

INQUISITOR

EMIL VAN VENKMAN – ROGUE BOUNTY HUNTER

A NEW DESPERADO CHARACTER IN INQUISITOR, BY GRAHAM MCNEILL

A figure of dark legend and endless speculation, Emil van Venkman is either one of the most feared bounty hunters in the galaxy or a name by which the forces of justice cow their foes and force them into flight. Graham McNeill explores the mysterious tales surrounding this enigmatic figure.

Of the history of this rough and ready killer, little is known for sure, though it is believed that he hails from the ravaged planet of Epsilon Regalis, that ill-fated world made famous by the bloody pogroms unleashed by the dreaded Witch Hunter Tyrus. Legend has it that van Venkman's family

were among those rounded up in the terrible purges instigated after the Inquisition's discovery that the planet's ruling elite harboured Warp-spawned abominations and that it was the young van Venkman who denounced them. There exist records of a young man with the same surname who marched with Tyrus's army of fanatical zealots and who assisted him in his merciless, but necessary, work and it is thought that this young man and the notorious bounty hunter are one and the same.

When Tyrus left Epsilon Regalis, it is suspected that Emil van Venkman went with him, the prospect of continuing the good work against heretics, mutants and rogue psykers too great a lure to resist. As part of Tyrus's most trusted retinue, van Venkman was privy to some of the most terrible truths imaginable, and his obsession with punishing deviants throughout the galaxy grew with every pyre lit and every excruciation administered. Upon the blighted hive world of Orphidia Delta, van Venkman was to part company with the Witch Hunter, his path taking him a very different route from his former master. As the Witch Hunter's pogroms had become more extensive and far-reaching, there grew fewer and fewer instances where van Venkman's skills were required, and thus, van Venkman struck out on his own to better pursue his personal goals.

On Orphidia Prime, van Venkman soon established a reputation as a brutal killer who achieved his ends by any means necessary, hunting down those who trucked with dark magicks and forbidden ways. Indeed, it is questionable as to whether he actually severed his ties with the Inquisition at all. His expertise in unusual cases, where no mundane explanation was easily reached, spread to those inhabitants of the hive who had need of such skills, but could not legitimately go to the traditional means of law enforcement. Not for van Venkman the hunt for a debtor or the running to ground of a runaway prisoner, but only cases of extraordinary occurrences, freak events and mysterious deaths. During the hunt for a vampiric fiend stalking the lower hives, van Venkman discovered it to be a daemonic host-being summoned into existence by the accidental dabblings of a psychically attuned shaman. Not only did van Venkman destroy the summoned monster, but he hunted down the shaman and executed every last one of his clan. This encounter cemented van Venkman's



"Two for the price of one"



The bounty on the alien scum was about to be collected...

reputation, and it was not long before other members of the Inquisition who had need of his services on Orphidia Prime contacted him and engaged his services.

It is rumoured that van Venkman has since travelled throughout the local sub-sectors and beyond, employing his specialised skills in the service of various paymasters. However, the truth of this is debatable. Why would the Inquisition would go to such lengths to procure the services of one man when they can requisition whatever aid they need from whatever planet they are on? Perhaps it is the legend of such a feared hunter they require, or perhaps it is indeed this one man whose deadly skills and knowledge they require.

There have been many instances where the intervention of a man claiming to be Emil van Venkman has been recorded, though no corroborating information exists to confirm each event. If these stories are true, then he has taken part in the apprehension and slaying of some of the most infamous heretics in the sector: the burning of the Catalase Hive, the apprehension of Jurtoe Dreadclaw, the

killing of the Beast of Graia and last, but not least, the decapitation of the Archfiend of Urthwart. It has not escaped the notice of scholars of such nefarious individuals and cults that these worlds are many thousands of light years apart, some in fact on opposite sides of the galaxy.

Needless to say, this all fuels the myth of the rogue, daemon-slaying bounty hunter and wherever he is said to walk, the foes of Mankind tread warily, ever watchful of the shadows at their back for fear they contain the sinewy form of a bounty hunter come to claim their scalp.

Author

Graham McNeill works in the games development department here at Games Workshop HQ.

If he's not writing about Inquisitor characters then it's about 40K or working on the next of his best-selling novels.



Further Information

The Inquisitor Bounty Hunter can be purchased through the usual direct sales routes. See the How to Order section for more details.

More Inq Website

Turn to page 28 for Avicenna's Warband.
www.Exterminatus.com

Desperado Emil van Venkman

Equipment: Flak armour to arms, legs and head, carapace armour to chest, automatic combat shotgun with 3 reloads, master-crafted autopistol (counts as a normal autopistol, but with a Range category of E) with 4 reloads and 6 silver bullets (which count as dummdums against Daemonic characters), knife, Blessed Book (Pentagrammic Wards), 1 plasma grenade and 3 frag grenades, re-breather, The Manifesto (see below).

Special Abilities: *Ambidextrous; Blademaster; Deadeye Shot; Fast Draw; First Strike; Gunfighter; Quickload.*

New wargear: *The Manifesto.*

The contents of this mysterious document are unknown, but those to whom it is shown never speak of what they have read. One per game, van Venkman may show the Manifesto to an Imperial character (GM's discretion) and for the rest of the game, van Venkman counts as having the Persuade skill towards that character (see the Inquisitor Annual 2004 for details of this skill).

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Emil van Venkman	69	74	63	58	71	74	74	84	54