

# AVICENNA'S WARBAND

by Peter "Avicenna" Bell

Peter is lucky enough to enshrine all that is great about Inquisitor. He has an active imagination that loves to tell stories, create backgrounds and play with his characters. He is also a fine painter and converter! Yes, I'm jealous as well! With all this in mind we asked Pete to tell us about his Warband, how he created and painted his characters as well as what's going on in his latest campaign.

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Ali Ibn Sina was born 942.M41. on St. Jowen's Dock in the Armageddon system. His parents were Lieutenant Jennifer Mannheim, assigned to St. Jowen's landing control, and Princeps Balthazaar Rahem from the 3rd Gryphon Titan Legion, originating from the desert world of Tallarn. Balthazaar Rahem is recorded as commander of Canis Belli (Dog of War) Warhound Titan of a Jackal configuration.

As an illegitimate child of a Titan Legion Princeps, Ibn Sina was sent to the Schola Progenium at the age of 4. He was trained there (and often flogged) by Imperial Drill Abbots and retired Commissars until late 962.M41. when, after passing his final exams, he took on the duties of Imperial Commissar Second Class. He was assigned to the 276th Armageddon Mobile Infantry. His last duty before promotion to full Commissar was an anti-xenos purge campaign in the ash wastes south of Viterdo Hive.

963.M41. Ibn Sina's 3rd Company discovered the remains of an ancient Ork Titan - a remnant of the Second War for Armageddon, which had fallen backwards into a rock chasm under heavy artillery fire. Lieutenant Helgast of the 3rd Company ordered the securing of the Ork war machine remains with full approval of Commissar Ibn Sina. After initial success, 3-Company soon encountered massive resistance from Orkoid

forces hidden deep within the Gargant. Leading from the front, Lieutenant Helgast lost his life in the fighting and, in accordance with Imperial Doctrine, Commissar Ibn Sina was forced to take over command. Against direct orders

from Regimental Command to fall back and have the Gargant destroyed with an orbital strike, Commissar Sina ordered friendly units to mount a counter-offensive and retrieve the body of his Lieutenant.

During the mission, Ibn Sina and a minor splinter group of 4th battalion had to barricade themselves on the main command bridge of the Gargant. Ibn Sina went to work at the command console, shutting down the main generator and re-directing super-hot plasma into areas suspected to be Ork strongholds. After the Orks were successfully repelled by Imperial forces under heavy losses, Commissar Ibn Sina emerged triumphant from the bowels of the Gargant only to be arrested by Regimental Commissar Vandenberg for disobeying orders. Although Ibn Sina insisted on Commissarial independence, court martial and probable execution was set for the next day.

Stories of the events on the Gargant's bridge caught the eye of High Inquisitor Violarus, who was called in to visit the captured crash site. Violarus, at nearly 200 years of age, was, and still is, commonly regarded the most well-read Ork anatomist and psychologist within the Ordo Xenos. Violarus suspended court martial and pressed the disgraced Commissar into his service. Ibn Sina soon took on the role of Inquisitor Aspirant. The bond between High Inquisitor and Acolyte soon lead Ibn to an investigator's role, and also a research post (directly under Violarus) at the main Xenobiological institute in Segmentum Solar on Io itself.

Ali Ibn Sina was approved Imperial Inquisitor 976.M41. with all rights and debts of this position. He adopted the High Gothic (and more pronounceable) name of Avicenna. His mentor Violarus equipped him with the standard Mk XXIII carapace armour and gave him an ancient heirloom - a venerable power sword.

Avicenna's deep involvement in very 'hands-on' research into Xenobiology and technology soon earned him the displeasure of some of his Ordo, including the puritanical (and some would say tyrannical) Lord Inquisitor Orianus. Orianus sought to put an end to what he termed Avicenna's 'rose tinted glasses' regarding his attitude towards many xenos species, and sent him to the war zone of the Palatine



St. Jowen's Dock - Now destroyed.

System to witness the destruction caused by the Orks for himself.

Inquisitor Avicenna left for Palatine III at the end of 979.M41. onboard the Inquisitorial black ship Pietas Divina.

Sub-Ref.: Palatine III - Forge World of the Adeptus Mechanicus. Invaded 965.M41. by Ork forces. Imperial control never fully re-established.

Avicenna's landing craft was shot down 2 miles south of the last remaining forge-spire by a large and mobile Ork flak emplacement. The Thunderhawk gunship crashed hard into what was once an old mining district, leaving Avicenna and a single crew member alive. Ork forces soon discovered the crash site, killing the remaining crew member and capturing a heavily wounded Avicenna. It is unknown why he was not killed on the spot, but it may be attributed to the Warlord's morbid curiosity in Avicenna's working knowledge of the base Orkish language.

According to the Inquisitorial report, he was held inside an underground bunker facility of basic Imperial design for approximately 14 Terran cycles. Repeated torture and interrogations in combination with massive de-hydration and the injuries following the crash took a heavy toll on the young Inquisitor. With his hope long gone, and the litany of faith on his lips, a saviour came to him in his darkest hour. A giant angel in black and steel reached down and lifted the broken Inquisitor with ease and strode out of the blood splattered chamber. 16 cycles after losing contact with the landing ship, a Deathwatch Space Marine Kill-team raided the Ork bunker and liberated Inquisitor Avicenna. He was immediately taken to the forge-spire and spent the next three months under the watchful eyes of the skilled Technicians of the Adeptus Mechanicus and underwent major bionic augmentation.

In 990.M41 Avicenna was sent to Rynn's World to lend his invaluable knowledge of Orks to the great warriors of the Crimson Fists. Much to his surprise he was met by Chapter Master Pedro Kantor himself, and a Sergeant with the sigils and signs of a member of the Deathwatch but in the deep blue armour of a Crimson Fist. Kantor introduced the Inquisitor to Sergeant Bellephron who had recently returned from this his Chapter during these hard times, after spending more than 30 years serving the Ordo Xenos in the Deathwatch.

Slowly it dawned on Avicenna that this hulking figure had been the same Angel of Death who had led the rescue operation back on Palatine III. Bellephron escorted Avicenna to some hastily cleared private chambers to discuss the problems facing Rynn's World and indeed the Crimson Fists chapter.

Avicenna learned of the ancient chapter artefacts still lost to the Orks and by now spread over several Ork realms. Bellephron had worked alongside the Inquisition before and knew of the importance of such holy relics and expressed his reluctance to be involved in the ongoing campaign against the Orks on Rynn's World instead of tracking them down. To Bellephron, this was a real opportunity to get off the forsaken planet and back among the stars. But first Avicenna's knowledge was

needed on the front line. It was on his way to New Rynn City that the next chance encounter took place.

Avicenna and Brother Bellephron arrived in the city early one winter's morning and entered the Great Cathedral on the outskirts of city. Much to their surprise, in front of the altar was a single robed man, a massive hammer in his hand, screaming defiantly at the large Ork in front of him. The Ork charged... a full head and shoulders taller than the aged priest, the Nob would surely have ripped him in two... but each time the Ork charged, he received a blow on the head that sent him reeling back. On the third attempt by the Ork to close in, the priest was not quick enough. The Ork had closed the distance too quickly and in a splash of blood it was all over. Avicenna blew the smoke from the muzzle of his bolt pistol and, pushing the broken body of the Ork aside, introduced himself to the courageous priest. Father d'Angelus has been a close member of Avicenna's retinue ever since, and has taken on the mantle of Drill Abbott.

Bryt Nii was an Escher Ganger on Necromunda when the Warrior from the Stars had come for her. Avicenna's quest for the lost artefacts from Rynn's World had lead him to the archeotech of the Necromundan underhive, and more precisely a fist icon used by House Orlock in their headquarters. Bellephron went in alone, his sacred armour left in Avicenna's gun-cutter. Clad in his black syn-skin and armed with a myriad of weapons and grenades, the Marine prepared himself for battle. Dropped by a small tear-shaped pod deep into the sump, Bellephron moved stealthily to the Orlock HQ. Even he, with his genetically heightened senses, was unaware of the young girl that followed him. His audience with the elders of the House was short and bloody, and still nobody realised he was being followed. It was not until they had left the Necromundan System, during the jump into warp space that the frightened Bryt Nii came out of hiding. Inquisitor Avicenna took the young ganger into his interrogation chambers and explained to her what each and every instrument of torture was and how they functioned, the pallid girl absolutely silent, nodded in terror throughout. Happy that she understood, and impressed by her natural abilities, Avicenna pressed the young ganger into his service and she now serves as one of his most loyal enforcers.

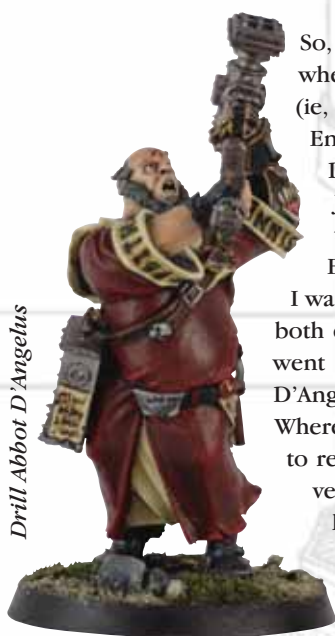
993.M41. Avicenna's investigative work took him back to Segmentum Solar for a series of lectures on Necrontyr activity. On receipt of a personal invitation from High Inquisitor Julianus of the Ordo Malleus, Avicenna met with him to talk about his findings. It was not long before Avicenna was deep beneath the surface of Io working on the incorporation of Necron gauss technology into Imperial weapons.

There have been suspected connections between Inquisitors Julianus and Avicenna and the disappearance of Adept Corteswain of the Adeptus Mechanicus.

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*Drill Abbot D'Angelus*

So, how did I go about bringing these colourful characters to life? I started this warband way back when Inquisitor was first released, and you can see that these first models I did are basically 'stock' (ie, unconverted) models. The first members of the warband were based on Preacher Joseph and Enforcer Barbaretta. The only changes I made to the models to turn them into Drill Abbott D'Angelus and Enforcer Bryt Nii was add a little hair (joining Joseph's sideburns into a beard, and some hair sprouting out the back of Barbaretta's helmet). I also turned the Enforcer's left hand so that her shield was held to her side.

I was also going through my 'red period' at that time, so they both ended up with red clothing – but both very different. I went for a more muted colour scheme for Drill Abbott D'Angelus, with a dull red and cream habit and grey hair. Whereas I painted Bryt Nii bright red which I glossed varnished to represent a red PVC catsuit. I felt that this gave the two models very different characters, appropriate to their background, whilst keeping the palette fairly consistent between them. For me, black and yellow hazard stripes are very much a reminder of Necromunda, so I painted black and yellow chevrons onto her shield. To add a point of interest to D'Angelus, I wanted his armoured gauntlet to be in distinct contrast to the rest of his

clothing so I painted it flat Chaos Black and edged each plate in gold. I then gloss varnished the whole gauntlet and painted the putty (essentially a baby's face with wings... like a cherub but without a body...) in typical Renaissance colours.

It was also at this time that I painted Bryt Nii's Cyber-mastiff. As it is essentially a piece of equipment for the Enforcer, I went for a very basic colour scheme for him – black and steel. As usual, I painted the metallics first, as I find this to be the messiest part of painting any model.

*Enforcer Bryt Nii*

In this case I painted it Tin Bitz and successively drybrushed with a Boltgun Metal/Tin Bitz mix, increasing the amount of Boltgun Metal with each pass. The steel was painted in this way on all of my Inquisitor models. The black was then painted Chaos Black, highlighted up to Shadow Grey (in 3 stages) and the whole model was washed with thinned Black Ink. After painting the eyes in Red Gore, my first three Inquisitor models were complete.

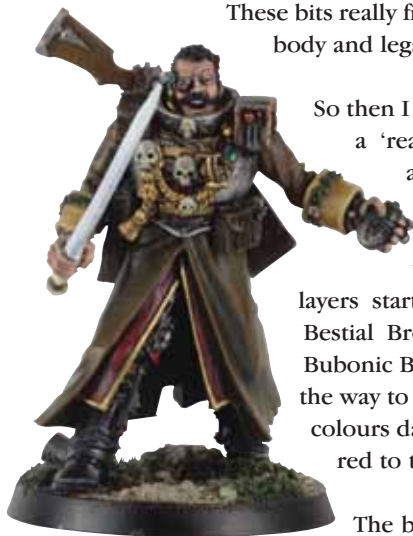




The next model I came to was my Inquisitor himself... the most important model in the warband, I wanted him to be something special so I went through all the White Dwarfs and Exterminatus magazines I had and looked at all the possible pieces I had at my disposal. What I have ended up with is a character who has travelled the internet for a couple of years now, righting wrongs and generally poking his Inquisitorial nose into all sorts of other people's business... ANYWAY, how did I make him? The parts I used mainly came from Inquisitor Eisenhorn (legs), Inquisitor Covenant (body, backpack) and Rogue Trader Jan Van Yastobel (head, arms, and lanyard), with a few other odds and ends for good measure – Sevora's sword (which I curved to make look more like a Katana), random Inquisitorial insignia and a number of pouches.

These bits really fit well, and only places that needed Green Stuff to fill gaps was a small layer between body and legs and also a ball in the top of the body to raise the head within the armour.

*Inquisitor Avicenna*



So then I was on to the colour scheme... I wanted Avicenna to be a 'real' field Inquisitor without fancy robes or overstated authority, so I went for a muted colour scheme with a brown leather overcoat and dull metal breastplate, but I also hinted at his status with a gold edged robe under the long coat. The leather coat was painted in layers starting from Scorched Brown and working up through Bestial Brown, Snakebite Leather and then adding a touch of Bubonic Brown. I mixed up mid tones between each colour along the way to create a smoother blend. I used the same colours on his pouches, but kept the main colours dark, and only edged with the lighter shades. His gold trimmed robe was also painted red to tie him in with the other members of his group.



The breastplate was painted in Boltgun Metal with a Shining Gold Inquisitorial symbol and washed with a mix of Black and Brown inks to give depth to the colour, and then highlighted again with Boltgun Metal and then with Chainmail. His flesh was painted with a mix of Scorched Brown, Dwarf Flesh and Elf Flesh, and highlighted up by adding more Elf Flesh to the mix, layering the thinned paint on the raised areas such as the bridge of the nose and his brow.



The skulls were painted in Codex Grey and highlighted up to Bleached Bone in a number of layers. This is a little different to the 'normal' brown coloured bone people paint, but I think it gives a nice contrast for these skulls which are 'trophies' of sorts, as opposed to dirty skeletons fresh from the earth. I then gloss varnished them for a polished look. I used the same technique on the skulls on Bellephron and D'Angelus.





Brother Bellephron



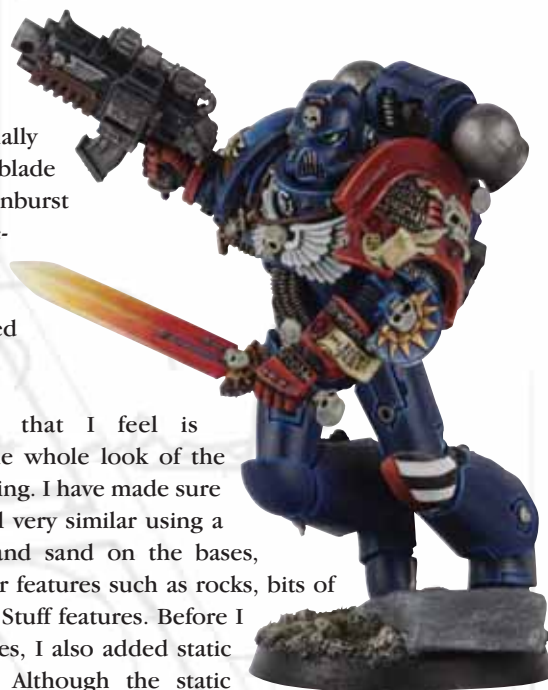
Bellephron is my pride and joy. I still consider this to be the best model I have ever painted. Being a Crimson Fist, the basecoat for Bellephron's armour was Regal Blue plus a little Chaos Black. I added more Regal Blue to the mix and gradually built up the highlights on the edges of the armour plates until I reached pure Regal Blue. I then went through the whole process again adding Enchanted Blue to the Regal Blue and then finally a very fine white highlight. There were a large number of layers involved, but because I kept the paint very thin, I have managed to keep it smooth. When this was dry I gave it a thin wash of a mix of Blue and Black inks to bring the colours together and blend any stark highlights.

The Deathwatch shoulder pad and his gauntlets were first painted in a mix of Red Gore and Scorched Brown and highlighted in a similar way to the blue by adding more Red Gore, and then Blood Red to the mix. Final highlights were of Fiery Orange. A mix of thinned Red and Brown inks was then washed over the red to bring the colours together.

His chest eagle was painted with Codex Grey and highlighted up to white to give a stark contrast to the dark blue of the rest of the armour.

I tried to use very precise highlights on all of his armour to give the impression of it being fanatically tended to by the Marine himself.

Bellephron's sword was a bone of contention for me for a long while. Originally painted in dark green to match my 40K Crimson Fists army, the colour didn't work so well in this scale, but it took a long time for me to pluck up enough courage to repaint it. The second colour I chose was a fiery red to represent the energy surging through the blade. Initially I painted the whole sword Scab Red, and gradually blended to Red Gore and then Blood Red working my way up the blade from the handle to the tip. I then worked in Fiery Orange, Sunburst Yellow and Skull White to the very end of the blade creating a white-hot edge to the sword. This made a massive difference to the model and really brought the colours out, with his red shoulder pad, gauntlet and fiery sword held across his body and again, the red ties the warband together.



Another thing that I feel is important to the whole look of the group is the basing. I have made sure the bases are all very similar using a mix of gravel and sand on the bases, along with other features such as rocks, bits of sprue or Green Stuff features. Before I sprayed the bases, I also added static flock to them. Although the static grass is already green, it can be very bright, so after I have painted the gravel, I painted it a dark green (Dark Angels Green then, Catachan Green now) and drybrush with Camo Green. The gravel was painted with Scorched Brown and drybrushed in successive layers of Bestial Brown, Snakebite Leather, Bubonic Brown and then Bleached Bone. Other features were painted in various greys.



So that is Avicenna and his small entourage (or not so small in the case of Bellephron). But what's next in store for the Inquisitor? Currently on my painting table is a female Inquisitorial Acolyte based on the Daemon Huntress, a Callidus Assassin stuck in Ork form made up of parts from the Chrono-gladiator, Krieger Krash Thrax, 40K Ork parts and a lot of Green Stuff, and also a wounded and more than slightly mad ex-adept of the Machine God. And finally, on the drawing board is a new Inquisitor... Avicenna again, but as High Inquisitor 150 years in the future... whether he has managed to stay Puritan or his obsessions with xeno-technology pervert his ideals and he becomes a Radical only time will tell.

#### Author

*Peter Bell is a well-known Inquisitor player who is very active on the web where he is known (of course!) as Avicenna.*



*Pete is also recently took over as the head honcho of the highly successful exterminatus.net website.*

#### Further Information

*Look out for more of Peter's stuff soon. See the How to Order pages (on page 110) for more information on how to purchase Inquisitor product.*

#### More Inq

*Go to page 46 for the rules of the new Bounty Hunter and page 64 for converting arms.*

#### Website

*[www.Exterminatus.com](http://www.Exterminatus.com) & [www.Exterminatus.net](http://www.Exterminatus.net)*

