

SKU	Rules edition	Release date	In-universe Date	Title
7100	1st	1989	2050	<i>Shadowrun</i>
7101	1st	1989	2050	<i>Shadowrun</i>
7102	1st	1989	2050	<i>Shadowrun GM Screen</i>
7103	1st	1989	2050	<i>Sprawl Sites</i>
7104	1st and 2nd	1989	2050	<i>Street Samurai Catalog</i>
7105	1st	1990	2051	<i>Paranormal Animals of North America</i>
7106	1st	1990		<i>The Grimoire</i>
7107	1st	1991		<i>Virtual Realities</i>
7108	1st	1991	2052	<i>Rigger Black Book</i>
7109	1st	1992	2052	<i>Shadowbeat</i>
7110	1st	1992	2052	<i>Shadowtech</i>
?????				<i>France Sourcebook</i>
7201	1st	1990	2051	<i>Seattle Sourcebook</i>
7202	1st	1991	2052	<i>Native American Nations Volume One</i>
7203	1st	1991	2052	<i>London Sourcebook</i>
7204	1st	1993	2054	<i>Germany Sourcebook</i>
7205	1st	1990		<i>Universal Brotherhood</i>
7206	1st	1990	2052	<i>Neo-Anarchists Guide to North America</i>
7207	1st	1991	2052	<i>Native American Nations Volume Two</i>
7301	1st	1989		<i>DNA/DOA</i>
7302	1st	1989		<i>Mercurial</i>
7303	1st	1989		<i>Dreamchipper</i>
7304	1st	1990		<i>Queen Euphoria</i>
7305	1st	1990		<i>Bottled Demon</i>
7306	1st	1990		<i>Harlequin</i>
7307	1st	1991		<i>Dragon Hunt</i>
7308	1st	1991		<i>Total Eclipse</i>
7309	1st	1992		<i>Imago</i>
7310	1st	1991		<i>Elven Fire</i>

7311	1st	1991		<i>Ivy & Chrome</i>
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Notes
Softcover edition
Hardcover edition
Bundled with the "Silver Angel" adventure.
A supplement detailing locations, contacts and adventure hooks in Seattle.
Core weapon rules. The first two printings apply to Shadowrun First Edition. Second and later printings (including this another edition though they have the same catalog and ISBN) to apply to the Second Edition content but had a number of items that marked as being banned in the second edition. ^[3] so it can be used with 2nd edition rules (just ignore the banned parts for 2nd ed.).
Core magic rules.
Core hacking rules.
Core vehicle and rigger rules.
A guide to pop culture, pro sports and media.
Expanded cyberware and bioware.
Guide pour la France
The first Seattle sourcebook.
A guide to London and information on other British sprawls, the countryside of United Kingdom and Ireland.
A guide to the Allied German States.
An adventure.
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7900	2nd	1992	2053	<i>Shadowrun Second Edition</i>
7901	2nd	1992	2053	<i>Shadowrun Second Edition</i>
7902	2nd	1994		<i>Shadowrun GM Screen</i>
7112	2nd	1993	2053	<i>Paranormal Animals of Europe</i>
7113	2nd	1993	2054	<i>Corporate Shadowfiles</i>
7114	2nd	1994	2055	<i>Fields of Fire</i>
7115	2nd	1994	2054	<i>Lone Star</i>
7116	2nd	1994	2055	<i>Prime Runners</i>
7117	2nd	1995	2056	<i>Bug City</i>
7118	2nd	1995	2055	<i>Corporate Security Handbook</i>
7119	2nd	1995	2056	<i>Cybertechnology</i>
7120	2nd	1995	2057	<i>Awakenings</i>
7121	2nd	1996	2057	<i>Threats</i>
7122	2nd	1996	2057	<i>Portfolio of a Dragon: Dunkelzahn's Secrets</i>
7123	2nd	1997	2058	<i>Underworld Sourcebook</i>
7124	2nd	1997	2059	<i>Cyberpirates</i>
7208	2nd	1992	2053	<i>Neo-Anarchists Guide to Real Life</i>
7209	2nd	1996	2057	<i>California Free State</i>
7210	2nd	1993	2054	<i>Tir Tairngire</i>
7211	2nd	1993	2054	<i>Tír na nÓg</i>
7212	2nd	1994	2055	<i>Denver: The City of Shadows</i>
7213	2nd	1995	2056	<i>Aztlán</i>
7214	2nd	1997	2058	<i>Target: UCAS</i>
7215	2nd	1998	2059	<i>Target: Smuggler Havens</i>
7312	2nd	1992		<i>One Stage Before</i>
7313	2nd	1993		<i>Dark Angel</i>
7314	2nd	1993		<i>A Killing Glare</i>
7315	2nd	1993		<i>Celtic Double Cross</i>
7316	2nd	1994		<i>Eye Witness</i>

7317	2nd	1994		<i>Paradise Lost</i>
7318	2nd	1994		<i>Divided Assets</i>
7319	2nd	1994		<i>Double Exposure</i>
7320	2nd	1994		<i>Harlequin's Back</i>
7322	2nd	1996		<i>Super Tuesday!</i>
7323	2nd	1996		<i>Shadows of the Underworld</i>
7324	2nd	1998		<i>Predator and Prey</i>
7325	2nd	1997		<i>Missions</i>
7326	2nd	1997		<i>Mob War!</i>
7327	2nd	1998		<i>Blood in the Boardroom</i>
7903	2nd	1992	2053	<i>Grimoire</i>
7904	2nd	1995	2055	<i>Virtual Realities 2.0</i>
7905	2nd	1996	2057	<i>Shadowrun Companion: Beyond the Shadows</i>
7906	2nd	1997	2055	<i>Rigger 2</i>

Hardcover edition.

Softcover edition.

Bundled with the "Contacts" sourcebook.

A guide to corporations..

Mercenaries, military gear, weapons and vehicles.

Details on the law enforcement corporation Lone Star Security.

Descriptions and stats for high-profile non player characters.

A supplement devoted to Chicago, a city now taken over by bug spirits.

A guidebook to security technology.

A guide to cyberware

A guide to magic.

A guide to dangerous organizations.

The last will of the great dragon Dunkelzahn.

A guide to the criminal underworld.

Details on the Caribbean League, the [Philippines](#), West Africa and pirates.

A guide to Tír Tairngire, an elven nation located in former Oregon.

A guide to the former Ireland.

A boxed set guide to the city of Denver.

A guide to Aztlán, formerly known as Mexico.

A guidebook detailing the political system of the UCAS, Boston, [Chicago](#) and Detroit.

A guidebook to [New Orleans](#) and [Vladivostok](#) and smuggling hotspots.

An adventure.

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Core magic rules updated to Second Edition with content from London Sourcebook', and the Un Brotherhood books.
Core hacking rules.
Core rules supplement: miscellaneous rules; revised edition in 1999.
Core vehicle and rigging rules.

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7000	3rd	1998	2060
7001, 10660, 25000	3rd	1998 (FASA) 2004 (FanPro)	2060
7002, 25008	3rd	1998 (FASA) 2004 (FanPro)	
7003	3rd	1999 (FASA) 2005 (FanPro)	
7216, 10657, 25009	3rd	1999 (FASA) 2005 (FanPro)	2060
7219	3rd	2000	2061
7125	3rd	1999	2061
7126, 10663, 25001	3rd	1999 (FASA) 2004 (FanPro)	2061
7905, 10656, 25010	3rd	1999 (FASA) 2004 (FanPro)	2060
7907, 10658	3rd	1999 (FASA)	2050
7908, 10659	3rd	2000 (FASA) 2003 (FanPro)	2061
7909	3rd	2000	2061
7910, 10662	3rd	2001-04 (FASA) 2003-09-01 (FanPro)	2061
7127, 10650	3rd	2000 (FASA) 2003 (FanPro)	2061
10651	3rd	2003-09	2062
10652	3rd	2002 (FASA) 2003 (FanPro)	2062
10653	3rd	2003	2062
10655, 25015	3rd	2003 2004	2062
10664, 25013	3rd	2004 (FanPro)	2063

10666	3rd	2003-10-01	2063
10667	3rd	2004-02-01	2063
10673	3rd	2003	2064
25002	3rd	2003	2063
25003	3rd	2004	2064
25004	3rd	2004	2064
25006	3rd	2005	2064
25007	3rd	2005	2064
25011	3rd	2005	2064
25014	3rd	2005	2064
7328	3rd	1998	
7329	3rd	1999	
7330	3rd	2000	
7331	3rd	2000	
10654	3rd	2003-06-01	
10665	3rd	2003	
SRM0001	3rd	2004	
SRM0002	3rd	2004	
SRM0003	3rd	2004	

SRM0004	3rd	2004	
SRM0005	3rd	2004	
SRM0101	3rd	2004	
SRM0102	3rd	2004	
SRM0103	3rd	2004	
SRM0104	3rd	2004	
SRM0105	3rd	2005	
SRM0106	3rd	2005	
SRM0107	3rd	2005	
SRM0108	3rd	2005	
SRM0109	3rd	2005	

<i>Shadowrun Third Edition</i>
<i>Shadowrun Third Edition</i>
<i>Shadowrun Gamemaster Screen</i>
<i>Shadowrun Quick Start Rules</i>
<i>New Seattle</i>
<i>Target: Matrix</i>
<i>Corporate Download</i>
<i>Man & Machine</i>
<i>Shadowrun Companion ('revised)</i>
<i>Magic in the Shadows</i>
<i>Cannon Companion</i>
<i>Matrix</i>
<i>Rigger 3</i>
<i>Year of the Comet</i>
<i>Target: Awakened Lands</i>
<i>Threats 2</i>
<i>Target: Wastelands</i>
<i>Shadows of North America</i>
<i>State of the Art: 2063</i>

<i>Dragons of the Sixth World</i>
<i>Sprawl Survival Guide</i>
<i>Shadowrun Character Dossier</i>
<i>Shadows of Europe</i>
<i>Mr. Johnson's Little Black Book</i>
<i>State of the Art: 2064</i>
<i>Loose Alliances</i>
<i>Shadows of Asia</i>
<i>Shadows of Latin America</i>
<i>System Failure</i>
<i>Renraku Arcology: Shutdown</i>
<i>First Run</i>
<i>Corporate Punishment</i>
<i>Brainscan</i>
<i>Wake of the Comet</i>
<i>Survival of the Fittest</i>
<i>Shadowrun Missions: Mission Briefing</i>
<i>Shadowrun Missions: Demolition Run</i>
<i>Shadowrun Missions: FORCED RECON</i>

Shadowrun Missions: A Fork in Fate's Path

Shadowrun Missions: A Dark and Stormy Night

Shadowrun Missions: Double Croos

Shadowrun Missions: Strings Attached

Shadowrun Missions: Harvest Time

Shadowrun Missions: The Gambler

Shadowrun Missions: A Walk In The Park

Shadowrun Missions: Lost and Found

Shadowrun Missions: Keys to the Asylum

Shadowrun Missions: Duplicity

Shadowrun Missions: For Whom the Bell Tolls

Limited to 1,000 numbered hardcovers.	
Softcover edition	
Bundled with Critters Sourcebook.	
Simplified Third Edition rules.	
A guidebook to Seattle in the year 2060.	
A guide to corporations.	
Core cyberware rules.	
Core rules supplement containing miscellaneous rules.	
Core magic rules.	
Core weapon rules	
Core hacking rules.	
Core vehicle and rigging rules. FanPro version is a Revised Edition. It is called Rigger 3 Revised.	
A guide to the year 2061, one of the most eventful in Third Edition.	
A guidebook on Australia and on magical sites worldwide.	
A guidebook to individuals and groups antagonistic to player characters.	
A guidebook on various ecodisasters and naturally inhospitable places.	
A guidebook to North America in 2062.	
A guidebook with new rules for genetic engineering, new magic, mercenary work, security measures, and pop culture in the year 2062..	

A guidebook with dossiers on the known great dragons as well as new rules for dragons and PC drakes first introduced in Threats 2.	
A guidebook details on everyday life in 2063 with expanded lifestyle rules.	
16 page character record sheets.	
A guidebook with details on Europe in 2063.	
A collection of NPC contacts and rules for reputation.	
A guidebook with fiction and rules for espionage, adepts, law enforcement, European magical traditions, and pop culture of the year 2063.	
A guidebook with details on factions in Shadowrun, new rules for certain groups and expanded rules for Divination metamagic.	
A guidebook with details on Asia and the Indian subcontinent in 2064.	
Unpublished, drafts released by the authors. On 16 January 2010, the current Shadowrun Line Developer stated that Shadows of Latin America would not be published . Plans by the writers to self-publish did not succeed , and several writers made their final drafts available for non-commercial use .	
Fiction and adventures leading up to the end of the Shadowrun Third Edition and the second Matrix crash.	
An adventure.	
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An adventure.	
First adventure of the Shadowrun Missions campaign 1st season and also the first part of the Seattle Story Arc 1. It is separated in two files. One is for GMs and one for players.	
Second adventure of the Shadowrun Missions campaign 1st season and also the second part of the Seattle Story Arc 1. It is separated in two files. One is for GMs and one for players.	
Third adventure of the Shadowrun Missions campaign 1st season and also the third part of the Seattle Story Arc 1. It is also part of the Griffin Biotechnology sub-story arc. It is separated in two files. One is for GMs and one for players.	

Forth adventure of the Shadowrun Missions campaign 1st season and also the fourth part of the Seattle Story Arc 1. It is separated in two files. One is for GMs and one for players.	
Fifth adventure of the Shadowrun Missions campaign 1st season and also the fifth part of the Seattle Story Arc 1. It is separated in two files. One is for GMs and one for players.	
Sixth adventure of the Shadowrun Missions campaign 1st season and the first part of the Rose Croix Story Arc. It is separated in two files. One is for GMs and one for players.	
Seventh adventure of the Shadowrun Missions campaign 1st season and the second part of the Rose Croix Story Arc. It is separated in two files. One is for GMs and one for players.	
Eighth adventure of the Shadowrun Missions campaign 1st season and the third part of the Rose Croix Story Arc. It is separated in two files. One is for GMs and one for players.	
Ninth adventure of the Shadowrun Missions campaign 1st season and the fourth part of the Rose Croix Story Arc. It is also part of the Griffin Biotechnology sub-story arc. It is separated in two files. One is for GMs and one for players.	
Tenth adventure of the Shadowrun Missions campaign 1st season and the fifth part of the Rose Croix Story Arc. It is separated in two files. One is for GMs and one for players.	
Eleventh adventure of the Shadowrun Missions campaign 1st season and the sixth part of the Rose Croix Story Arc. It is separated in two files. One is for GMs and one for players.	
Twelfth adventure of the Shadowrun Missions campaign 1st season and the seventh part of the Rose Croix Story Arc. It is separated in two files. One is for GMs and one for players.	
Thirteenth adventure of the Shadowrun Missions campaign 1st season and the eighth part of the Rose Croix Story Arc. It is also part of the Griffin Biotechnology sub-story arc. It is separated in two files. One is for GMs and one for players.	
Fourteenth adventure of the Shadowrun Missions campaign 1st season and the ninth part of the Rose Croix Story Arc. It is separated in two files. One is for GMs and one for players.	

26000	4th	2005-10 (FanPro) 2008-02 (Catalyst)	2070
26001	4th		2070
2600A	4th	2009-08	2072
2600LE	4th		2072
26002	4th	2006-12	
SR4QS 26FRP12	4th	2011-02-10 2012-06-18	
	3rd & 4th	2005	
26004 & 26001	4th	2006-12 (FanPro) 2008-09 (Catalyst)	2070-04- 11
26002	4th	2008-01	2070-08- 20
26003	4th	2008-01	2071-04- 20
26004	4th	2008-08-23	2071-05- 09
26005	4th	2008-08-23	2071-07- 15
26600	4th	2008-11-14	2070
26S001	4th	2010-10-29 2013	2072-07- 30
26S002	4th	2011-01-22	2073-02- 20
26S006	4th	2011-12-20	2073-12- 14
26S007	4th	2011-04-27	2072-08- 30
26S009	4th	2011-05-27	2072-09- 12
26S010	4th	2011-06-11	2073-06- 15
26S011	4th	2011-07-02	2073-07- 23
26S013	4th	2012-02-15	2074-08- 28

26S016	4th	2012-05-16	2072-11-29
26S017	4th	2013-01-12	
26S018	4th	2013-05-30	
26S019	4th	2012-06-13	2074-02-28
26S021	4th	2012-07-24	2074-07-27
26S027	4th & 5th	2014-06-02	2076[4]
26S040	4th & 5th	2013-12-14	2075[5]
26S0404A	4th	2013-12-27	2075[6]
26104	4th	2011-09-14	
26105	4th	2012-09-26	2074
26005	4th	2006	2070
26101	4th	2009-09-16	2072
26201	4th	2008-02-20	2071
26202	4th	2009-01-01	2071
26203	4th	2010-03-03	2072
26240	4th	2009-11-11	2072
26602	4th	2009-03-21	2071
26221	4th	2010-06-01	2072-05-09
26301	4th	2007	2070
26302	4th	2009-01-21	2071
26205	4th	2010-10-20	2072
26241	4th	2011-04-27	2073
26206	4th	2011-02-02	2073
26207	4th	2011-05-18	2073

26208	4th	2012-01-25	2073
26209	4th	2011-08-03	
26S015	4th	2012-01-02	
26APR3p	4th	2012-04-01	
26APR13	4th	2013-04-01	
26S014	4th	2012-06-15	
26S003	4th	2011-03-11	
26S012	4th	2012-04-17	
26S020	4th	2012-11-27	
26S024	4th	2013-03-13	
26S026	4th	2012-12-18	
26S032	4th & 5th	2014-11-29	2076[13]
26S033	4th	2013-08-28	
26S034	4th	2013-02-25	2075-06-15
26210	4th	2012-06-20	
26211	4th	2012-09-05	
26212	4th	2012-12-15	
26213	4th	2013-03-13	2075[17]
26100	4th	2011-08-17	
26504	4th	2010-02-15	
26651	4th	2010-03-01	2072
26230	4th	2012-09-19	2050
26451	4th	2012-03-07	
26452	4th	2012-04-04	
26003	4th	2006	
26400	4th	2009-08-19	
26401	4th	2010-03-16	
26402	4th	2010-10-27	
26403	4th	2011-10-26	
26450	4th	2011-12-07	
26405	4th	2011-04-02	
26406	4th	2011-11-09	
26407	4th	2012-02-08	
26453	4th	2012-05-02	

26408	4th	2012-05-09	
27480	4th & 5th	2013-07-11	2075[18]
26601	4th	2009-02-11	
26S005	4th	2011-09-16	
26S022	4th	2013-09-13	
26S025	4th	2012-09-05	
SRM0201	4th	2006	
SRM0202	4th	2006	
SRM0203	4th	2006	
SRM0204	4th	2006	
SRM0205	4th	2006	
SRM0206	4th	2006	
SRM0207	4th	2006	
SRM0208	4th	2006	
SRM0209	4th	2006	
SRM0210	4th	2006	
SRM0211	4th	2006	
SRM0212	4th	2007	
SRM0213	4th	2007	
SRM0214	4th	2007	
SRM0215	4th	2007	
SRM0216	4th	2007	

SRM0217	4th	2007	
SRM0218	4th	2007	
SRM0219	4th	2007	
SRM0220	4th	2007	
SRM0221	4th	2007	
SRM0222	4th	2007	
SRM0223	4th	2007	
SRM0224	4th	2007	
SRM0225	4th	2007	
SRM0300	4th	2009-03-22	
SRM0301	4th	2009-04-24	
SRM0302	4th	2009-05-16	
SRM0303	4th	2009-06-20	
SRM0304	4th	2009-08-01	
SRM0305	4th	2009-11-24	
SRM0306	4th	2010-01-19	
SRM0307	4th	2010-02-15	
SRM0308	4th	2010-07-17	

SRM0309	4th	2010-08-28	
SRM0310	4th	2010-09-20	
SRM0311	4th	2010-10-29	
SRM0312	4th	2010-11-24	
SRM0400	4th	2011-01-17	
SRM0401	4th	2011-03-23	
SRM0402	4th	2011-05-12	
SRM0403	4th	2011-07-14	
SRM0404	4th	2011-09-26	
SRM0405	4th	2011-12-09	
SRM0406	4th	2012-01-11	
SRM0407	4th	2012-02-20	
SRM0408	4th	2012-05-14	
SRM0409	4th	2012-08-10	
SRM0410	4th	2012-09-17	
SRM0411	4th	2012-11-16	
SRM0412	4th	2013-02-25	
27481	4th & 5th	2013-08-23	2075[21]
26APR12	4th	2012-04-01	
	4th	2012	
2635A	4th	2009-04-01	

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27482	4th & 5th	2014-11-29	2075[23]
26CMP10	4th	2012-09-17	2074[27]
26501	4th	2013-01-12	
26500	4th	2012-06-19	
26410	4th	2012-10-09	
27409	4th & 5th	2015-02-21	2076[31]

Shadowrun Fourth Edition

Shadowrun Fourth Edition

Shadowrun Fourth Edition, 20th Anniversary

Shadowrun Fourth Edition, 20th Anniversary

Shadowrun Gamemaster's Screen

Quick Start Rules

SR3 to SR4 Character Conversion Guide

Street Magic

Augmentation

Arsenal

Unwired

Runner's Companion

Digital Grimoire

This Old Drone

Mil Spec Tech

State of the Art: 2073

Way of the Adept

Unfriendly Skies

Gun Heaven

Deadly Waves

Safehouses

Gun Heaven 2***The Way of the Samurai******Euro War Antiques******Used Car Lot******Mil Spec Tech 2******Bullets & Bandages******Gun H(e)aven 3******Gun H(e)aven 3 Weapon Cards (SR4A Stats)******Runner's Black Book******Runner's Black Book 2074******Runner Havens******Running Wild******Corporate Enclaves******Feral Cities******Vice******Seattle 2072******The Rotten Apple: Manhattan******Corporate Guide******Emergence******Ghost Cartels******Sixth World Almanac******Attitude******War!******Spy Games***

<i>Conspiracy Theories</i>
<i>Street Legends</i>
<i>Street Legends Supplemental</i>
<i>Street Legends: Home Edition</i>
<i>Rigger 4</i>
<i>Magical Societies</i>
<i>Parazoology</i>
<i>Parabotany</i>
<i>Parageology</i>
<i>Sim Dreams & Nightmares</i>
<i>Montreal 2074</i>
<i>Aetherology</i>
<i>Parazoology 2</i>
<i>10 Mercs</i>
<i>Hazard Pay</i>
<i>The Clutch of Dragons</i>
<i>Dirty Tricks</i>
<i>Storm Front</i>
<i>Runner's Toolkit</i>
<i>10 Gangs</i>
<i>10 Jackpointers</i>
<i>Shadowrun 2050</i>
<i>Corporate Intrigue</i>
<i>Jet Set</i>
<i>On The Run</i>
<i>Dawn of the Artifacts 1: Dusk</i>
<i>Dawn of the Artifacts 2: Midnight</i>
<i>Dawn of the Artifacts 3: Darkest Hour</i>
<i>Dawn of the Artifacts 4: New Dawn</i>
<i>Artifacts Unbound</i>
<i>Horizon Adventure 1: A Fistful of Credsticks</i>
<i>Horizon Adventure 2: Anarchy: Subsidized</i>
<i>Horizon Adventure 3: Colombian Subterfuge</i>
<i>The Twilight Horizon</i>

<i>Boardroom Backstabs 1: Damage Control</i>
<i>Sprawl Wilds</i>
<i>Bad Moon Rising in the East</i>
<i>99 Bottles</i>
<i>Another Rainy Night</i>
<i>The Land of Promise</i>
<i>Shadowrun Missions: Parliament of Thieves</i>
<i>Shadowrun Missions: Best Served Cold</i>
<i>Shadowrun Missions: The Grab</i>
<i>Shadowrun Missions: Thrash the Body Electric</i>
<i>Shadowrun Missions: Through a Rose Colored Display Link</i>
<i>Shadowrun Missions: The Flip Side</i>
<i>Shadowrun Missions: An Ounce of Prevenion</i>
<i>Shadowrun Missions: Chasing the Dragon</i>
<i>Shadowrun Missions: Tunnel Vision</i>
<i>Shadowrun Missions: Twist and Insult</i>
<i>Shadowrun Missions: Rising Sin</i>
<i>Shadowrun Missions: Winter Wonderland</i>
<i>Shadowrun Missions: Take-Out Service</i>
<i>Shadowrun Missions: Wetwork, Pure and Simple</i>
<i>Shadowrun Missions: Critical care</i>
<i>Shadowrun Missions: Primal Forces</i>

Shadowrun Missions: Patient Zero

Shadowrun Missions: A Very Bad Day

Shadowrun Missions: By Any Means Necessary

Shadowrun Missions: Career Path

Shadowrun Missions: Happenstance

Shadowrun Missions: Backlash

Shadowrun Missions: Prodigal Son

Shadowrun Missions: Hubris and Humility

Shadowrun Missions: Done Deal

Shadowrun Missions: Everyone's Your Friend

Shadowrun Missions: Ready, Set, Gogh!

Shadowrun Missions: Block War

Shadowrun Missions: Burning Bridges

Shadowrun Missions: Monkeywrench

Shadowrun Missions: In and Out

Shadowrun Missions: Jackknifed!

Shadowrun Missions: Knight at the Opera

Shadowrun Missions: Firestorm

Shadowrun Missions: Something Completely Different

Shadowrun Missions: Spin Control

Shadowrun Missions: Food Poisoning

Shadowrun Missions: Elevator Ride to Hell

Shadowrun Missions: Back in Business

Shadowrun Missions: Hiding in the Dark

Shadowrun Missions: Extraction

Shadowrun Missions: Rally Cry

Shadowrun Missions: Smuggler's Blues

Shadowrun Missions: On a Silver Platter

Shadowrun Missions: Hard Target

Shadowrun Missions: Burn

Shadowrun Missions: Brothers United

Shadowrun Missions: Assassin Nation

Shadowrun Missions: Romero & Juliette

Shadowrun Missions: Election Day

Shadowrun Missions: Showcase

Firing Line

Free Taiwan

Copycat Killer

BattleRun: Best Ever

<i>London Falling</i>
<i>Elven Blood</i>
<i>Sprawl Sites: High Society and Low Life</i>
<i>Sprawl Sites: North America</i>
<i>Boardroom Backstabs 2: Sacrificial Limb</i>
<i>Boardroom Backstabs 3: Battle of Manhattan</i>

Core rulebook.

Core limited edition with a print run of 1,000 numbered copies.

Revised core rules with references to previously published Fourth edition books, index, with additional art and fiction

Print run limited to 1,500 numbered copies.

with contacts and adventure guidelines

Simplified rules for 4th Edition and for 20th Anniversary Edition. The first one contains the Food Fight 4.0 Introductory Scenario, the second one is made for Free RPG Day 2012 and it contains the A Night on the Town scenario.

The rules of the third and fourth editions are significantly different, however the designers created a converter. This solution is not perfect, so they advise to create a new character from scratch.

Core Magic Rulebook. Expands magic rules + new traditions, spells, adept powers, spirits, and more. Directly expanded by PDF-only Digital Grimoire.

Core cyberware & bioware rulebook. Expanded implants rules for cyberware, bioware and body modification.

Core gear rulebook. Expanded combat rules and details on weapons, implants, drones, and more.

Core Matrix rulebook with expanded hacking rules.

Miscellaneous rules

Core rules supplement. Classified as part of the "supplement" line. Additional magic rules that expand Street Magic.

Supplement on drones. Classified as part of the "supplement" line. The second date is for the Revised version.

Supplement on vehicles.

Part of the "Shadowrun Options" line.

Released before Gun Heaven 2, but in-game dated to few months later.

A supplement detailing water vehicles.

This was supplement was released after Gun Heaven, but in-game dated to few months earlier.
A supplement in the "Shadowrun Options" line.

A supplement detailing vehicles.

A supplement detailing military vehicles and weapons.

A supplement concerning field medicine.

These 33 weapon cards feature guns first seen in the recently released Gun H(e)aven 3.

Collecting "This Old Drone", "MilSpec Tech", "Unfriendly Skies", "Gun Heaven" and "Deadly Waves" with some new material.

Collecting "Gun H(e)aven 2", "Used Car Lot", "MilSpec Tech 2" and "Euro War Antiques " with some new material.

A guidebook describing Seattle and Hong Kong, and to a lesser extent Caracas, Istanbul, Hamburg and Cape Town.

A "Core supplement" for the Fourth Edition.

A guidebook with details about Los Angeles and Neo-Tokyo. Blurbs on Dubai, Europort, Manhattan, Nairobi, and Tenochtitlan.

A guidebook covering Chicago and Lagos and less detailed information on Bogota, GeMiTo, Geneva, Karavan, and Sarajevo.

A guidebook to organized crime.

An updated Seattle sourcebook.

This setting is a crucial part of the New York City Shadowrun Missions campaign (SRM03XX). This 32-page volume serves as a guide to players so that they can prepare their characters to deal with the finer details of the setting.

A guidebook to corporations.

A guidebook partly composed of a setting framework and partly describing an overall plot.

A work partly describing setting and partly a campaign framework).

A guidebook with briefs on many (but not all) countries.

A guidebook to media, professional sports, BTL (virtual reality), media piracy, clothing and accessories.

A guidebook describing the conflict between the Aztlan and Amazonia, the war-torn city of Bogotá and overviews on Poland, the Council of Marienbad, Somalia, Nepal and the city of Albuquerque in the Pueblo Corporate Council.

An updated Denver location sourcebook.

A guidebook with descriptions of NPCs of the Sixth World, with their gaming stats.
Some funny NPCs. You can be April's Fool if you use them.
Some funny vehicles. You can be April's Fool if you use them.
A Shadowrun Critter Supplement.
A Shadowrun Flora Supplement.
A guide to simsense.
A sourcebook for metaplans.
A guidebook describing extreme environments including deserts, cold areas, underseas, and outer space.
A sourcebook about dragons.
A sourcebook about politics in the Sixth World.
A sourcebook with setting information and a campaign framework.
A boxed supplement to the core game that includes a game-master's screen, a starter adventure and quick-reference cards.
Profiles of ten famous gangs.
Profiles of ten famous shadowrunners.
A historical setting sourcebook, updating the world of 2050 for 4th edition 20th anniversary rules.
A campaign book containing both setting information and a campaign framework.
A campaign book.
An adventure not reprinted by CGL, who used the SKU for Arsenal.
An adventure.
An adventure.
An adventure.
An adventure.
An adventure.
An adventure.
An adventure.
An adventure.
A campaign book.

An adventure.
A convention missions compilation of four Seattle adventures.
An adventure.
Classified as "enhanced fiction".
Classified as "enhanced fiction".
Describes Tír Tairngire. Classified as "enhanced fiction" Adventure.
First adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Second adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Third adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Fourth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Fifth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Sixth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Seventh adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Eighth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is also part of The Dragon Stone sub-story arc. It is separated in two files. One is for GMs and one for players.
Ninth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Tenth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Eleventh adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Twelfth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Thirteenth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Fourteenth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is also part of The Decline and Fall of Xeverus Cosmetics sub-story arc. It is separated in two files. One is for GMs and one for players.
Fifteenth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Sixteenth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.

Seventeenth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Eighteenth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Nineteenth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Twentieth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Twenty-first adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is also part of The Decline and Fall of Xeverus Cosmetics sub-story arc. It is separated in two files. One is for GMs and one for players.
Twenty-second adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is separated in two files. One is for GMs and one for players.
Twenty-third adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is also part of The Decline and Fall of Xeverus Cosmetics sub-story arc. It is separated in two files. One is for GMs and one for players.
Twenty-fourth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is also part of The Dragon Stone sub-story arc. It is separated in two files. One is for GMs and one for players.
Twenty-fifth adventure of the Shadowrun Missions campaign 2nd season (Denver Story Arc). It is also part of The Dragon Stone sub-story arc. It is separated in two files. One is for GMs and one for players.
First adventure of the Shadowrun Missions campaign 3rd season (New York Story Arc).
Second adventure of the Shadowrun Missions campaign 3rd season (New York Story Arc).
Third adventure of the Shadowrun Missions campaign 3rd season (New York Story Arc).
Fourth adventure of the Shadowrun Missions campaign 3rd season (New York Story Arc).
Fifth adventure of the Shadowrun Missions campaign 3rd season (New York Story Arc).
Sixth adventure of the Shadowrun Missions campaign 3rd season (New York Story Arc).
Seventh adventure of the Shadowrun Missions campaign 3rd season (New York Story Arc).
Eighth adventure of the Shadowrun Missions campaign 3rd season (New York Story Arc).
Ninth adventure of the Shadowrun Missions campaign 3rd season (New York Story Arc).

Tenth adventure of the Shadowrun Missions campaign 3rd season (New York Story Arc).
Eleventh adventure of the Shadowrun Missions campaign 3rd season (New York Story Arc).
Twelfth adventure of the Shadowrun Missions campaign 3rd season (New York Story Arc).
Thirteenth adventure of the Shadowrun Missions campaign 3rd season (New York Story Arc).
First adventure of the Shadowrun Missions campaign 4th season (Seattle Story Arc 2).
Second adventure of the Shadowrun Missions campaign 4th season (Seattle Story Arc 2). It is also part of the Buried Underground sub-story arc.
Third adventure of the Shadowrun Missions campaign 4th season (Seattle Story Arc 2). It is also part of the Artifact Rush sub-story arc.
Fourth adventure of the Shadowrun Missions campaign 4th season (Seattle Story Arc 2). It is also part of the Buried Underground sub-story arc.
Fifth adventure of the Shadowrun Missions campaign 4th season (Seattle Story Arc 2). It is also part of the Artifact Rush sub-story arc.
Sixth adventure of the Shadowrun Missions campaign 4th season (Seattle Story Arc 2). It is also part of the Buried Underground sub-story arc.
Seventh adventure of the Shadowrun Missions campaign 4th season (Seattle Story Arc 2). It is also part of the Artifact Rush sub-story arc.
Eighth adventure of the Shadowrun Missions campaign 4th season (Seattle Story Arc 2). It is also part of the Buried Underground sub-story arc.
Ninth adventure of the Shadowrun Missions campaign 4th season (Seattle Story Arc 2). It is also part of the Artifact Rush sub-story arc.
Tenth adventure of the Shadowrun Missions campaign 4th season (Seattle Story Arc 2). It is also part of the Buried Underground sub-story arc.
Eleventh adventure of the Shadowrun Missions campaign 4th season (Seattle Story Arc 2). It is also part of the Artifact Rush sub-story arc.
Twelfth adventure of the Shadowrun Missions campaign 4th season (Seattle Story Arc 2). It is also part of the Buried Underground sub-story arc.
Thirteenth adventure of the Shadowrun Missions campaign 4th season (Seattle Story Arc 2). It is also part of the Artifact Rush sub-story arc.
Convention missions compilation of four adventures in Seattle, Manhattan, St. Louis and Bogotá.
A Shadowrun Mission adventure.
A gaming conventions adventure. Because it is prequel to SRM 04-05: On a Silver Platter but was only available on gaming conventions it is bundled with that adventure.
It's a meshup "adventure" of BattleTech and Shadowrun. It based on a non-existent ruleset, and published on 1 April.

A convention missions compilation of four adventures in London.
A convention missions compilation of five adventures in Tír Tairngire, Seattle, and Portland.
A guide to Sprawl locations and maps.
A guide to prawl locations and maps.
Second in "Boardroom Backstabs" series of adventures.

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27000	5th	2013-09-25	2075[8]
27000LE	5th	2013-09-28	2075[8]
27050	5th	2013-11-09	2075
27QSR	5th	2013-07-09	
27CCG	4th & 5th	2013-07-16	
26S0405	5th	2013-12-27	2075[7]
27002	5th	2014-04-09	2075[9]
27003	5th	2014-06-30	2075[10]
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26S035	5th	2013-12-14	2075[12]
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26S043	5th	2015-02-17	2077[15]
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27101	5th	2014-04-23	2075
27102	5th	2014-04-23	2075
27100X	5th	2014-01-30	2075
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27400	5th	2013-09-30	2075[22]
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27M0701	5th	2016-11-16	
27M0702	5th	2016-12-01	
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27005	5th	2015-06-29	2077[25]
27006	5th	2015-05-26	2076[26]
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27201	5th	2015-10-08	2077[30]
27202	5th	2016-12-09	
26S037	5th	2015-04-24	
26S036	5th	2013-10-25	
26410	4th	2012-10-09	

27409	4th & 5th	2015-02-21	2076[31]
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26S043	5th	2015-09-24	
26S046	5th	2015-10-16	
26S050	5th	2016-01-20	
27500	5th	2013-11-19	
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27PM001	5th	2016-03-09	
27PM002	5th	2016-10-23	
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27110	5th	2016-04-15	
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27015	5th	2019-01-23	

<i>Shadowrun, Fifth Edition</i>
<i>Shadowrun, Fifth Edition</i>
<i>Shadowrun Gamemaster's Screen</i>
<i>Shadowrun Quick Start Rules</i>
<i>Character Conversion Guide</i>
<i>Gun H(e)aven 3 Weapon Cards (SR5 Stats)</i>
<i>Run & Gun</i>
<i>Street Grimoire</i>
<i>Run Faster</i>
<i>Rigger 5.0</i>
<i>Howling Shadows</i>
<i>Court of Shadows</i>
<i>Forbidden Arcana</i>
<i>Coyotes</i>
<i>Aetherology</i>
<i>Shadow Spells</i>
<i>Shadows in Focus: Cheyenne</i>
<i>Shadows in Focus: City by Shadow: Métropole</i>
<i>Shadows in Focus: Sioux Nation</i>
<i>Beginner Box Set</i>
<i>Runner's Toolkit - Alphaware</i>
<i>Digital Tools Box</i>
<i>Sprawl Wilds</i>
<i>Nothing Personal</i>
<i>Sail Away, Sweet Sister</i>
<i>Firing Line</i>
<i>Splintered State</i>
<i>Shadowrun Missions: Chasin' the Wind</i>
<i>Shadowrun Missions: Critic's Choice</i>

Shadowrun Missions: Gone Long Gone

Shadowrun Missions: Liberation

Shadowrun Missions: While the City Sleeps

Shadowrun Missions: Take a Chance

Shadowrun Missions: Ten Fifty-Seven

Shadowrun Missions: Amber Waves of Grain

Shadowrun Missions: Anvient Rumbblings

Shadowrun Missions: Tick Tock

Shadowrun Missions: Healing the Sick

Shadowrun Missions: Falling Angels

Shadowrun Missions: The Deck Job

Shadowrun Missions: Collective Action

Shadowrun Missions: Special Investigation Unit

Shadowrun Missions: Do No Harm

Shadowrun Missions: A Little Wetwork

London Falling

Boundless Mercy

Friendship Is Tragic

UnCONventional Warfare

Scene It All Before

Bloody Business

Market Panic

Book of the Lost

Chrome Flesh

Data Trails

Lockdown

Stolen Souls

Hard Targets

Cutting Aces

Ten Terrorists

The Assassin's Primer

Boardroom Backstabs 2: Sacrificial Limb

<i>Boardroom Backstabs 3: Battle of Manhattan</i>
<i>Shadows in Focus: Sioux Nation: Starving the Masses</i>
<i>Shadows in Focus: City by Shadow: Butte</i>
<i>Shadows in Focus: Sioux Nation: Counting Coup</i>
<i>Shadows in Focus: City by Shadow: San Francisco Metroplex</i>
<i>Gear Cards, Series 1</i>
<i>Spell Cards, Series 1</i>
<i>Killing Pawn</i>
<i>A Holy Piece of Wetwork</i>
<i>Jumping Ship</i>
<i>Seattle Sprawl Digital Box Set</i>
<i>Serrated Edge</i>
<i>False Flag</i>
<i>Ripping Reality</i>
<i>Dark Terrors</i>
<i>Street Lethal</i>
<i>Kill Code</i>
<i>Better Than Bad</i>
<i>No Future</i>

An edition limited to 1,000 numbered copies
Simplified 5th Edition rules
The rules of the fourth and fifth editions are not significantly different, so the designers created a converter.
These 33 weapon cards feature guns first seen in the recently released Gun H(e)aven 3.
The core combat rulebook.
A core magic rulebook with new magic rules with new traditions, spells, adept powers and spirits.
Core character rulebook with miscellaneous rules. Second Catalog Nr, ISBN and publish date is for the Second printing, which has corrections and different cover page too.
Core rigger handbook with miscellaneous rules and gears.
Core critter handbook.
Alternate setting sourcebook emphasizing the magic and intrigue of the Seelie Court.
Advanced Magic Rulebook.
A sourcebook which describes human smuggling.
A sourcebook for metaplans.
A sourcebook for spells.
A guide to the Cheyenne sprawl in the Sioux Nation.
A guide to the Métropole sprawl.
A boxed supplement to the core game that includes a quick-start guide, a quick adventure and an exploration booklet.
A boxed supplement to the core game which includes a GMs screen and several maps and six adventures set in Seattle.
Before the Beginner Box Set and the Runner's Toolkit published, the content of these was published digitally. It contains additionally the excerpt of the Fire & Frost novel.
A convention missions compilation of four Seattle adventures.
Classified as an "enhanced fiction" Adventure.
Classified as "enhanced fiction" Adventure.
Convention missions compilation of four adventures in Seattle, Manhattan, St. Louis and Bogotá.
An adventure set in Seattle.
First adventure of the Shadowrun Missions campaign 5th season (Chicago Story Arc 1: Emerging the Wasteland).
Second adventure of the Shadowrun Missions campaign 5th season (Chicago Story Arc 1: Emerging the Wasteland).

Third adventure of the Shadowrun Missions campaign 5th season (Chicago Story Arc 1: Emerging the Wasteland).
Fourth adventure of the Shadowrun Missions campaign 5th season (Chicago Story Arc 1: Emerging the Wasteland).
Fifth adventure of the Shadowrun Missions campaign 5th season (Chicago Story Arc 1: Emerging the Wasteland).
Sixth adventure of the Shadowrun Missions campaign 5th season (Chicago Story Arc 1: Emerging the Wasteland).
First adventure of the Shadowrun Missions campaign 6th season (Chicago Story Arc 2).
Second adventure of the Shadowrun Missions campaign 6th season (Chicago Story Arc 2).
Third adventure of the Shadowrun Missions campaign 6th season (Chicago Story Arc 2).
Fourth adventure of the Shadowrun Missions campaign 6th season (Chicago Story Arc 2).
Fifth adventure of the Shadowrun Missions campaign 6th season (Chicago Story Arc 2).
Sixth adventure of the Shadowrun Missions campaign 6th season (Chicago Story Arc 2).
First adventure of the Shadowrun Missions campaign 7th season (Chicago Story Arc 3).
Second adventure of the Shadowrun Missions campaign 7th season (Chicago Story Arc 3).
Third adventure of the Shadowrun Missions campaign 7th season (Chicago Story Arc 3).
Fourth adventure of the Shadowrun Missions campaign 7th season (Chicago Story Arc 3).
Fifth adventure of the Shadowrun Missions campaign 7th season (Chicago Story Arc 3).
A convention missions compilation of four adventures in London.
A convention missions compilation of four adventures.
A Shadowrun Mission adventure published on 1 April.
A Shadowrun Mission adventure published on 1 April.
A Shadowrun Mission adventure published on 1 April.
A campaign book with building blocks for nineteen adventures.
A campaign book with info about the Big Ten.
A campaign book with info about the Tarot.
A core cyberware and augmentation rulebook.
A core decking and Matrix rulebook.
A "crossover" plot book and campaign including three adventures set in Boston.
A guide to extractions and info on Manhattan.
A guide to wetwork, tactics, critical gear and info on Havana.
Deep Shadows Sourcebook and it also contains plot information, story ideas, and characters that can be used with Shadowrun: Anarchy.
A guide with profiles of terrorist groups.
Expanded rules for assassin characters.
Second in "Boardroom Backstabs" series of adventures.

An adventure set in Cheyenne, Sioux Nation.
A guide for the city Butte.
An adventure set in Sioux Nation.
A guide for city San Francisco.
Quick reference to 54 different pieces of gear.
Easy-to-reference game statistics for 54 different spells.
An adventure set in the Prime Missions series.
An adventure set in the Prime Missions series.
An adventure set in the Prime Missions series.
A full box set about Seattle: maps, gang details and character cards.
First adventure of the Denver Adventure Set.
Second adventure of the Denver Adventure Set.
Third adventure of the Denver Adventure Set.
Plot sourcebook
Advanced combat rulebook
advanced Matrix rulebook
Deep Shadows Sourcebook
A Cyberpunk sourcebook