on doing with Lumina and the elevator? Don't worry about Lumin. Unlike you, it's of some importance to our program. I don't care if you've ever been a first-class hunter... You're a maverick now, and I know exactly how to deal with scumbags like you! Ha ha! Did I upset you? Let's see you! Oh, man... I'm tired of seeing your ugly face so often. It's time you let Lumina go and turn yourself in. Lumin, what are you doing here? Ha ha ha. The world falls apart by time, and you take care of it? I will send you to oblivion along with the rest of this rotten world! Vile ha: Ha! Are you still worried about justice when the world is on the verge of destruction? You got it, buddy! I thought I'd give up some justice your way before I go after Sigma! Orbital elevator... Energy... The missile data... The road to space, the thing that allowed this world to survive for so long, is ours. In times like these, how important is your precious term, Maverick? AxI: I'll say As soon as I stop turning you into a junk! Vile: So, you still refuse to give up your fight, huh? Are you so blind that you somehow convinced yourself that hope remains? If all I have to do is beat you, then I'm hopeful, Buster. Vile: Ha... I guess it would be a waste to destroy you now. Maybe I'll wait until the last possible minute and have some fun with it. When playing like any character (after defeating four Mavericks) is despicable: ha why don't you give up now and get it over with? The world as you know it? The Mavericks. Kiss it all goodbye! Chaos, doom and destruction! That's what they built them for! Quotes Mega Man X piece of worthless metal scrap, do you think you can defeat me? X, do what I tell you or it's history! Dream of zero! X knows he can't beat me! My armored carrier is more than contributing to his ancient weapons! What a worthless gesture! I can't be beaten so easily! So, X, it's just you and me now! What the... what the hell is going on? Where did this energy come from? It really doesn't matter how much energy you absorb X, you're still way too weak! Prepare to finish! Mega Man X3 alive, Dr. Doppler? You're still way too weak! Prepare to finish! Mega Man X3 alive, Dr. Doppler? You're still way too weak! Prepare to finish! Mega Man X3 alive, Dr. Doppler? You're still way too weak! Prepare to finish! Mega Man X3 alive, Dr. Doppler? You're still way too weak! Prepare to finish! Mega Man X3 alive, Dr. Doppler? You're still way too weak! Prepare to finish! Mega Man X3 alive, Dr. Doppler? You're still way too weak! Prepare to finish! Mega Man X3 alive, Dr. Doppler? You're still way too weak! Prepare to finish! Mega Man X3 alive, Dr. Dopple in a matter of minutes! Until then, I'll try to get busy with you! My wait has finally come to an end! Prepare to die at the hands of the world's most advanced riding armor - the new Goliath! Don't think this is it, X! I will haunt you until the day you are 12... Mega man X8 how nice to see you again, X! I'd love to stay and play, boys. But I'm afraid I have too much work to do! That's right, this orbital elevator is under our control now. It starts now, X. A new world will be born you can't escape! Ha ha ha! Oh, no, you're not! Burn it! Mega Man Maverick Hunter x x... Why does it have to be you? You came to reprimand me personally, didn't you? Defeat X? Ha, what the hell are you talking about? What can this concern Hunter do for us? So, to take advantage of this power of his, you plan to go to Maverick? And you want me to help you? You're insane. Sorry to burst your bubble, but I'm the one who's going to change the world! Hmm, I don't know what to tell you. Incite rebellion... Split the hunting forces... That's the just hate you, that's all! Now, let's see which one of us is really a better Reploid! Sigma was wrong! You're not the raploid with the power to change the world! I am. Me! It's sworn in! Zero, zero, if you're going to take the B-hunter side, then I'm going to have to destroy you, too! X, X, X! Why does everyone love this guy? What. When the time comes, everyone will know the truth. Sigma, I have my own way of dealing with things. You just sit back and enjoy the show. You'll find out who really has the potential you're talking about... Hunter? No, no, I don't think so. I've never toyed with thoughts like that. The same thing I always do... Crush anyone and anything that gets on my bad side! I need to ask you the same question. What do you achieve by acting as sigma's cheerleader? Any X-related program is wrong! I'll put an end to it! Ha ha... All you do is obey orders. You really think you can take me? Mercy?! Don't feel sorry for me! You don't know anything about me! I'll tell you one thing... I don't like working for others. I don't care if a pitiful fool like you likes me or not! If you think so, then you must know... You know what a refluid could lead in the future for us... But what? Do you really believe that X is the one? There's no way. In that case, get back on the road and let me through. If you say... I won't let you or Sigma get in my way! We're consensual there. I have no reason to fight you either. I always hated you, Storm Eagle! You and your smug face! Justice? Do me a favor, mammoth flame. I'll fight you if that's what you want. Bring it on... I don't know if I can do this, but I can easily beat your miners. They couldn't be good to you anyway. I'll make you an understanding! You'll know I'm the one holding the key to the future! Ha ha you're no different than zero! You were worried about Sigma's plan. I don't usually like following other people's plans. Zero, zero, zero, you're harder to barely change the world if you're dead! What's the matter, X? You're not going to show me your true power! Wimp to the end, huh? End of the line, X! No, no, not a loaded shot! Sig, I'm sorry. Mom... I fought an ex... But I still don't understand. Why him? What... What's so special about him? What am I planning on doing? No, no, I don't think so. Come to think of it now, I'm not really sure. I don't care what happens to this world! By defeating X, I confirmed my existence, and that's all that matters to me now! My name is... He's despicable! I'm sorry, I'm sorry, I'm sorry. I..... Project X Zone 2 I see... So... That's as far as the demon I carry will take me... But don't forget, X! There's still a demon... Inside you, too... And it will destroy you one day... With or without... My... Save, Save, Help, Help, a vile gallery in his first travel armor from mega's concept art from the X.Vile for Mega Man X.8 X. vs. Vile MK-II in the mega opening scene from the X5. Zero versus vile in the mega man X5 opening scene. Concept art for Mega Man X Collection. Vile V of concept art for Mega Man X8. Full body adaptation of the vile Mega Human X8 character model. Vi vi loaths atop a pistes elevator in Yaakov. Vile holds X in Ruckman Xover.Vile's Card in Ultimate Marvel vs Capcom.Vile at Street Fighter x All Capcom.Vile at Str forced Revival. Vile in animosity card TEPPEN. Vile in TEPPEN pleasure card destruction. Vile Banga Ruckman X, smashing bourbon. Heinous badly damaged Banga Ruckman X. Vile manga Hunter Ruckman X. Vile manga D-Arts Promotional Art by Iwamoto Yoshihiro. Vile's 3D Model Brockman X DiVE.Vile's Back Ruckman X DiVE.Vile from Ruckman X DiVE.Vile in Goliath from Ruckman X DiVE.Vile in Goliath Brockman X DiVE.Vile in Goliath from Ruckman X Maverick Hunter X: Sigma Phase 3 and Abhorrent Stage Finish A battle from mega-man X3 (PC) vile battle over Jakob from mega-man X8 (Jp) trivia it is generally appreciated among the Mega Man community that the character name differs from Vava or Baba (the letters B and V are interchangeable in Japanese) to the North American release of Mega from X that Capcom USA feared being sued by LucasFilm given the character's similarity to Bubba Pat, a character from the Star Wars universe., especially the helmet with a T shield, and because of its Japanese name can also be spelled BABA (the letters B and V are spelled and written in the same way in Japanese) However, TOM-PON stated that Vava's name is actually in reference to the character Baba Zanetti (ババザネザネティ, Baba Zanetti) from the 1979 film Mad Max. [8] His Mega Man X8 color scheme is more like a pat doll, which may be in reference to this comparison. In case, it will also cause Vail's name is being added as such from Dr. Will to avoid confusion with him. In the Japanese version of Maverick Hunter X, the miser says I'm the Joker! (「俺がジョーーだ!」 Ofra Juca Da!). Joker is also called Baba (ババ) in Japan. By the way, his comment says the real Joker who will force X into a corner is me, not the other Mavericks. Vile's original body was somewhat redesigned for Maverick Hunter X. These changes are largely based on proportions, though the most notable changes are the Maverick emblem on his helmet replaced with his signature V symbol (first seen incarnate in his Mk-II) and his shoulder cannon being attached to his backpack instead of being mounted directly on his right shoulder armour. When playing in X mode, vile's in-game model displays the Maverick icon on its helmet. However, both his chest shots and model in the game in a vile mode use V-insignia. The vile Mk-II had a model kit in the Mega Armor series (originally released as a conversion kit and later as its own model kit), and the original vile on the D-Arts line. The err also had small miniatures of it. According to the source material, Will's X8 incarnation was a vile W. As Will's previous incarnation was a vile Mk-II, this may imply that this is the fifth iteration of Vile's design, though it has not been made clear. Sigma err shares the same Japanese voice actor in mega from the X8, Mugihito. The voice of vile has a mechanical echo and is noticeably insanity in the Japanese audio of the X8, which is not in its English voice. At Maverick Hunter X, the vile is very weak for parts of Zero. If X uses parts of Zero (not Der Light's Buster parts) on the loathsome after the game is complete, X can do his short work with two shots properly aimed at full load. Using Der Light's fully paid buster parts. The phrase not SHOT is loaded! Vile's finish in mega from Maverick Hunter X could perhaps be a reference to Vile's damage data in the original version of Mega Man X, where he is the only boss to be the weakest against a loaded X-Buster compared to the rest of the bosses' damage data against X and zero in mega from Maverick Hunter X, X will defend itself with a rolling shield, send a called torpedo or summon a loaded storm tornado. It could be a reference to the special weapon that falls the most damage to the loaths during its second encounter in the original game. Interestingly, in a mega from Maverick Hunter X's vile, vile situation doesn't talk to his opponent(s) unless he has spoken. Vile is the second largest boss character in the Mega Man X series, near Sigma. Vile is the first opponent in the X Series to be a character to play. Vile's weakness Mega Man X and Mega Man X game: Rolling Shield. After that, there will be different kinds of vile counter-weaknesses in games at the same time. The personality of a vile manga ruckman X is portrayed much differently than the Games. In manga, vile is seen as denibish, cunning, and calm, and calm, and calm, and calm, and calm, and calm armored armadillo, Will reminds X that he will hunt down everyone who bears the name Ruckman after he finishes it once and for all, but he leaves, but is overwhelmed with a sense of fear. D-Arts and 66 vile Dash action figures comes with bourbon, a tribute to his banga appearance, where he tells X it doesn't matter if the mug is filled with bourbon or mud as the Reploids can't tell them apart. Later in Sigma's Fortress, Will asks X if he wanted bourbon when they started fighting, making their previous encounter. Similarly, one of vile in D-Arts's promotional pieces causes him to put his foot on X down while standing over X and zero, which was a reference to his vile state ending where he, in a mad rage, proceeded to kick X's body around twice and then repeatedly stamped on X's head before eventually contenting only blowing it to Smither. In Project X Zone, he noted in Chapter 37 by the main protagonist of the Vesperia stories, Yuri Lowell, that vile would meet its end in the same way the Zagi nemesis did. Zaggi and Vile share similar parallels in that they are both single-minded in pursuit of their cause, and perceive to define their existence only when they beat their opponent (Yuri and X). The two villains finally get a team in Project X Zone 2, being the wild cards in a nation's 101st passing project and, ultimately, the VA. His ebinted display (HUD) is briefly displayed during the finale to a vile state in Maverick Hunter X, described as having a red hue. Unused hoeons found in Mega Man X reveal that vile was originally going to use Aster. However, this was cancelled for unknown reasons. It is not known how vile he is able to amplify in the air and use his bold move while fighting with an X in a Mega Man X, as his concept art shows no propulsion sockets were added in lower parts of his back pack in a mega from Maverick Hunter X. In files from the closed version of the beta version of Ruckman X DiVE, Vile was shown to be incarnation in his vile MK-II with Goliath travel armor. However, in the final version, this is the first version of the err that appears instead. So Vile is one of only two characters ruckman X DiVE to also be a character to play, and boss. The second is Copy X, which ironically shares bits of Vile's theme in its second stage of fake BGM. His vile X energy recovery response in Mega Man X was similar to that of Bully Goku getting a power boost at the height of Dragon Ball Z: Broly - the legendary Super Saiyan. > He was once a first-class hunter, but now he is our sworn enemy! He's a maverick and a wanted criminal. - Zero, mega from X8 ♦ X, you don't have to expect to defeat it, it's designed to be a war machine. - Zero, Mega Man X ♥ Ruckman X Instruction Manual ♥ Thanks for the upgrade, Doctor, but I have a score to settle... And I'll do it my way... Unlike you, it has some importance to our program... Lol! Did I upset you? Forward! - Vile, Mega Man X ♥ Haha! Why don't you give up now and get it over with? The world as you know it? The Mavericks. Kiss it all goodbye! Chaos, doom and destruction! That's what am I planning to do...? No, no, I don't think so. Come to think of it now, I'm not really sure... He... - Vile, Mega Man Maverick Hunter X V Interview with Tom-PON Part 19. 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