

OPERATION SOLO ENDEAVOR



PARTS PER MILLION



WWII OPERATION
WHITEBOX
COMPATIBLE

CREDITS

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INTRODUCTION

Solo Roleplaying is one of the biggest growth areas in our hobby, along with virtual tabletops and playing over Discord. Compared to the other two options, solo play brings something unique and special to our gaming that the others cannot. That special ingredient is a game that is totally focused on you, and nobody else.

If you have never played a roleplaying game solo before, and I mean you, on your own, no other person, no Game Master [GM], then I hope to guide you through getting started in this part of our hobby.

If you are an old hand at solo play, you can probably skip this chapter and get stuck into the oracles in the later chapters.

GETTING STARTED IN SOLO PLAY

Solo roleplaying involves imagining your characters in the campaign world, playing through the scenes that make up their adventure while at the same time reacting to outside prompts and suggestions.

Without that last part, the outside prompts and suggestions, solo play would not be much different from daydreaming, writing a novel, or telling a story.

Those outside influences come in question and answer dice rolls, random tables of suggestions, and other tools to support your game.

Imagine your character scanning a bridge through binoculars. You would normally ask your GM if you can see any German sentries or activity. In this case, you will ask the question and roll a d10. The dice decides the answer, low being yes, high being no. You get to nudge the dice up or down depending on how logical you think it would be for the bridge to be guarded,

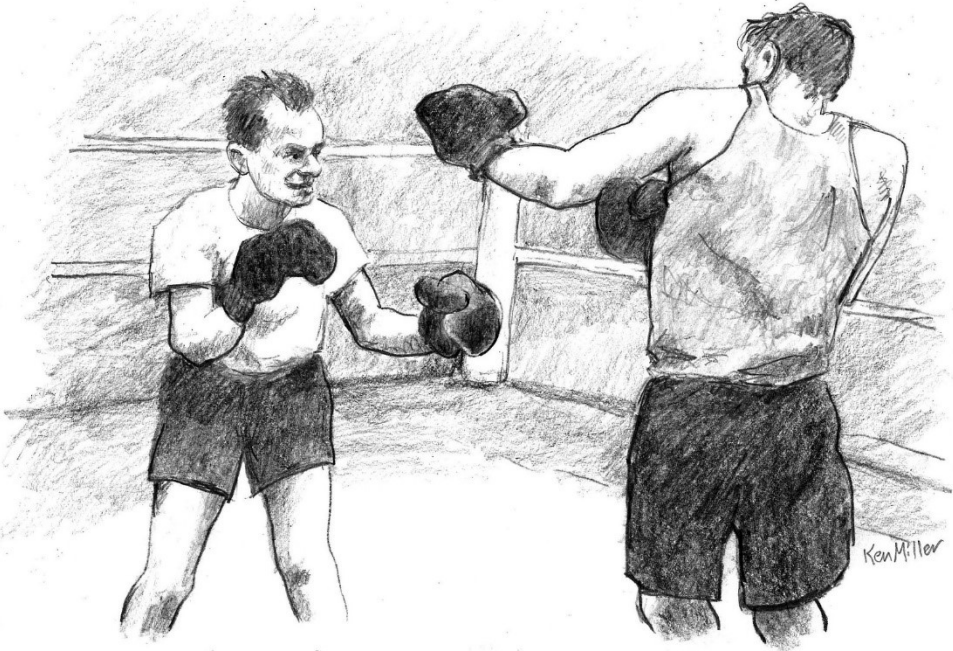
thinking in terms of what is best for your story, not what is best for your character.

That simple dice roll means that two players playing the same game could be facing completely different challenges. One may have to fight their way across the bridge or find an alternative route, the other could make a dash for it and get safely across the river.

Each time there is a point where you would ask your GM a question about what your character can see or hear, you ask the dice and go with the answer.

Solo play is about more than just yes and no. The game and the game world are supported with themed random tables.

The secret to solo play is to take what the dice offer you and just run with it. Solo roleplay will build up your improvisation skills when playing on your own and when you get to play at a regular table.



OBJECTIVE

In a regular GM lead game, the GM would decide the objective. Considering the sort of game they want to run—how great is the scope of the one-shot or campaign they want to run and that sort of thing.

In solo play, that all comes down to you and the game you want to play.

1. Cause mayhem behind enemy lines [Military]
2. Kill all Germans at the target destination [Military]
3. Plant mines on all roads in the occupied territory [Sabotage]
4. Oversee extraction of the VIP [1-5 Rescue/ 6-10 Propoganda]
5. Blow up the target at the destination to halt the German advance [1-5 Military/ 6-10 Sabotage]
6. Capture and return with important technology
7. Build or support local resistance [1-5 Liaison/ 6-10 Misinformation]
8. Learn and report back an important secret. [1-5 Espionage/ 6-10 Scouting]
9. Capture a VIP [1-5 Capture/ 6-10 Propoganda]
10. Assassinate a VIP [1-5 Assassination/ 6-10 Military]

OBJECTIVE TYPES

After each objective is a mission type. Some missions have more than one mission type, for example, [1-5 Liaison/ 6-10 Misinformation]. When you have more than one option, roll a second d10 to get the specific mission.

VIPS

There are two kinds of VIPs: good guys and bad guys. If your mission objective talks about a VIP roll again to get an idea of who you are talking about.

Good Guys

- 1-2 Jewish Industrialist/Scientist
- 3-4 Disaffected German Commander
- 5-6 Actor/Actress
- 7-8 Agent
- 9-10 Allied Troops

Bad Guys

- 1-2 Gestapo Agent
- 3-4 Nazi Commander
- 5-6 Brandenburgers
- 7-8 SS Officers
- 9-10 Vichy Politician



BRIEFING

The briefing is probably the first time you will actually imagine your character 'in the flesh'. You can imagine the character in a briefing room, around a map table, or just reading sealed orders.

The briefing is an opportunity for you to shape the gameplay and style of your mission. The objective has told you what you want or need to do. Now you get to choose some hard details about the mission.

DEVIL IS IN THE DETAILS

Unless you have a rock-solid idea of what your mission will be, where it takes place, and the details of the setting, you can roll on the tables below. These work best if you employ an accept or veto approach. Roll on the table. Unless you absolutely don't want to roleplay that place or know nothing about it, accept the result. If you really don't want to play in that setting, veto the result and chose something else off the list.

These lists are intended to be inspiration, not proscription.

COUNTRY

1. Austria
2. Belgium
3. France
4. Germany
5. Italy
6. Netherlands
7. North Africa
8. Norway
9. Spain
10. Sweden

AUSTRIAN LOCATIONS

1. Bad Ausee
2. Bari
3. Drau
4. Graz
5. Innsbruck
6. Klagenfurt
7. Salzburg
8. Sudetenland
9. Vienna
10. Zeltweg

BELGIAN LOCATIONS

1. Ardennes
2. Beauriang
3. Brussels
4. Ciney/Marche
5. Gemblaux
6. Halle/Nivelles
7. Hinault
8. Liège
9. Neufchâteau
10. Tournai

FRENCH LOCATIONS

1. Brittany
2. Bruneval
3. Carcassonne
4. Châteauroux
5. Cotetin Peninsula
6. Dieppe
7. Pas-do-Calais
8. Pau-Toulouse
9. Pessac
10. St. Nazaire

GERMAN LOCATIONS

1. Berlin
2. Bremen
3. Breslau
4. Frankfurt
5. Hamburg
6. Heilbronn
7. Hintshingen
8. Oberlauchringen
9. Ruhr
10. Stuttgart

ITALIAN LOCATIONS

1. Anzio
2. Carinthia
3. East Tyrol
4. Pedaso
5. Rome
6. Salerno
7. Siena
8. Taranto
9. Taro
10. Turin

NETHERLAND LOCATIONS

1. Amstadam
2. Arnhem
3. Assen
4. Coevorden
5. Eindhoven
6. Grave
7. Kootwijk
8. Meppel
9. Oosterbeek
10. Veluwe

NORTH AFRICAN LOCATIONS

1. Agheila
2. Agedabia
3. Barce
4. Sirte
5. Tangier

NORWEGIAN LOCATIONS

1. Fosdalen
2. Glomfjord
3. Lofoten Islands
4. Nesset
5. Orkla
6. Storlien
7. Thamshavn
8. Trondheim
9. Vågsøy
10. Vemork

SPANISH LOCATIONS

1. Barcelona
2. Bilbao
3. Cáceres
4. Gibraltar
5. La Coruña
6. Las Palmas
7. Madrid
8. Navarre
9. Seville
10. Valladolid

SWEDISH LOCATIONS

- 1-2 Gävle
- 3-4 Luleå
- 5-6 Kiruna
- 7-8 Malmberget
- 9-10 Narvik

SIGNIFICANT PLACES

Now you know your objective and the country/city or town you will be operating in, next you can find the address you have been given.

1. Café
2. Factory
3. Railway Station
4. Bridge (or dock)
5. Hospital
6. University/School
7. Barracks/base
8. Prison/Camp
9. Private Home
10. Business or office

EXAMPLE BRIEFING

My objective is (1) Cause mayhem behind enemy lines. This is a military operation. I next roll to see where I am going, and the result is (4) Germany and (3) Breslau.

Finally, I roll a significant place and get (9) Private Home.

Breslau is not a place I am familiar with, so I quickly asked Wikipedia, and it came back with:

The Siege of Breslau, also known as the Battle of Breslau, was a three-month-long siege of the city of Breslau in Lower Silesia, Germany (now Wrocław, Poland), lasting to the end of World War II in Europe. From 13 February 1945 to 6 May 1945, German troops in Breslau were besieged by the Soviet forces, which encircled the city as part of the Lower Silesian Offensive Operation. The German garrison's surrender on 6 May was followed by the surrender of all German forces two days after the battle.

This gives me lots to work with. My mission takes place in late February 1945, and the goal is to disrupt the defending German forces in the city and bring the siege to an early end.

This briefing gives me a mix of historical facts against which I can play out the fiction of my character's involvement.

This still leaves me plenty of creative freedom, even playing within a historical event.

I have one more piece of information that would be natural for me to know during my briefing. My contact, I know I am meeting them in their home. I roll a d10 for male or female, odds or evens, and I roll female. Using the names tables at the back of this book, I rolled Alicja Kantorowicz as my contact.

ROLEPLAY THE BRIEFING

You can roleplay your way through the briefing. This will give you a chance to get an idea of your character, how they react to authority, and the circles they mix it.

You can draw upon any random table in this book to fill in details for your briefing.



PLANNING

During the planning phase, you are going to mix both session prep as well as some roleplaying.

The session prep can involve finding the stats of NPCs you think you may encounter. For me, I think I need RESISTANCE FIGHTERS, GERMAN SOLDIERS, GERMAN OFFICERS, SS SOLDIERS, SS OFFICERS, and GESTAPO AGENTS.

Also, I expect to use guard DOGS.

All of these I write the basic stats onto post-it™notes. These are easy to move around, and I can add them to scenes or a battle record.

If you want to add any named NPCs, other soldiers in your squad, you can create them now. I don'tt recommend trying to roleplay multiple characters but put them on your team.

You can also decide how you will achieve your objective or what you want to achieve in your solo session.

If you want special equipment, then play your interactions with the quartermaster, if that is what it takes.

This scene is all about you, your needs, your plan.

TENSION

Tension is discussed below. For now, roll 1d10 and add your level to it. Write this number on a post-it™note, or in a margin of your game notes. You will need this number later.

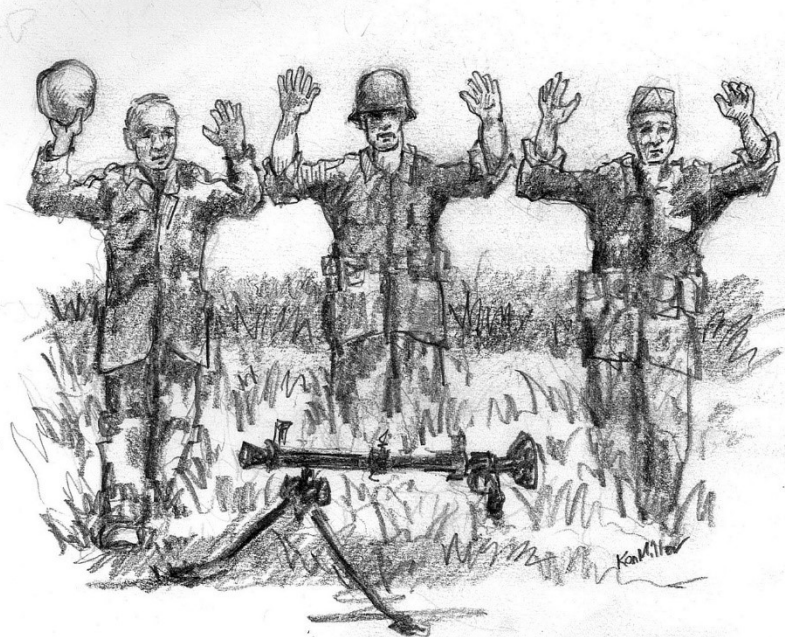
INSERTION

The insertion phase can be played or handwaved. It depends on how you want to be inserted. Remember, parachuting into enemy territory could be over very quickly if you roll a "1" when you roll your parachuting! I would rather not risk my adventure on a single a dice roll before it even starts (but that is just me!).

If your insertion offers a chance to explore your character's personality, the world you are entering, or introduce a new NPC, then play that pinpoint moment, or from the moment that NPC becomes someone you can interact with.

I suggest that you start your adventure at the moment you arrive in enemy territory.

This is your step into the unknown. You will have questions about what your character can see and what is happening on the ground. That is the indication that you are entering the Pre-Assessment Phase.



PRE-ASSESSMENT

So much of solo roleplay is driven by questions and answers.

There are two types of questions you are going to ask. The first is the simple yes-no question. The second is the more complex question.

YES-NO QUESTIONS

These are the easiest to resolve. They will fall into three classes: probably a yes, those that are probably no, and those where you have no idea of the odds, a straight 50/50 roll.

To answer your question, roll a d10. Rolls of 1 or 10 (0) are critical. Anything in between is a yes or a no.

In a 50/50 question

- 1 Maximum Yes
- 2-5 Yes
- 6-9 No
- 10 (0) Maximum No.

WHAT ARE THE ODDS?

Not every question is going to be 50/50. Sometimes, the odds will favor one outcome over the other. If you want to know if there are sentries outside the Gestapo office, the odds are very much in favor of the yes results.

This is handled by shifting the yes/no breakpoint up or down. If you think the odds are 60/40, then 1-6 is the yes side, and 7-10 becomes the no.

80/20 or the reverse, the highest the odds need to go. If the chances are a sure thing, still treat them as an 80/20 roll. That means, however bad the odds get, that you have one chance of a Maximum Yes, a standard yes or if the odds or the reverse even if you think your plan is foolproof.

MAXIMUM YES

How do you decide between a single sentry and a half-track full of soldiers? What decides if the only cover is a rose bush or a stone wall? The answer is the difference between a yes and a maximum yes result. The Maximum Yes is the most extreme positive answer to that question. These do not always mean something good. If the way you phrased the question means that yes answer is bad for your character, Maximum Yes is likely to be very bad for your character.

YES AND NO

These are the standard yes and no answers. Think of all the times you have asked the GM a question, and they simply confirm your supposition. Normally, the simple act of asking the question implies that you know what you are expecting the yes or no answers to be.

MAXIMUM NO

This is the natural opposite of the Maximum Yes, answer. In every way except one, it behaves the same as a Maximum Yes, except being the negative answer. If you wanted to know if the Panzerspähwagen was locked, a Maximum No would have it not only unlocked but maybe the keys in the ignition and the engine running. Floundering around in the sea, desperate for some wreckage to cling to after a U-boat attack is not the best time to roll a Maximum No.

When you roll a Maximum No answer, you are also going to wind up the Tension. See below for what Tension is and how it works.

HOW TO ASK THE QUESTIONS

When you ask this type of question, it helps if you have a clear idea of what a yes or no looks like. You need to be prepared for either answer. If things always went your way, there would be no point in asking, and your adventures would not really be adventures at all. You also need to be prepared to improvise, especially if you get a long run of all yes or all no

answers. These can give you wonderful material to improvise with. Imagine you need to break into the local Gestapo office. You could start by asking if there were sentries on the door, and get a no. You then ask if the doors are closed, and get a no. Looking inside, can you see any Gestapo, and get a no. Can you see anyone? No. At this point, you are in a definitely unusual situation. Is there any staff? No. By this time, I would be wondering if this was a trap, what are you missing? Are there any bodies? Finally, you roll a Yes, and it throws your entire objective into confusion. Someone, probably local resistance, has already attacked this office. You can take a moment to imagine what the state of the office is now.

The process above is often called drilling down, asking question after question to build up a scene. You need to be careful when you do this. Often a single question is all you should need to move your scene forward. Occasionally, you will be right at a crux point for your objective or mission. At these times, you can allow yourself to roll more questions than you normally would.

I tend to keep a d10 in my hand and casually roll questions as I need them, rarely going above or below 60/40. This means that the questions do not interrupt the flow of my imagination.

The pre-assessment scenes give you a chance to visualize the locations you are going to use, introduce NPCs. This is a roleplaying and "in-character" process. You should find those vantage points to get a look at the targets. You should make contact with the resistance fighters. If you need uniforms, now is a time to get your hands on them, one way or another.

TENSION

Each time you roll a Maximum No answer, you subtract one from the current Tension value. Think of this as sand running out in an hourglass or events happening off-camera progressing and time for your character and their mission running out.

When Tension reaches zero, time has run out, and something bad happens. What this bad thing is, depends entirely upon your situation and mission. If you are sneaking around the perimeter of a prison camp, you could be spotted by a sentry; if you are meeting a contact in a café, you may have been denounced by a nazi sympathizer. Just think of the worst thing that can happen to your character and adventure at that moment without instantly killing them, and that is what happens.

Once Tension has reached zero, if you survive the scene, reset Tension to 1d10 plus your level. The process then starts again.



OPEN QUESTIONS

Open Questions cannot be answered with a simple yes-no. They cover all the possible questions of who, what, where, when, and how.

These questions are answered using improvisation prompts. A word or two that should inspire you to be able to imagine the answer to your question.

The prompts are organized into themed pools of words. If you immediately know which pool to use, roll a single d10 and count that many words into the list, or on from the last word you used, and that is your prompt. When you reach the end of the pool, wrap around to the beginning again.

If you do not have an immediate and clear idea of what to use, roll 2d10, the first number is the pool, and the second the word in the pool.

These often work best if you roll two words and combine them to create an idea. Then try and apply that idea into an answer. For example. Having broken into the Gestapo headquarters, I made my way to the safe. When I open it, I want to know what is inside. I roll 2d10 twice. Getting 5,0 and 2,2. These give me Contact + Nose. My first thought was, "What on earth could that mean" followed by thinking that Contact meant literally, my contact, Alicja Kantorowicz. This then leads me to think that the safe contained a dossier on Alicja and with it was one of her headscarves. The sort of thing you would give to a tracker dog to get the scent. What I now have is a sensible and interesting answer to what I find in the Gestapo safe, and one that is wrapped in my character's story.

If the actual rolled word means nothing to you, use it as a word association prompt, as in, you say sour, I say lemon. This can anchor unrelated words into your game, allowing the context to play a part in answering questions.

1. SIGHT

Imagination, swastika, salute, sight, eyesight, sightedness, binocular vision, experience, view, near vision, distance vision, visual system, prevision, visual, night vision, imaginativeness, perspective, visual sensation, visual sense, visual modality, creativity, sense, concept, image, peripheral vision, understanding, spirit, approach, commitment, transformation, desire, legacy, wisdom, realization, belief

2. TOUCH

Feel, contact, refer, touch on, stroke, adjoin, hit, finger, hint, tinge, relate, meet, concern, pertain, bear on, come to, affect, impact, rub, skin, have to do with, somatosense, color, kiss, border, color, striking, strike, palpate, way, adeptness, palpation .common touch, tactile property, reach, trace, tint, jot, allude, pinch, spit, somesthesia, feeling, signature, stir, disturb, match, speck

3. TASTE

Savor, cordite, smoke, smack, flavor, sour, sweetness, pungency, tongue, taste bud, discernment, sugar, sweet, sensation, sourness, flavor, relish, gustation, sense, bitter, experience, bitterness, saltiness, sample, coffee, texture, olfaction, preference, appreciation, lemon, umami, smell, aroma, taste receptor, gustducin, spice, cheese, savory, acid, human, salt, mouthful, degust, tasting, tasteless

4. HEARING

Listen, claxon, siren, bell, ear, discover, see, catch, overhear, pick up, find, eardrum, learn, rehear, sound, auditory system, try, pinna, mishear, get wind, get a line, take heed, get word, find out, perceive, get, tell, earplug, ask, speak, know, talk, come, remember, read, say, imagine, sounded, cry, understand, happen, ignore, watch, cochlea, deafen, temporal lobe, audiometer, brainstem, ultrasound, vibration

5. SCENT

Smell, French perfume, odor, odor, burning, fragrance, aroma, incense, odorize, olfactometer, nose, sense, odorless, musk, bouquet, fragrant, taste, wind, odorous, chemical compound, body odor, stench, olfactory, stink up, stink, olfactory perception, redolence, sniff, smells, sweetness, odorless, cologne, pungent, flavor, patchouli, ammonia, organic compound, whiff, nasal cavity, sensation, mist

6. EMOTION

Anger, anxiety, fear, fascist, feeling, sadness, disgust, sympathy, awe, affection, feelings, joy, love, empathy, happiness, pleasure, frustration, mood, shame, contempt, psychology, medicine, affective, neuroscience, surprise, creativity, boredom, hatred, emotional, passions, excitement, joyousness, curiosity, passion, sense, sorrow, hunger, pain, compassion, confusion, indignation

7. MOVEMENT

Change, lurch, motion, move, sitting, approach, inclination, inversion, displacement, approaching, travel, scherzo, wiggle, wave, speed, squirm, effort, crusade, drive, cause, front, campaign, reciprocation, migration, wriggle, waver, flit, sonata, body language, bowel movement, apparent movement, flow, agitation, freedom, revolution, struggle, organization, activism, faction

8. TIME

Clock, second, past, future, day, minute, event, dimension, sequence, hour, measurement, present, set, moment, period, while, existence, duration, when, life, schedule, days, calendar, universe, one, place, way, after, break, cesium, year, clip, space, meter, sentence, correct, adjust, sun, clock time, fourth dimension, prison term, general relativity, period of time, time period, eternity

9. SOLID

Unmoving, fixed, nonmoving, static, unpowered, horizontal, motorized, magnetic, configuration, grid, loading, propeller, wheel, immobile, synchronous, speeds, motionless, gauge, vertical, beam, distances, gear, bicycle, vehicle, immobilized, geostationary, throttle, cylinders, tandem, velocity, axles, engine, propellers, wheels, powered, speed, transmission, distance, configurations, mobile, inert

10. JOY

Emotion, liberation, happiness, delight, joyousness, pleasure, joyfulness, rejoice, gladden, joyful, elation, excitement, thrill, jubilation, gladness, glee, rejoicing, enthusiasm, enjoyment, wonderful, cheer, euphoria, fun, bliss, satisfaction, celebration, glory, gusto, cheerfulness, freedom, lovely, happy, relish, gratifying, revelry, cheerful, pleasant, glad, pleasing, dearest, excited, precious, nice, delighted, cometh, merry, music

EXECUTION

Now it is time to carry out your plan.

Playing out the execution of your plan is not much different from the pre-assessment stage. You will continue to imagine the scenes, imagine the conversations with NPCs and, if it comes to it, go to combat rounds. Here questions can be used for enemy tactics as well as asking about your setting and situation.

If you are new to solo play, it can help to imagine your character from 2' away, rather than seeing the world through their eyes. This can help you imagine the location, the placement of NPCs, and how people are moving. This is the Director's View if your game were an action movie.

BODY HOPPING

Your team may well be more than just you. I don't recommend trying to roleplay more than one character at once. It is easier to imagine an NPC and what they want or what motivates them. Trying to play two or three characters with the same depth of understanding and playing them concurrently is very difficult.

Body Hopping is a technique where you put your character to one side for a while and play a completely different character as an interlude.

In traditional roleplaying, it is considered sound GMing advice not to split the party. Here I am telling you to do exactly that, as often as you can.

If your party has a wheelman, a sniper, and a charmer, you could have the wheelman driving the truck, the charmer talking to Alicja, and the sniper keeping watch out of the back. The focus is probably going to be on Alicja and what intelligence she can share. If the action changes to a

roadblock, press pause on the character with Alicja and focus on your wheelman.

Most of the time, you can simply assume that the characters you are not playing carry out their roles professionally and successfully. When what they are charged with carrying out is more interesting than what your main character is doing, or becomes a key moment in the game, then you body hop and play out that key scene with that character.

Body Hopping also lets you play a wider range of characters, making the most of the classes available in Operation Whitebox, but only playing them when they get to shine.

Another option is to play NPCs for a few moments after contact with the characters, just to find out what happens to them. You employ the same question and answer tools as you would with your main characters. You can often surprise yourself, for example, when you discover that the only logical answer to a question is that the waitress in the café is a nazi informer, or that the doctor in the village is in contact with London on a hidden radio. None of these things were planned or "plotte", but they made sense. Most people, of course, will be simply scared civilians or innocent bystanders.

POST ASSESSMENT

Your character may well do their post assessment on the ground, assuming you survived. Was your mission a success or failure, or more likely, a partial success?

This can be a roleplayed scene or scenes in which you try and gather the information.

If you were not successful, or you didn't survive, you have an opportunity. In most fantasy RPGs, the characters are rare or unique individuals. In WWII scenarios, there are always more soldiers to throw at a mission.

If you choose to send in a new team, you can decide how much do the new team know. It can also give you some challenges. If you know that Alicja is compromised, but London doesn't, your team will not know either. And what about that nazi sympathizing waitress? Can you roleplay your character now you know what she is, even if your character doesn't?

Solo play can be challenging and push you into new territory with your roleplaying.

EXTRACTION

I think that Operation Whitebox is well suited to one-shot adventures. At the end of the mission, I like to extract the characters and create entirely new objectives for them when I want to play again. Not always back to back.

If you are going to play a full campaign, you should roleplay the extraction, getting to the extraction point, and keep playing until you consider yourself safe.

If you don't want to be extracted, you will probably still need rest or downtime to heal.

There is no right or wrong way to play or decide when to stop.

NPCS

The following lists help create and maintain some of the flavor of your chosen setting.

Each table contains 20 male and female names. Roll 1d20 on each column to create one of 400 possible names every time you create a new NPCs.

For example, rolling a (2) and (8) for a Polish man gives Leo Kaniewski, for a woman Alicja Kantorowicz.



AUSTRIAN NAMES

1d20	Male First	Male Family	Female First	Female Family
1	keu	Trenker	Marie	Ressel
2	Konstantin	Adler	Melissa	Hausner
3	Martin	Weber	Anna	Pregl
4	Elias	Kuhn	Annika	Wagner
5	Levi	Ressel	Angelina	Weisman
6	Emil	Kubin	Emma	Kandel
7	Luka	Bischoffshausen	Carolina	Askin
8	Joel	Harrer	Eva	Riedl
9	Hannes	Ehn	Hanna	Reiter
10	Sandro	Popper	Julia	Weichselbraun
11	Philipp	Seidler	Katharina	Schiele
12	Oskar	Lamarr	Amy	Burger
13	Noah	Hausner	Isabella	Reinhardt
14	Aaron	Eder	Elsa	Hundertwasser
15	Marvin	Kandel	Hannah	Brunner
16	Finn	Bauer	Selina	Manninger
17	Mathias	Lehner	Naomi	Bruckner
18	Luis	Cella	Ida	Adler
19	Maximilian	Puchner	Jasmin	Weber
20	Anton	Koller	Johanna	Bernhard

AUSTRIAN MILITARY RANKS

1d10	Rank	Commissioned Rank
1	Wehrmann	Fähnrich
2	Gefreiter	Leutnant
3	Korporal	Oberleutnant
4	Zugsführer	Hauptmann
5	Wachtmeister	Major
6	Oberwachtmeister	Oberstleutnant
7	Stabswachtmeister	Oberst
8	Oberstabswachtmeister	Brigadier
9	Offiziersstellvertreter	Divisionär
10	Vizeleutnant	Korpskommandant

BELGIAN NAMES

1d20	Male First	Male Family	Female First	Female Family
1	Wim	Schoukens	Fauve	De Geyndt
2	Stefan	Van Der Borgh	Michelle	Mather
3	Louis	Mortier	Liesbet	Van Droogenbroeck
4	Corentin	Veys	Emily	Declerck
5	Alec	Van Schepdael	Christelle	Renard
6	Timothy	De Neve	Priscilla	Tyberghein
7	Mathijs	Dhondt	Indra	Deconinck
8	Wouter	Van De Gucht	Tess	Vandamme
9	Charles	Renson	Valentine	Desreumaux
10	Théo	Hoste	Romane	Blendeman
11	Alessandro	Avet	Tine	Roose
12	Karel	Bogaert	Sigrid	Van De Velde
13	Sylvain	Mortier	Esther	Steenput
14	Jorden	Vanneste	Victoria	Calleeuw
15	Nigel	Vandecasteele	Lise	De Smet
16	Indy	Derycke	Carole	De Bock
17	Stan	Renard	Kathleen	Dubois
18	Jules	Vandeputte	Floriane	De Cock
19	Johan	Peeters	Stien	De Meyer
20	Kevin	Poissonnier	Liesa	De Ridder

BELGIAN MILITARY RANKS

1d10	Rank
1	Hauptmann
2	Leutnant
3	Unterleutnant
4	Stabsadjutant
5	Oberadjutant
6	Adjutant
7	Erster Sergeant-Major
8	Erster Sergeant-Chef
9	Erster Sergeant
10	Sergeant

FRENCH NAMES

1d20	Male First	Male Family	Female First	Female Family
1	Amadou	Auger	Christiane	Bescond
2	Napoléon	Bachelot	Agathe	Valluy
3	Augustin	Barrande	Alicia	Croix
4	Côme	Blanchet	Nancy	Marais
5	Rodolphe	Boucher	Patricia	Bombelles
6	Cédric	Bourseiller	Mélissa	Blaise
7	Maurice	Cousteau	Éloïse	De la Croix
8	Napoléon	D'Amboise	Amandine	Boudier
9	Anatole	Devereaux	Maéva	Gardet
10	Maxime	Dior	Aliénor	Gallois
11	Amaury	Doisneau	Brigitte	Noir
12	Jean-Michel	Du Toit	Léa	Bechard
13	Wilfried	Dubost	Ameline	Baume
14	Léo	Dujardin	Lydie	Gaudreau
15	François	Gérin-Lajoie	Laure	Granet
16	Victor	Girault	Vivienne	Calvet
17	Jordan	Guillaume	Pauline	Jaccoud
18	Quentin	Houdin	Maud	Cellier
19	Charles	Jacquemoud	Claudie	Arceneaux
20	Silvain	LaRue	Paule	About

FRENCH MILITARY RANKS

1d10	Rank
1	Chef de bataillon
2	Capitaine adjudant major
3	Capitaine
4	Lieutenant
5	Sous-lieutenant
6	Adjudant sous-officier
7	Sergent-major
8	Sergent
9	Caporal-fourrier
10	Caporal

POLISH NAME

1d20	Male First	Male Family	Female First	Female Family
1	Wielisław	Bacha	Adrianna	Siekierska
2	Leo	Bierut	Alicja	Zlotowska
3	Bartłomiej	Boruta	Barbara	Kmieciak
4	Lesław	Czaja	Berenika	Ogrodowska
5	Pelagiusz	Domek	Bogumiła	Berka
6	Medard	Gaba	Eugenia	Stanislaw
7	Żelisław	Glowinski	Izabela	Babin
8	Marcel	Kaniewski	Jadwiga	Kantorowicz
9	Cezary	Kmieć	Jolanta	Bembenek
10	Klemens	Koziel	Józefina	Bonar
11	Bożidar	Kula	Justyna	Zelenska
12	Dobrosław	Malec	Małgorzata	Kwasniowska
13	Wandelin	Maslak	Martyna	Gawinska
14	Dobrogost	Myslinski	Natasza	Korecka
15	Łukasz	Piekos	Pamela	Pelka
16	Bartosz	Piwowarski	Paulina	Winska
17	Rafał	Plonka	Ramona	Gancarz
18	Kuba	Pudło	Renata	Mazurowska
19	Bernard	Pytlik	Róża	Reczek
20	Arkadiusz	Radzinski	Sandra	Trojanowska

POLISH MILITARY RANKS

1d10	Rank
1	Starszy chorąży sztabowy
2	Chorąży
3	Młodszy chorąży
4	Starszy sierżant
5	Sierżant
6	Plutonowy
7	Starszy kapral
8	Kapral
9	Starszy szeregowy
10	Szeregowy

HEBREW NAMES

1d20	Male First	Male Family	Female First	Female Family
1	Mikel	Romach	Livnat	Spiegel
2	Jordain	Isaacs	Carmela	Shulman
3	Benjamin	Haber	Tammi	Poupko
4	Noach	Lachman	Daniella	Gartner
5	Joziah	Chagall	Dina	Segal
6	Zed	Eban	Dorit	Cassel
7	Ephron	Persky	Carmel	Abrams
8	Abba	Salbstein	Orli	Finestein
9	Joachim	Frankfurter	Diana	Altman
10	Chanoch	Aronsfeld	Isabel	Lahrheim
11	Veniamin	Maccoby	Tzippi	Ussishkin
12	Shlomo	Grossman	Riva	Lasker
13	Malachy	Altman	Ronit	Starkman
14	Karmel	Blumenfeld	Adva	Pinsky
15	Jordi	Bomberg	Efrat	Katz
16	Adiv	Hamutal	Gavriel	Aronthal
17	Simao	Janner	Tzufit	Heilbron
18	Aram	Schecter	Israela	Spector
19	Simcha	Greenberg	Yasmin	Buchler
20	Zachaios	Yoffey	Tzuf	Federman

GERMAN NAMES

1d20	Male First	Male Family	Female First	Female Family
1	Bernhardt	Sprecher	Magdalena	Kempf
2	Emmerich	Mangels	Alicia	Nadler
3	Timo	Hilbert	Mina	Haerig
4	Willy	Rösch	Janine	Alt
5	Woldemar	Grundmann	Nicole	Horn
6	Helibert	Fried	Anneli	Weidenmann
7	Rupprecht	Bronner	Sophie	Bolender
8	Wilfried	Kürschner	Louisa	Heinsohn
9	Benedikt	Aust	Jaqueline	Bluhm
10	Olaf	Schwefel	Jasmin	Neubauer
11	Heiko	Sauerbrunn	Alwine	Becker
12	Andre	Nowitzki	Heide	Ober
13	Niels	Baer	Isabell	Riess
14	Kuno	Wenz	Teresa	Riemenschneider
15	Lothar	Schoff	Olga	Stockmann
16	Alfred	Scheuermann	Waldtraut	Eisner
17	Hanns	Soft	Janina	Grunebaum
18	Henny	Ritschel	Fanny	Dohna
19	Laurin	Grünspan	Cäcilie	Steppuhn
20	Tillmann	Pfister	Aline	Walch

GERMAN MILITARY RANKS

1d10	Rank	Rank
1	German (Heer)	German (SS-VT)
2	Schütze, Reiter (etc)	SS-Mann
3	Unteroffizier	Rottenführer
4	Feldwebel	(Unter)scharführer
5	Oberfeldwebel	Hauptscharführer
6	Stabsfeldwebel	Sturmscharführer
7	Leutnant	Untersturmführer
8	Oberleutnant	Obersturmführer
9	Hauptman, Rittmeister	Hauptsturmführer
10	Major	Sturmbannführer

ITALIAN NAMES

1d20	Male First	Male Family	Female First	Female Family
1	Luigi	Franchini	Giliola	Melchiori
2	Eliodoro	Baldini	Gioacchina	Braccia
3	Albino	Signorile	Adele	Letizia
4	Alcide	De Carolis	Colomba	Mamo
5	Achille	Burgo	Fedora	Oteri
6	Leandro	Olivieri	Delfina	Russello
7	Democrito	Viviano	Agata	Nolfi
8	Argo	Faiola	Zosima	Santucci
9	Gianluigi	Palmieri	Alida	Sudano
10	Raffaello	Pesola	Stefania	Magno
11	Leonida	Morasco	Felicita	Longino
12	Pantaleo	Pellino	Florida	Addonizio
13	Duccio	Corazza	Norina	Veneziano
14	Arnaldo	Ferraiuolo	Eufemia	Vidal
15	Maurilio	Casella	Rossana	Bentivegna
16	Cornelio	Minardi	Sofronia	Fanucchi
17	Arcadio	Marella	Evelina	Fulgenzi
18	Landolfo	Forino	Zita	Diana
19	Bruno	Peron	Damiana	Torres
20	Gedeone	Perelli	Alessandra	Belli

ITALIAN MILITARY RANKS

1d10	Rank
1	Generale di Brigata
2	Colonnello Comandante
3	Colonnello
4	Tenente Colonnello
5	Maggiore
6	Primo capitano
7	Capitano
8	Primo Tenente
9	Tenente
10	Sottotenente

DUTCH NAMES

1d20	Male First	Male Family	Female First	Female Family
1	Rik	Rutjes	Marieke	Hofsink
2	Jan-Jaap	Hulsman	Paulien	Kuik
3	Hermen	van Bloem	Annemarije	Holterbroek
4	Jan-Willem	Mulhof	Maaike	Klein Roosink
5	Laurens	Duinkerken	Marijke	Wiegerink
6	Mathijn	Slendebroek	Katrien	Groote Bromhaar
7	Kasper	Schuttert	Aaltje	Schoolmeester
8	Piet	Bos	Tatiana	van den Plas
9	Bert-Jan	Tibbert	Elle	Coninenbelt
10	Hubrecht	Grooten	Kaatje	Eikelkamp
11	Huug	Bijvang	Marlieke	Braker
12	Rikkert	Sep	Roosmarijn	Koop
13	Diederick	Smit	Lies	Huls
14	Hubert	ter Telgte	Lotte	Ebbink
15	Gustaaf	Posthuma	Geesje	Moltzer
16	Huibert	Jurriens	Daantje	Krietwever
17	Jurrien	Sams	Sien	Satorie
18	Nard	an 't Kloosterboer	Tineke	Beseman
19	Dirk	van Meijerink	Noud	Pluim
20	Twan	te Kolstee	Jolien	Mannesse

DUTCH MILITARY RANKS

1d10	Rank
1	Soldaat, Huzaar
2	Korporaal
3	Sergeant
4	Sergeant-majoor
5	Adjutant
6	2e Luitenant
7	1e Luitenant
8	Kapitein, Ritmeester
9	Majoor
10	Luitenant-kolonel (overste)

NORTH AFRICAN NAMES

Id20	Male First	Male Family	Female First	Female Family
1	Adel	Nedali	Sabriye	Batma
2	Qeb	Hadad	Khadra	Rhozali
3	Osaze	Haik	Islamia	Guennoun
4	Chatulukua	Basara	Sayeda	Al-Aziz
5	Hamadi	Sibari	Jasmine	Khatibi
6	Rifky	Ghanem	Dua	Khammar
7	Haji	Abadi	Thorya	Choukri
8	Moosa	Bishara	Kamar	El Maleh
9	Monim	Sarra	Lamyaa	Mrabet
10	Ossama	Mejjati	Takama	El Hachmi
11	Boody	Antar	Hadeel	Lemsih
12	Abdelrahman	Amari	Menena	Malouf
13	Hamza	Hajjar	Chafika	Sabbag
14	Waleed	Saliba	Zahra	Barbery
15	Mostafa	Sarkis	Gehan	Mubarak
16	Shakir	Total	Gharam	Al-Jirari
17	Marzuq	Qamari	Isra	Al-Fassi
18	Abdelaziz	Mansour	Samima	Ibn Al-Hassan
19	Mido	Koury	Wafiyah	Menebhi
20	Jaul	Hajji	Bassam	Asfour

NORTH AFRICAN MILITARY RANKS

During WWII, military ranks were controlled by the French military. These states gain independence after the end of WWII.

NORWEGIAN NAMES

1d20	Male First	Male Family	Female First	Female Family
1	Alf	Broas	Oda	Sveum
2	Øistein	Overbey	Ingebjørg	Krogstad
3	John	Skogstad	Sissel	Formo
4	Gunnar	Karlstad	Olaug	Ronningen
5	Stein	Alden	Kamilla	Jakobsen
6	Idar	Nordby	Rikke	Hoyland
7	Torfinn	Esse	Tina	Eikeli
8	Magne	Andresen	Michelle	Laursen
9	Ulrik	Bang	Birgitte	Meas
10	Leif	Froiland	Helena	Tjessem
11	Vegard	Falstad	Oddlaug	Fevold
12	Bjørn	Lybeck	Ada	Dahlen
13	Joakim	Hansen	Arnhild	Gandrud
14	Edgar	Nielsen	Mette	Hegdahl
15	Rolf	Jensen	Victoria	Gronlund
16	Anton	Berg	Randi	Odegaard
17	Ståle	Ranum	Merethe	Opheim
18	Tormod	Clausen	Bente	Conradi
19	Benjamin	Jespersen	Linnea	Hougen
20	Snorre	Asplund	Jorunn	Bryne

NORWEGIAN RANKS

1d10 Rank

1	General
2	Generalløjtnant
3	Generalmajor
4	Oberst
5	Oberstløjtnant
6	Major
7	Kaptein
8	Rittmester
9	Premierløjtnant
10	Sekondløjtnant

SPANISH NAMES

Id20	Male First	Male Family	Female First	Female Family
1	Miguel	Romero	Aroa	Notario
2	Aritz	Bacque	Leticia	Dávila
3	Manuel	Vargas	Cloe	Orellana
4	Biel	Barbero	Lidia	García
5	Dylan	Valdueza	Vera	Mesonero
6	Ian	Ferrandis	Teresa	Barbero
7	Luca	Jose Abad	Daniela	Catalá
8	Adrian	Rodríguez	Ruth	Duque
9	Jesus	Aragonés	Ane	Núñez
10	Iago	García	Yolanda	Jiménez
11	Eric	Jose Sacristán	Mara	Belen García
12	Francisco	Sacristán	Patricia	Rey
13	Jorge	Valle	Clara	Alcalde
14	Imran	González	Naroa	Gabasa
15	Eduardo	Charpantier	Yaiza	Cuéllar
16	Ivan	Ferreiro	Aida	Panadero
17	Jose	Cuevas	Alexia	Montilla
18	Axel	Velázquez	Gema	Hernández
19	Xabier	Sastre	Isabel	Aragonés
20	Albert	Alcalde	Laura	Vaca

SPANISH MILITARY RANKS

Id10	Enlisted Rank	Commissioned Rank
1	Suboficial mayor	Coronel
2	Subteniente	Teniente coronel
3	Brigada	Comandante
4	Sargento primero	Capitán
5	Sargento	Teniente
6	Cabo mayor	Alférez
7	Cabo primero	Caballero Alférez Cadete
8	Cabo	Alumno repetidor
9	Soldado de primera	Alumno 2º
10	Soldado	Alumno

SWEDISH NAMES

1d20	Male First	Male Family	Female First	Female Family
1	David	Hellquist	Daniela	Holmgren
2	Kent	Lundin	Anna-Lena	Wahlgren
3	Andreas	Ahlund	Elsa	Lagerfeld
4	Leon	Berggren	Heidi	Lundgren
5	Wilhelm	Norström	Ingegerd	Ström
6	Önde	Söderberg	Tone	Westemarck
7	Ebbe	Henriksson	Louisa	Sundin
8	Vensel	Isaksson	Simona	Naslund
9	Gärdar	Wallenberg	Britt-Marie	Hagelin
10	Oscar	Bergström	Millie	Åberg
11	Åke	Ekdahl	Samanta	Liljeström
12	Börje	Blomstedt	Tuva	Drakenberg
13	Segol	Lindblad	Nadja	Nordin
14	Sone	Almgren	Meja	Wahlström
15	Per	Jönsson	Emmelie	Edgren
16	Benjamin	Norberg	Wilhelmina	Lindgren
17	Jonny	Ekbom	Edit	Palmstruch
18	Marcus	Olander	Nea	Malmgren
19	Elis	Skoog	Camilla	Olsson
20	Sverker	Lindgren	Britt-Louise	Malmsten

SWEDISH MILITARY RANKS

1d10	Rank
1	Överste
2	Överstelöjtnant
3	Major
4	Kapten
5	Löjtnant
6	Fänrik
7	Sergeant
8	Korpral Konstapel
9	Vicekorpral Vicekonstapel
10	Menig

NOTES ON NPCs

The tables above are not intended to be definitive. If you need a quick NPC, apply the basic stats from Operation Whitebox, but you can roll 1d20 for a first name, then a second d20 for their family name.

Most soldiers are going to be privates. You can just pick a suitable rank if needed. If you are dealing with a single soldier in an isolated situation, such as talking to them in a bar, or at a dance, then you can roll for a random rank. This can also be used when setting the mission objective, if you have rolled Assassination or Capture objectives.



SOLO NOTES

Scaling encounters for one operative, as opposed to an entire team, is an issue. I suggest using the 1d10 hit point option to make your character more robust without going to the inglorious power level.

I found that distinguishing between setting up a scene and playing a scene make the game flow better. When I was setting up the scene, I allowed myself to ask multiple questions and drill down to answers. When I was playing the scene, I kept the questions and answers to a minimum.

Keep a logbook or journal of your solo missions. Note down the scenes, the questions you asked, and the answers.

If you are defeated, you can assume you were captured for questioning, rather than killed outright, if this fits your story. This moves your story forward. You can pick it up when you regain consciousness and then attempt your escape or even start again when your companions mount a rescue.

If you are body-hopping, you can always try and rescue your main player character using your back up team members, if this fits with the mission.

You can link missions together. If your first team is killed or captured, London may not know this. You can always send in a second team to rescue the first, or to complete the mission.

There are no right or wrong ways to solo play, make the game suit the style you want to play and enjoy.