**The Story of VILE**

In the years before the great revolt of 2112, there were four main galactic federations fighting for control of our sector of the Universe. The Galaxies of Golithic Apartamus, Locatonus Emvarious, Factionalis Marsuvius, and of course our galaxy of the Milky Way. As the Golith’s, a barbaric federation from Golithic Apartamus grew in strength, the remaining three federations realized quickly that without an Alliance, the Golith’s would seize control of the sector, and no one would be safe after such a brutal take over. Therefore, before the Golith’s were able to seize control of outposts of each of the other galaxies, the Locat’s, Marsuvial’s, and Earthling’s banded together to form the Solar Triumvirate, and used the combined strength of their star fleets to beat back the Goliths and eventually push into the Golith’s own territory. As the fighting intensified, rebel groups within the Golith galaxy fought for control of the Golith confederation fracturing the state and allowing for the galaxy to be dissolved within the power of the Solar Triumvirate. Sections of this new galaxy were split between each of the three federations within the Solar Triumvirate and peace once again prospered in the Universe, but like any alliance, eventually tensions would rise. The Locat’s and Earthling’s focused their governed their federations around Christian ideals, and soon this type of government came into conflict with the Cult worship within the Marsuvial empire. As tensions grew, the Locat’s and Earthling’s merged for protection in case of a rebellion, and together, their two federations formed the solar federation. This new merging greatly angered the Marsuvial magistrates and soon preparations for all out war were made.

In the year 2112 the fleet of Marsuvius XI (the current leader of the Marsuvial federation) attacked the main outpost of the Solar Federation, and the war began. After years of fighting, the Solar Federation was able to destroy the main power grid that connected the planets of the Marsuvial empire and provided them with the necessary energy to construct new warships and war machines. This devastating blow weakened the Marsuvial empire enough for the Solar Federation to take over key outposts of the Marsuvial empire quickly and effectively. The Marsuvius XI was now desperate in his attempts to hold back the Solar Federation, and turned his attention to his top scientist in hope of a solution. The scientist had perfected the formula for the construction of an interdimensional portal, with the ability to harness the energy from other dimensions and feed it into their own source of power. Using this new technology, a portal was constructed, and routed to Hell to feed off of the unlimited Argent energy within Hell’s core. Using this energy, the Marsuvial empire was once again reinvigorated and began to rebuild its fleets again in preparation for attack. What Marsuvius began to realize though, was this power was not like any other power he had other beheld, it… it had something darker within it that no one had ever seen before. The Marsuvial empire was not prepared for what happened next. The energy was too much for the Marsuvial’s and it began to distort and scramble the Marsuvial data and computer systems, and then began to effect the citizens of the empire over all. The Solar Federation watched as the Marsuvial’s began to break down and distort into Hellish looking beings, and the great cities that once prospered within their society burnt to the ground as the citizens rebelled against each other and the atmosphere of every plant itself swirled into a red fog that clouded the sky. The Solar Federation, afraid of what might happen if they got caught within this Hellish reality pulled back their forces, and sealed their galaxies within a electromagnetic field they constructed that would propel any outside forces from getting inside and destroying the federation. In doing so, they created the label VILE and assigned it to the Marsuvial empire as to mark it as a place forbidden to all, and that should never be visited again. In doing so, the federation eliminated any contact with outside forces, and the federation was at peace again for many years.

Meanwhile, within VILE (As the Solar Federation referred to it) the inhabitants soon began to plan a way for the forces of Hell to invade the universe. Under their leader Marvolgoth (Marsuvius XI in his new demented form) the empire improved the portal technology to allow for passage into the Solar Federation and start the invasion from the inside. The Solar Federation has a more improved teleportation technology in one of their outposts on the Planet Xeno where you and your crew of marines are stationed, and with this technology, the inhabitants of VILE can finally open a dimensional rift that would allow for the armies of Hell to enter our universe. Marvolgoth and his armies then use their newly improved portal to infiltrate the outpost you are stationed at, surprising you and your marines. You are soon over run, but manage to shut down the teleportation center where the greatest secrets of the Federations teleportation technology are kept. The game begins from here, you are the only one left who can stop the forces of VILE, and with your shotgun in hand you vow to wipe out the VILE force before they restore the teleporter, and allow Hell to take over the universe for good, and at the same time bring Christian ideals back to the facilities the VILE forces have taken over and distorted with their hellish ways. You and the marines that have been captured and are waiting to be freed are what is left, you must stop the forces of VILE and restore order to the Solar Federation before it is too late! All contact with the rest of the federation has also been severed, so your task is also to re-establish the com links, and establish contact with the federation officials and warn them of the oncoming danger.

Enemies:

**Vile Knight**: A Civilian of the Vile that chose to fight for the VILE army for a decent salary. They are always put on the front line though because they are usually the easiest to kill and normally are not cared much about by the other army units.

**Brainomorph**: A scientist of the Marsuvial empire distorted by the demonic energy.

**Reaper**: A spectre that is formed from the red fog when a massive burst of demonic energy is released into the Marsuvian atmosphere. Given the speed of a gas molecule to propel it forward at speeds faster than any other enemy.

**Fire Imp**: NA yet

**Blind Follower**: NA yet

**Sentinel**: A creature propelled off the ground by Argent energy, and formed by the Marsuvians back in the days of peace, these used to be statues honoring their fallen soldiers in the wars preceding the great revolt. These statues then became possessed by Argent energy turning them into the creatures that they are.

**Mutated Commando**: A leader of the Marsuvian forces who was given strength and more powerful weapons by the Argent energy. Can shoot in 3 directions with his more powerful flame cannons. Kinda backfired though because now they are all slower than the rest of the enemies and gained quite a bit of weight.

**Necromancer**: A prior medic or magistrate in the Marsuvian empire that was transformed by argent energy into a more powerful entity that can bring the dead back to life.

**MORGOTH**: A title given to the strongest in the Golith empire, which was then transferred as a term given to the most powerful generals in the VILE army.

**BELEGOTH**: Rising from Hell itself, a corpse with amazing power and the strength of a thousand demons. Given the one task of destroying you.

**MARVELGOTH**: The leader of the VILE. Chosen by Satan himself to defeat the armies of the Solar Federation and create a Universe ready for Satan’s control.

You:

You are a Christian warrior who fights for the good and the peace of the Solar Federation. You and your comrades will fight to the death to protect the empire from the demonic armies of the VILE.

Weapons:

Pistol/s: Just your typical pistol. Not very effective on anything besides Vile Knights, but dual wield those suckers and that kinda speed can deal a heck a lot of damage.

Shotgun: Fires a spray shot. Nothing else to say, just kicks butt like any other shotgun in existence.

Phase Cannon: A weapon developed by the Locat’s in the wars prior to the fall of the Golith federation. A very powerful weapon which has only one weakness; charge up time.

Rocket Launcher: Developed by our own scientist in the early 1900’s, but modified for space, this thing not only shoots a deadly explosive towards your foe, but can also be used for some sick rocket jumps and propulsions. Don’t worry, your marine uniform should be able to withstand the blast.