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CYBERPUNK RED CHECKLIST
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CYBERPUNK RED CHECKLIST

Hey there, choombas. It's been a bit since we released the **Cyberpunk RED Jumpstart Kit**, the first step along the **Cyberpunk RED** road. Since then, we've published multiple books and dozens of DLCs. We know keeping track of what's what can be difficult, so we're giving you this checklist to help stack and sort your collection.

Like the **Night Market Index**, the **Cyberpunk RED Checklist** will be a living document, updated every so often after we release new content. It will only cover products and DLCs published directly by *R. Talsorian Games* and won't include miniatures, soundsets, map books, or other licensed merch sold by our partners. It will also not cover errata documents, most character sheets, or crossovers done with Actual Play groups. Please note that some products in the **Cyberpunk RED Checklist** may be out of print or between printings, but digital versions are available.

Thanks for sticking with us so far. There's plenty more to come.

J Gray,

Line Manager for **Cyberpunk RED**
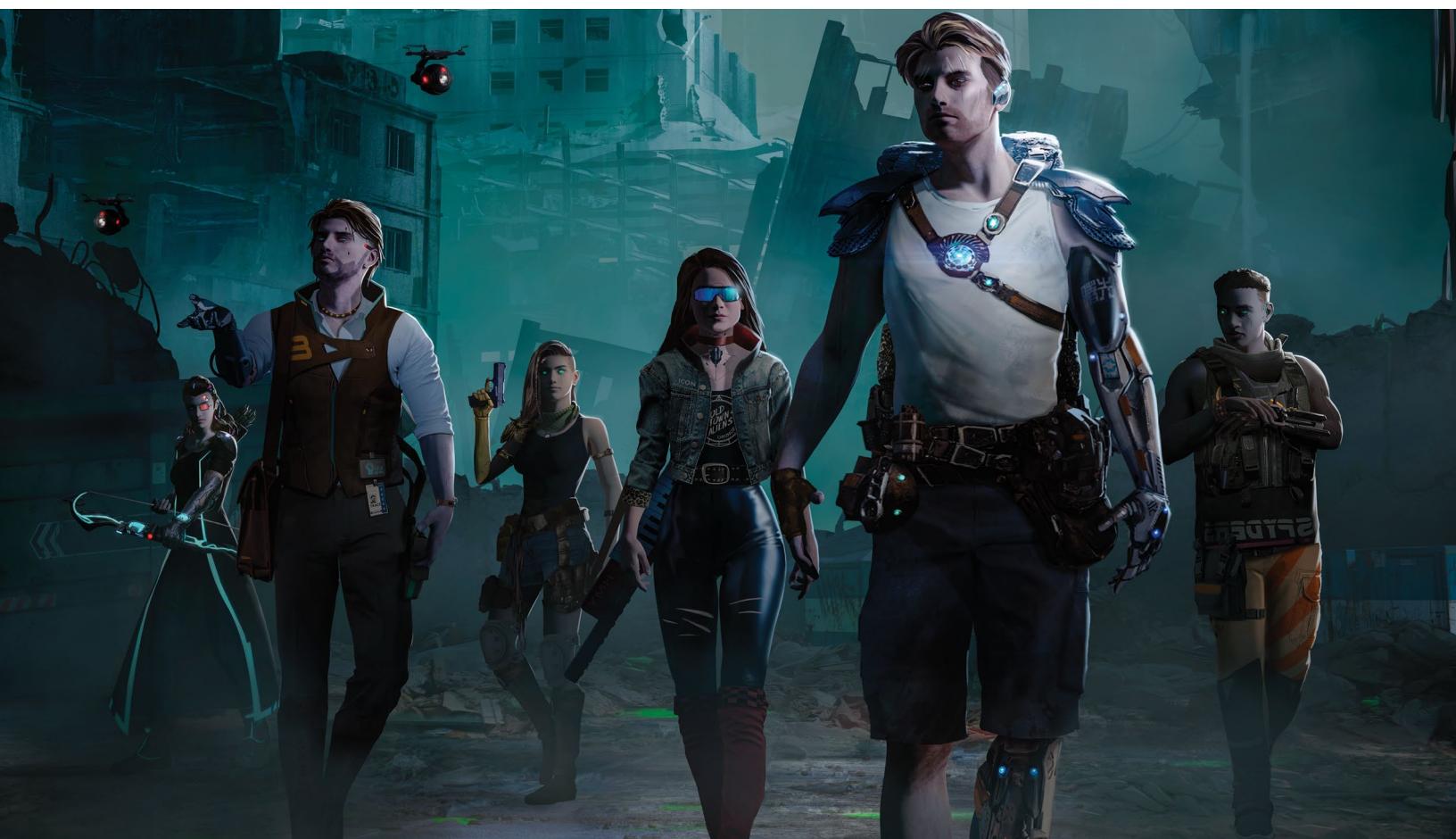
CYBERPUNK RED PRODUCTS

Everything on this list is a full product for **Cyberpunk RED** produced by *R. Talsorian Games*. In other words, something we charge money for.

☐ CYBERPUNK RED JUMPSTART KIT (CR3000)

Physical/Digital • August 2019

An introductory box set for **Cyberpunk RED**. Some rules in the **Jumpstart Kit** were changed between its release and the release of the **Cyberpunk RED** core rulebook. A conversion guide updating the missions from the **Jumpstart Kit** to full core rules is available for free. The physical version includes **Cyberpunk**-themed dice.

☐ CYBERPUNK RED (CR3001)

Physical/Digital • November 2020

The core rulebook for **Cyberpunk RED**. Contains everything you need to play the game, including character creation, rules, world lore, and stat blocks. Also inside is *Black Dog*, a new **Cyberpunk** story written by Mike Pondsmith. **Cyberpunk RED** is specifically set in/around the year 2045.

☐ CYBERPUNK RED DATA SCREEN/GAMEMASTER SCREEN (CR3011)

Physical/Digital • June 2021

The official GM screen for **Cyberpunk RED.** The player-facing side offers a gorgeous view of Night City. The GM-facing side shows rules for skill resolution, melee combat, ranged combat, armor, cover, wound states, and critical injuries. The name was changed from "Data Screen" to "Gamemaster Screen" in 2024 to avoid confusion with the **Cyberpunk RED Data Pack**.

☐ CYBERPUNK RED DATA PACK (CR3021)

Physical /Digital • October 2021

A collection of resources to use with **Cyberpunk RED**. It contains twelve maps and a booklet with six new screamsheet missions and six "20 things" lists to populate your Night City with people, places, and items.

☐ NETRUNNING DECK (CR3031)

Physical /Digital/Print on Demand • October 2021

A deck of cards to facilitate Netrunning for both Gamemaster and Players. It comes with sixteen program cards, thirty Black ICE cards, eleven floor cards, and three Demon cards. Each card program, Black ICE, and demon card lists full rule text. The box art was changed for the Print on Demand version.

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☐ Micro Chrome

Digital • October 2021

A reprinting of items originally included on the back of the *Pinny Arcade* **Cyberpunk RED** pin set card. Included in this listing for completeness. All four items have since been reprinted in other products.

☐ Interface RED volume 1 (CR3041)

Physical/Digital • November 2021

The first collection of DLC articles, plus a bonus article exclusive to this product. The articles collected are: *Old Guns Never Die, Red Chrome Cargo, The Single Shot Pack, Cyberchairs, Elflines Online, and Elflines Online Expansion Pack 1.* The bonus article is *All About Drones.*

☐ Tales of the RED: Street Stories (CR3051)

Physical/Digital • August 2022

A collection of nine missions for **Cyberpunk RED**. Most are standalone gigs, though the final two missions of the book are designed to be run back-to-back. In addition to providing new adventures for the game, **Street Stories** introduces quite a bit of new lore to the **Cyberpunk** world.

☐ Cyberpunk RED Easy Mode

Digital/Print on Demand • September 2022

Interested in playing **Cyberpunk RED** but not ready to spend money on it yet? You can download **Cyberpunk RED Easy Mode**, a quickstart with enough information to play a single mission. If you're a physical completionist, you can order **Easy Mode** as an at-cost print-on-demand product. First released as a *Free RPG Day* promotion.

☐ Black Chrome (CR3061)

Physical/Digital • February 2023

A gear book in the tradition of the **Cyberpunk 2020** chrome books. **Black Chrome** brings over 170 items to **Cyberpunk RED**, including new apps, gear, linear frams, weapons, cyberware, vehicles, fashion, and armor. It also offers a close-up look at 2045's economy.

☐ Interface RED volume 2 (CR3065)

Digital/Print on Demand • March 2023

The second collection of DLC articles, plus a bonus article exclusive to this product. The articles collected are: *Hardened Mooks, Hardened Lieutenants, Night City Weather, Jumpstart Kit Conversion Guide, Cargo Containers & Cube Hotels, Daeric Sylar's Guide to ELO, and 12 Days of Gunmas.* The bonus article is *Exotics of 2045* for all your furry and fantasy bodysculpting needs.

☐ Danger Gal Dossier (CR3071)

Physical/Digital • August 2023

From the files of Danger Gal! Lore and details on fifteen factions in Night City. Biographies and stat blocks for over one hundred NPCs. Plus, a new mission!

☐ Interface RED volume 3 (CR3081)

Digital/Print on Demand • February 2024

The third collection of DLC articles, plus a bonus article exclusive to this product. The articles collected are: *Hardened Mini Bosses, Digital Dating in the Dark Future, Woodchipper's Garage, Salvaging Night City, Midnight with the Upload, Must Have Cyberware Deals, Collecting the Random, Elflines Online the TCG, Spinning Your Wheels, and 12 Days of Cybermas.* The bonus article is *Going Metal*, a guide to Full Body Conversions in 2045.

☐ Cyberpunk: Edgerunners Mission Kit (CX3000)

Physical/Digital • June 2024

A starter box for **Cyberpunk RED** themed to the award-winning **Cyberpunk: Edgerunners** anime. It includes the basics needed to play the game, as well as new rules and items for 207X era play to bring into a **Cyberpunk RED** game. We think the included mission is especially poignant for fans of the show – bring tissues.

☐ Tales of the RED: Hope Reborn (CR3091)

Physical/Digital • October 2024

Six new missions for **Cyberpunk RED**, designed to be played as a street-level campaign. This book focuses on building a future for the classic edgerunner bar, The Forlorn Hope. It also includes *A Tale of Hope*, a new story by classic **Cyberpunk** writer Will Moss.

☐ Trauma Deck (CR3101)

Digital/Print on Demand • January 2025

A deck of cards to help track Critical Injuries and Wound States. It includes two cards for every Critical Injury and three for every Wound State. Each card lists rules text for penalties, as well as DVs for treatment.

☐ Interface RED volume 4 (CR3111)

Digital/Print on Demand • May 2025

The fourth collection of DLC articles, plus a bonus article exclusive to this product. The articles collected are: *Hornet's Pharmacy, Black Chrome+, Achievements and Loot Boxes, Stickball, The Dreaded Punknaught, Corporate Conapts & Studio Apartments, Halloween Screamsheets, and 12 Days of Gearmas.* The bonus article is *Cyberfists of Fury*, adding 23 new martial art forms to the game.

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☐ Single Player Mode (CR3121)

Digital/Print on Demand • September 2025

A "solo play" guide for **Cyberpunk RED**, created in collaboration with Peter Norton of *HollowPonds Solo Sagas*. Use it to play the game by yourself or as a group without a Gamemaster. GMs can also use the tables inside to quickly inspire or create just about anything needed, from plots to people. Contains rules for abbreviated combat and Netrunning.

☐ Interface RED volume 5 (CR3131)

Digital/Print on Demand • January 2026

The fifth collection of DLC articles, plus a bonus article exclusive to this product. The articles collected are: *Breaking Your Stuff, Chasing the Rabbit, All About Agents, Toggle's Temple, Did Someone Say Murder?, Your New Best Friend, Screamsheet Generator, and 12 Days of REDMas*. The bonus article is *Solo of Fortune 2045*, adding Mercenary Level play and options to the game, including machine guns and ACPAs!

CYBERPUNK RED DLCS

On the off chance you didn't know, each month R. Talsorian Games produces a free downloadable article for **Cyberpunk RED** (aka DLC). You can find them on our website or collected by year at DriveThruRPG.

☐ Old Guns Never Die

November 2020

A quick and dirty guide for converting weapons from **Cyberpunk 2020** to **Cyberpunk RED**. Many **Cyberpunk 2020** weapons have since been converted for you and can be found in DLC such as *12 Days of Gunmas* and *Toggle's Temple*. **Collected in *Interface RED vol 1.***

☐ Red Chrome Cargo

December 2020

A screamsheet adventure written by Cody Pondsmith, based on a session he ran at *PAX Unplugged*. One of our most popular missions and the introduction of the Iron Sights/Red Chrome Legion war. **Collected in *Interface RED vol 1***.

☐ Cyberchairs

January 2021

Mobility aid device or walking weapon platform? You decide. Two Rocklin Augmentic cyberchairs with full stats for you to add to your game. Seriously, people sleep on these things. They're pretty nova. **Collected in *Interface RED vol 1***.

☐ SINGLE SHOT PACK

February 2021

A collection of ten pregenerated iconic edgerunners (the ones whose pictures feature in the core rulebook) and NET Architectures, ranging from three floors long to nine floors long. **Collected in *Interface RED vol 1*.**

☐ ELFLINES ONLINE

April 2021

Our very first Cyberpunk RED April Fools DLC offering! Elflines Online introduces Night City's most popular MMO and gives you the rules you need to take your edgerunner into the game. **Collected in *Interface RED vol 1*.**

☐ ELFLINES ONLINE EXPANSION PACK 1

April 2021

We followed up *Elflines Online* with an expansion pack, introducing ELO players you could meet in-game and out. We also give you a collection of pregenerated elves, in case you want to take your ***Cyberpunk RED*** session into ELO, but don't want run a second chargen session. **Collected in *Interface RED vol 1*.**

☐ HARDENED MOOKS

May 2021

Is your crew a little too buff for the core rulebook enemies? Hardened Mooks helps by introducing a new tier of low-level bads tougher than the basics, but not quite as strong as Lieutenants. **Collected in *Interface RED vol 2*.**

☐ HARDENED LIEUTENANTS

June 2021

The DLC that forced us to learn how to spell "lieutenant" correctly. Hardened Lieutenants takes the concepts introduced in Hardened Mooks and applies them to LT-level enemies. **Collected in *Interface RED vol 2*.**

☐ NIGHT CITY WEATHER

July 2021

It's time to talk about the weather in Night City! With the system presented in this DLC, you'll know the temperature, the atmospheric conditions, and whether your Crew is running into blood rain, ash storm, or radioactive wind – with rules for them all! **Collected in *Interface RED vol 2*.**

☐ JUMPSTART KIT CONVERSION GUIDE

August 2021

As noted for the entry for the ***Cyberpunk RED Jumpstart Kit***, this conversion guide provides GMs with the information they need to run ***Jumpstart Kit*** missions using the full core rulebook rules. **Collected in *Interface RED vol 2*.**

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☐ CARGO CONTAINERS & CUBE HOTELS

September 2021

Twenty places for an edgerunner (or any other resident of Night City) to live. Ten cube hotels. Ten cargo containers. Plus, a collection of new furniture and accessories to turn your cramped space into a home. **Collected in *Interface RED vol 2*.**

☐ NIGHT CITY TAROT

October 2021

You told us the Critical Injuries weren't brutal enough! James Hutt listened and designed a new set of trauma-inducing terrors inspired by the tarot cards players collect in *Cyberpunk 2077*. **This DLC will not be collected in any *Interface RED*.**

☐ DAERIC SYLAR'S GUIDE TO ELFLINES ONLINE

November 2021

Learn more about Night City's favorite MMO as elf extraordinaire Daeric Sylar guides you through every settlement, dungeon, and raid. This guide includes stat blocks for the monsters inside ELO. Feel free to adapt them to be monsters outside of ELO, too! **Collected in *Interface RED vol 2*.**

☐ THE 12 DAYS OF GUNMAS

December 2021

The first in our annual "12 Days of ..." series. Netrunning urban legend S.A.N.T.A. has uploaded schematics for twelve iconic weapons from *Cyberpunk 2020*, updated to work with *Cyberpunk RED* rules. **Collected in *Interface RED vol 2*.**

☐ HARDENED MINI BOSSES

January 2022

In this DLC, we take the concept of hardened enemies further with Hardened Mini Bosses. They aren't quite endgame, but they're tough enough to give any Crew a nasty fight. **Collected in *Interface RED vol 3*.**

☐ DIGITAL DATING IN THE DARK FUTURE

February 2022

Add a little romance, or maybe just some casual sex, to your edgerunner's life with the Date Path, a brand new downtime activity published for Valentine's Day 2022. Generate the perfect romantic outing for any district in Night City! **Collected in *Interface RED vol 3*.**

☐ WOODCHIPPER'S GARAGE

March 2022

Visit the garage of Woodchipper, the biggest, buffest nomad-aligned Fixer in Night City. Browse through her catalog of heavy weapons, from a biodegradable rocket launcher to a fireball burst flamethrower. **Collected in *Interface RED vol 3*.**

☐ SALVAGING NIGHT CITY

April 2022

The scavvers of 2045 are more interested in scrap metal than organs. *Salvaging Night City* provides a complete downtime system for edgerunners to pick through the rubble for useful items. **Collected in *Interface RED vol 3*.**

☐ MIDNIGHT WITH THE UPLOAD

May 2022

The Upload is a creepy guy, but he's selling the best assortment of cyberdecks and hardware a Netrunner can ask for. Visit him for a classic deck updated for modern Netrunning. Word is he'll offer you a discount if you can bring him footage of a Netrunner flatlining. **Collected in *Interface RED vol 3*.**

☐ MUST HAVE CYBERWARE DEALS

June 2022

No one offers values, savings, or a random assortment of "treasure" like William "Mr. Amaaaze!" Maze down at Dock 13. Sure, you probably don't need a Cyberpillow, KibbleWarmer, or Personal Shredder installed in your body ... but don't you kind of want one of each now? **Collected in *Interface RED vol 3*.**

☐ COLLECTING THE RANDOM

July 2022

A truly random collection of articles to help GMs and Players of *Cyberpunk RED*. Advice on Complimentary Skill Checks, ways to reskin roles, campaign ideas, and multiclassing concepts. All that and twenty random Kibble flavors! **Collected in *Interface RED vol 3*.**

☐ TALES OF THE RED+

August 2022

A collection of content cut from **Tales of the RED: Street Stories**, including an expanded Night Market vendor list, additional NPC stat blocks, and screamsheet handouts for several of the book's missions. **This DLC will not be collected in any *Interface RED*.**

☐ ELFLINES ONLINE THE TCG

October 2022

Elflines Online makes an analog comeback with *Elflines Online the Trading Card Game* aka Night City's favorite TCG. This DLC offers rules to simulate play of the ELO TCG using a standard poker deck. There's also DVs for cheating that can work with any card game. **Collected in *Interface RED vol 3*.**

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☐ SPINNING YOUR WHEELS

November 2022

Cars may be harder to come by in the Time of the Red, but bicycles are always there to offer you a ride. *Spinning Your Wheels* gives you full rules for buying, riding, and fighting on bicycles, with unique upgrades to flavor your new wheels with a unique personality. **Collected in *Interface RED vol 3*.**

☐ THE 12 DAYS OF CYBERMAS

December 2022

Legendary Netrunner S.A.N.T.A. returns to upload schematics for toys the megacorps don't want you to own! This DLC brings twelve classic **Cyberpunk 2020** implants forward into **Cyberpunk RED**. **Collected in *Interface RED vol 3*.**

☐ HORNET'S PHARMACY

January 2023

Need new street drugs, choomba? Ways to improve your poisons and biotoxins? New gear and cyberware for dosing yourself or enemies with the substance of your choice? Hornet is here to help. **Collected in *Interface RED vol 4*.**

☐ BLACK CHROME+

February 2023

Take a tour of Molly Anderson's Night Market to pick up twelve new items. From the Sanroo Hello Cutie 1TruLuv sniper rifle to the Solo of Fortune Bodypillow. All that plus a visual guide to Cyberpunk fashion and Linear Frames. **Collected in *Interface RED vol 4*.**

☐ LISTEN UP TO JONJONTHEWISE

March 2023

We invited famed **Cyberpunk RED** GM, *JonJontheWise*, to share his advice on running games and campaigns and share a few of his favorite house rules, including the 3-Goon Method. Learn from the best! **This DLC will not be collected in any *Interface RED*.**

☐ ACHIEVEMENTS AND LOOT BOXES

April 2023

Know what TTRPGs need? Achievements and loot boxes! Our April Fools DLC from 2023 adds thirty achievements players can earn and pin to their gamer card when playing **Cyberpunk RED**, plus eleven tables of random loot to drop on the crew. **Collected in *Interface RED vol 4*.**

☐ STICKBALL

May 2023

Go in-depth with a new **Cyberpunk RED** minigame and play the sport of The Street: Stickball! This DLC features the rules, lore, and equipment your Crew will need to settle things in the circles instead of on the battlefield. **Collected in *Interface RED vol 4*.**

☐ THE DREADED PUNKNAUGHT

June 2023

Sure, the cops and the corps have a tank, but any gang or Crew with a little time and technical know-how can build the ultimate street vehicle: the Punknaught! Rules for building a punknaught are included, along with the rules for its self-destruction at the end. **Collected in *Interface RED vol 4*.**

☐ DANGER GAL DOSSIER+

July 2023

We collected cut content from **Danger Gal Dossier** and created the July 2023 DLC. It includes three plot hooks for each faction detailed in **Danger Gal Dossier**, plus additional stat blocks left out of **DGD** due to space issues. **This DLC will not be collected in any *Interface RED*.**

☐ CORPORATE CONAPTS & STUDIO APARTMENTS

August 2023

Twenty more places to live in Night City! Ten are conapts for Execs (and other employees) working for the city's largest Corporations! Ten are studio apartments, ready for habitation once you graduate to the next housing level! All that and new furniture and home accessories. **Collected in *Interface RED vol 4*.**

☐ LISTEN UP TO ROB MULLIGAN

September 2023

We asked ace **Cyberpunk RED** GM *Rob Mulligan* to share his tips for running games. In addition to GM advice, he's detailed his favorite house rules, from the Luck Mulligan to a Quick Campaign Builder. **This DLC will not be collected in any *Interface RED*.**

☐ HALLOWEEN SCREAMSHEETS

October 2023

A haunted vendit! A Halloween festival under attack! A werewolf in Watson! Join us as we share three spooky, Halloween-themed screamsheet missions for you to run at your table ... in October or at any time of the year. **Collected in *Interface RED vol 4*.**

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☐ NIGHT MARKET INDEX

November 2023

If you've gotten this far, you know we've released a lot of content for **Cyberpunk RED**, including hundreds of items. The *Night Market Index* is a living document listing every item available in **Cyberpunk RED**, detailing how much each costs and which products contain them. **This DLC will not be collected in any *Interface RED*.**

☐ THE SAWTOOTH

December 2023

Part of a crossover promotion we ran with the amazing team at *Steve Jackson Games*. The Sawtooth is a vehicle from the *SJG* game **Car Wars**, translated and adapted to work in **Cyberpunk RED**. **This DLC will not be collected in any *Interface RED*.**

☐ THE 12 DAYS OF GEARMAS

December 2023

Our annual holiday tradition continues! This time, S.A.N.T.A. is uploading classic **Cyberpunk 2020** gear, updated to work with **Cyberpunk RED** rules. Cyberscanners! Ion Cuffs! The Zonda Metrocar! Twelve pieces of gear to bring into your campaign. **Collected in *Interface RED vol 4*.**

☐ BREAKING YOUR STUFF

January 2024

Want more granularity for your game? Feeling the need to know how objects break down due to violence or neglect? *Breaking Your Stuff* provides new systems for maintaining and destroying every type of item in the game. **Collected in *Interface RED vol 5*.**

☐ CHASING THE RABBIT

February 2024

Roller derby may be the most Cyberpunk sport the real world ever invented, but we still cranked up the violence to provide you with lore and rules for the sport as it is played in Night City. Join the Wonderland League, chase the rabbit, and skate to victory! **The rules, but not the lore, were reprinted in *Tales of the RED: Hope Reborn*. Collected in *Interface RED vol 5*.**

☐ ALL ABOUT AGENTS

March 2024

Agents. They're essentially smartphones boosted by Self-Adaptive Artificial Intelligences (SAAI). This DLC details the platform's history, offers new Agents and Apps to purchase, and shares rules for hacking them. **The rules, but not the lore, were reprinted in *Tales of the RED: Hope Reborn*. Collected in *Interface RED vol 5*.**

☐ MIXING DRINKS * CHANGING LIVES

April 2024

Our April Fools DLC isn't canon, but it is still amazing! A crossover between **Cyberpunk RED** and **VA-11 HALL-A**, the cyberpunk bartending simulator from *Sukeban Games*. We've taken the bar, people, and cyberware from **VA-11 HALL-A** and dropped them into Night City. **This DLC will not be collected in any *Interface RED*.**

☐ HOT PURSUIT

May 2024

Fast! Furious! *Hot Pursuit* gives you a new ruleset to plug into your **Cyberpunk RED** game so you can bring the neon-soaked streets of Night City alive with high-speed car chases. **The rules, but not the lore, were reprinted in *Tales of the RED: Hope Reborn*.**

☐ TOGGLE'S TEMPLE

June 2024

Below the Hot Zone lies Toggle's Temple, the ultimate shrine to all things that go bang! Tour the Temple with Toggle and discover seventy-two ranged weapons to add to your **Cyberpunk RED** game. We've also included a gunpath, allowing you to randomly roll up your own! **Collected in *Interface RED vol 5.***

☐ EDGERUNNER FOLIO

July 2024

People seemed to like the way we presented pregenerated characters in the **Cyberpunk: Edgerunners Mission Kit**, so we retooled the format into a blank character folio for **Cyberpunk RED**. We also threw in a Vehicle Sheet and Cyberdeck Sheet. **This DLC will not be collected in any *Interface RED*.**

☐ CEMK DLC #1

July 2024

The first DLC we released to expand on what was presented in the **Cyberpunk: Edgerunners Mission Kit** was a full mission, *Karaoke Night*. It is set in the 2070s but easily ported to the Time of the Red. **This DLC will not be collected in any *Interface RED*.**

☐ NO PLACE LIKE HOME

August 2024

Every good Crew needs a secret base! No Place Like Home adds rules for creating bases, allowing you to build room by room. Each new feature you add benefits your Crew by providing bonuses and unique abilities. **The rules, but not the lore, were reprinted in *Tales of the RED: Hope Reborn*.**

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☐ CEMK DLC #2

August 2024

The second DLC tuned to the **Cyberpunk: Edgerunners Mission Kit** presents options to fine-tune and expand the functionality of Gorilla Claws, Mantis Blades, and Monowires via Cyberware Enhancements. **This DLC will not be collected in any *Interface RED*.**

☐ DID SOMEONE SAY MURDER

September 2024

Mysteries aren't the easiest session type to run, so we've created a system to help guide Gamemasters through the process of creating and adjudicating plot, clues, and culprits. **Collected in *Interface RED vol 5*.**

☐ YOUR NEW BEST FRIEND

October 2024

Biotechnica wants you to make friends with nature! **Your New Best Friend** introduces eight cybernetically enhanced animals, from the cute and cuddly Datarabbit™ to the absolutely terrifying Cyberbear™, with full stat blocks for each. **Collected in *Interface RED vol 5*.**

☐ SCREAMSHEET GENERATOR

November 2024

Screamsheets – the **Cyberpunk** equivalent of newspapers – make fun props to hand out to Players, but can be a pain in the butt to prepare in advance. To help, we've created a roll or pick system to generate news flashes, entertainment news, and help-wanted ads. **NCollected in *Interface RED vol 5*.**

☐ THE 12 DAYS OF REDMAS

December 2024

Once more, S.A.N.T.A. uploads twelve schematics to the Short Circuit library for you to add to your game. The 2024 theme was "items from **Cyberpunk RED** art that don't have rules yet." This one's a favorite, so be sure to download it to your memory chip! **Collected in *Interface RED vol 5*.**

☐ NIGHT CITY ATLAS

January 2025

With a gorgeous new map, data on around one hundred and fifty locations, and information on the gangs of Night City, the *Night City Atlas* is a huge taste of Night City 2045 ... and a free one you can grab today! **Not yet collected**.

☐ 100 Logos

February 2025

Since the **Cyberpunk RED** line began, we've shown off the logos of many in-world brands, companies, and gangs. With this DLC, you can download a hundred of those logos and add them to your handouts, character sheets, or campaign logs. Plus, basic summaries of each group/brand the logos belong to. **Not yet collected**.

☐ Nomad Presents Radio

March 2025

88.9 Nomad Presents Radio (NoPR) is Night City's source for news, information, culture, and traffic updates. This DLC presents "top of the hour" news blips keyed to many of our published missions. Read them aloud to players, or play the included audio files, professionally recorded by our own Rob Barefoot. Either way, you'll have a fantastic slice of in-world flavor to add to your game. **Not yet collected**.

☐ The 12 Days of Cutiemas

April 2025

The winter holidays came early in the 2025 April Fool's offering! Join Piranhas leader Corpse Reviver as she opens a present from S.A.N.T.A. and downloads plans for twelve new items from Sanroo's Hello Cutie line ... mostly weapons. So adorable they'll bleed pink! **Not yet collected**.

☐ Elflines Online: Magic Returns

May 2025

The Elflines saga continues with the newest expansion to Night City's favorite MMO. Magic has returned to the Elflands, and we've got rules to add it to your game, plus new monsters to throw at ELO players. **Not yet collected**.

☐ Rockerboy Index

June 2025

The *Rockerboy Index* is a collection of lore about every musical act ever mentioned in a **Cyberpunk** product (with an in-world cut-off date of 2045). We've got names. We've got dates. We've got lore snippets. We've got genres. We've got album and song titles. This is the single most comprehensive listing of musical NPCs in **Cyberpunk** history. **Not yet collected**.

☐ Going Quiet

July 2025

Everyone loves a Friday Night Firefight, but sometimes you need to put away the gun and con, sneak, and heist your way to the objective. *Going Quiet* is a collection of rules and gear specifically designed to aid in sneaky gameplay, including stealth netrunning. **Flash of Luck rules were first featured in *Tales of the RED: Hope Reborn*. The rest is not yet collected**.

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☐ So, You Missed Gen Con

August 2025

So, you couldn't go to *Gen Con* in 2025? Don't worry. We've collected the four **Cyberpunk RED** scenarios we ran there and packed them into a DLC for you to play. Be warned, these are presented to you almost exactly as we presented them to the GMs. The two demo sessions are short and designed to work with abbreviated role abilities. The two four-hour sessions might need to be rebalanced for campaign play. **Not yet collected**.

☐ Single Player Mode+

September 2025

Single Player Mode offers gamers over a hundred **Cyberpunk RED**-themed tables and charts to randomly spice up the table. We decided that wasn't enough, so we hunted through past *RTG* products to produce twenty-two additional tables to make things more fun. **Not yet collected**.

☐ Segotari Power

October 2025

Segotari is the leading video game brand in the **Cyberpunk RED** universe. Segotari Power details information about five different video game platforms/consoles, with twenty games listed for each! It is an explosion of digital flavor for your game! **Not yet collected**.

☐ Cyberpunk RED Checklist

November 2025

This DLC. A living document detailing every product released by *R. Talsorian Games* for **Cyberpunk RED**. **This DLC will not be collected in any *Interface RED***.

☐ The 12 Days of Vehiclemas

December 2025

Our annual holiday tradition continues! This time, S.A.N.T.A. is uploading classic **Cyberpunk 2020** vehicles, updated to work with **Cyberpunk RED** rules. **Not yet collected**.

☐ Everyday People

January 2026

A collection of twenty "everyday people" to help populate the shops, dockyards, and corporate offices of Night City. Each archetype comes with two to four variants to further expand your population. **Not yet collected**.

CYBERPUNK RED MISSIONS

We've hidden **Cyberpunk RED** missions in the nooks and crannies of many products released over the past six years. Here's a full list of what's out there with brief summaries (beware spoilers!), and info on where to find them. Missions marked as **Screamsheets** are one to two-page summaries that a GM will need to expand on. Missions marked **Full** are fully fleshed out gigs. **Demos** are one-hour demonstration sessions we run at conventions.

☐ THE APARTMENT (FULL)

Cyberpunk RED Jumpstart Kit

Your Crew lives in a small apartment building. A Corporation wants to tear down your building. A Mike Pondsmith classic.

☐ PRECIOUS CARGO (SCREAMSHEET)

Cyberpunk RED Jumpstart Kit

What's in the truck you're tasked to keep safe? Gold? Diamonds? Would you believe ... cheese?

☐ JUST LIKE REAL (SCREAMSHEET)

Cyberpunk RED Jumpstart Kit

Plug into an interactive braindance and help train the next generation of NCPD. Yeah, we know, but the pay is decent.

☐ DEFINITELY NOT KANSAS (SCREAMSHEET)

Cyberpunk RED Jumpstart Kit

A new drug has hit the streets, and you've been tasked with finding the source.

☐ WOOD PIRATES (SCREAMSHEET)

Cyberpunk RED

Biotechnica is looking for a crew to stand guard over Reference Forest RF003. Can you protect the trees?

☐ SMASH THE BOX (SCREAMSHEET)

Cyberpunk RED

A strange street-level product promotion. Can you break into Militech's newest Maximum Security Safe and claim the prize inside?

☐ THE BIG BREAK (SCREAMSHEET)

Cyberpunk RED

A gun modder has a chance at a big contract with Sanroo! Only, someone's harassing her. Track down the doomba who is trying to ruin her chances.

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☐ Red Chrome Cargo (Screamsheet)

DLC/Interface RED vol 1

There's nothing more thrilling than a daring train heist ... except maybe heisting a train that's already been heisted!

☐ Hilaria 2045 (Screamsheet)

Cyberpunk RED Data Pack

The Bozo civil war begins here! Can you protect your favorite hangout from a seemingly endless horde of cyberpsychotic clowns?

☐ The Digital Divas Burn It Down (Screamsheet)

Cyberpunk RED Data Pack

The Digital Divas have a problem. Every time they play a concert, someone commits arson. You need to prevent the next burning. **Part one of the Reaper trilogy**.

☐ Don't Fear the Reaper (Screamsheet)

Cyberpunk RED Data Pack

Jezz Styles died during the Digital Diva's last concert. The authorities ruled it either an accident or a suicide, but her mother still wants answers. **Part two of the Reaper trilogy**.

☐ Cargo Race (Screamsheet)

Cyberpunk RED Data Pack

A delta spaceplane crashed in the badlands, and the race is on to claim the cargo. Can your crew get there and secure a payday?

☐ Snuff (Screamsheet)

Cyberpunk RED Data Pack

Someone is flatlining people using the nastiest snuff XBDs anyone's ever seen. Your job is to track the perp down and end their career.

☐ ThrillKill (Screamsheet)

Cyberpunk RED Data Pack

There's a new game on the streets: ThrillKill. Gangs get points for ending lives. Highest total at the end of the week wins. Will you stop it? Or join in?

☐ Night at the Opera (Full)

Tales of the RED: Street Stories

Someone has kidnapped a university student. You've been hired to track them down. Only, with the Philharmonic Vampyres involved, nothing is as it seems.

☐ **AGENTS OF DESIRE (FULL)**

Tales of the RED: Street Stories

Rogue, the owner of the Afterlife, has a client who needs to find his lost girlfriend. A tale of snooty waiters and moral quandaries.

☐ **A BUCKET FULL OF POPCORN-FLAVORED KIBBLE (FULL)**

Tales of the RED: Street Stories

Someone's shooting a movie in Night City, and you have a chance to help out with production. Easy work and easy pay, right? No such thing, choomba.

☐ **DRUMMER AND THE WHALE (FULL)**

Tales of the RED: Street Stories

Dive beneath the waves of Night City to find lost treasure and technology! Of course, you won't be the only ones looking for it.

☐ **HAVEN'T GOT A STITCH TO WEAR (FULL)**

Tales of the RED: Street Stories

A hostile takeover has stopped courier service in Night City. An exclusive tailoring company needs the issue resolved.

☐ **REAPING THE REAPER (FULL)**

Tales of the RED: Street Stories

The mother of Jezz Styles continues her quest to seek vengeance for her child's murder. The path leads to a rogue AI. **Part three of the Reaper trilogy**.

☐ **STAYING VIGILANT (FULL)**

Tales of the RED: Street Stories

Three edgerunning crews have bought the farm in three days. Rumor has it the perp is a cyberpsycho. Trace Santiago wants to find out and break the story, and he's hired you to help.

☐ **BATHED IN RED (FULL)**

Tales of the RED: Street Stories

All you wanted was a nice night out at a hot club. Then someone was murdered, and now you're on the run. **Prequel to One Red Night**.

☐ **ONE RED NIGHT (FULL)**

Tales of the RED: Street Stories

A rogue Netrunner is targeting a corporate family. Their patriarch wants you to take care of it, quietly. **Sequel to Bathed in Red**.

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☐ THE INCIDENT (FULL)

Danger Gal Dossier

A small crew of edgerunners managed to break into Danger Gal's headquarters. Two escaped from the resulting firefight alive. Danger Gal's Mouse wants you to find them.

☐ THE HAUNTED VENDIT (SCREAMSHEET)

Halloween Screamsheets/Interface RED vol 4

Rumors of a roaming vendit carrying unusual flavors of soda are rampant on the NCU Campus. Can you find it?

☐ HALLOWEEN CARNIVAL (SCREAMSHEET)

Halloween Screamsheets/Interface RED vol 4

The Sinful Adams are holding their annual Halloween Carnival at the Boneyard. They're busy with operations, so keeping it safe is your job.

☐ WEREWOLF IN WATSON (SCREAMSHEET)

Halloween Screamsheets/Interface RED vol 4

Found footage suggests a werewolf is roaming the streets of Watson. What's the real story ... and will a Media die trying to uncover it?

☐ THE JACKET (FULL)

Cyberpunk: Edgerunners Mission Kit

*Set after the events of **Cyberpunk: Edgerunners**, The Jacket is a spiritual sequel to the anime.*

☐ KARAOKE NIGHT (FULL)

CEMK DLC #1

An Exec lost an important data shard while out drinking. You're hired to get it back. Of course, no job is simple. Set in the 2070s, this mission is easily adapted to work in the Time of the Red.

☐ THE ANGEL'S SHARE (FULL)

Tales of the RED: Hope Reborn

Marianne Freeman has a job for you. Find an XBD dealer bothering the neighborhood and put him out of business. **Part one of the Hope Reborn campaign**.

☐ REAL ESTATE RUMBLE (FULL)

Tales of the RED: Hope Reborn

While Marianne tends to her husband's recovery, she asks the Crew to work with real estate agent Jack Skorkowsky and find a new home for the Hope. **Part two of the Hope Reborn campaign**.

☐ Welcome to the Neighborhood (Full)

Tales of the RED: Hope Reborn

The Hope's new home is secure, but the Freemans want to understand the neighborhood. They're paying you to move in and scope out the area. **Part three of the Hope Reborn campaign**.

☐ The Devil's Cut (Full)

Tales of the RED: Hope Reborn

Every bar needs classy bottles of liquor to display on the shelves, but the Hope's collection is destroyed. Thankfully, a retired grifter knows where you might be able to find more. Time for a heist! **Part four of the Hope Reborn campaign**.

☐ Hope's Calling!!! (Full)

Tales of the RED: Hope Reborn

The grand re-opening of the Forlorn Hope is here! Only something's happening behind the scenes. Can your Crew figure it out? **Part five of the Hope Reborn campaign**.

☐ Ripping the Ripper (Full)

Tales of the RED: Hope Reborn

The mastermind behind the original Hope's destruction has been found. Time for revenge. Go quiet or go loud. The path is up to you. **Finale of the Hope Reborn campaign**.

☐ Friday Night Firefight Demo (Demo)

So, You Missed Gen Con

Travel to Playland by the Sea and participate in a demo of Segotari's newest game, Friday Night Firefight. A one-hour demo run at Gen Con 2025.

☐ Fire at the Forlorn Hope Festival (Demo)

So, You Missed Gen Con

The Forlorn Hope is sponsoring a festival, but the Bozos have invaded! A one-hour demo run at *Gen Con 2025*.

☐ Cleanup Crew (Full)

So, You Missed Gen Con

Travel to Biotechnica Reference Forest RF013. Check. Find a hidden lab. Check. Encounter Bigfoot. Check? A full-length mission from *Gen Con 2025*.

☐ Don't Make a Sound (Full)

So, You Missed Gen Con

Mister K needs you to journey into the Hot Zone and secure some documents. Keep noise to a minimum, because sound in this part of the ruins could cause a slip and bury you under an avalanche of rubble. A full-length mission from *Gen Con 2025*.

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☐ GEORGIA ON MY MIND (SCREAMSHEET)

Interface RED volume 5

The ongoing conflict between Petrochem and SovOil offers edgerunners hoping to graduate from streetrat to cybermerc a chance at a covert mission. *A Mercenary Level Mission.*

☐ TROUBLE IN TANZANIA (SCREAMSHEET)

Interface RED volume 5

The European Space Council wants control of the Kilimanjaro mass driver. Do you have what it takes to defend it? *A Mercenary Level Mission.*

CYBERPUNK RED CHECKLISTS

Products
☐ Cyberpunk RED Jumpstart Kit (CR3000)
☐ Cyberpunk RED (CR3001)
☐ Cyberpunk RED Data Screen/Gamemaster Screen (CR3011)
☐ Cyberpunk RED Data Pack (CR3021)
☐ Netrunning Deck (CR3031)
☐ Micro Chrome
☐ Interface RED volume 1 (CR3041)
☐ Tales of the RED: Street Stories (CD3051)
☐ Cyberpunk RED Easy Mode
☐ Black Chrome (CR3061)
☐ Interface RED volume 2 (CR3065)
☐ Danger Gal Dossier (CR3071)
☐ Interface RED volume 3 (CR3081)
☐ Cyberpunk: Edgerunners Mission Kit (CX3000)
☐ Tales of the RED: Hope Reborn (CR3091)
☐ Trauma Deck (CR3101)
☐ Interface RED volume 4 (CR3111)
☐ Single Player Mode (CR3121)
☐ Interface RED volume 5 (CR3131)

DLCs

2020

- ☐ Old Guns Never Die
- ☐ Red Chrome Cargo

2021

- ☐ Cyberchairs
- ☐ Single Shot Pack
- ☐ Elflines Online
- ☐ Elflines Online Expansion Pack 1
- ☐ Hardened Mooks
- ☐ Hardened Lieutenants
- ☐ Night City Weather
- ☐ Jumpstart Kit Conversion Guide
- ☐ Cargo Containers & Cube Hotels
- ☐ Night City Tarot
- ☐ Daeric Sylar's Guide to Elflines Online
- ☐ The 12 Days of Gunmas

2022

- ☐ Hardened Mini Bosses
- ☐ Digital Dating in the Dark Future
- ☐ Woodchipper's Garage
- ☐ Salvaging Night City
- ☐ Midnight With the Upload
- ☐ Must Have Cyberware Deals
- ☐ Collecting the Random
- ☐ Tales of the RED+
- ☐ Elflines Online the TCG
- ☐ Spinning Your Wheels
- ☐ The 12 Days of Cybermas

2023

- ☐ Hornet's Pharmacy
- ☐ Black Chrome+
- ☐ Listen Up to JonJontheWise

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- ☐ Achievements and Loot Boxes
- ☐ Stickball
- ☐ The Dreaded Punknaught
- ☐ Danger Gal Dossier+
- ☐ Corporate Conapts & Studio Apartments
- ☐ Listen Up to Rob Mulligan
- ☐ Halloween Screamsheets
- ☐ Night Market Index
- ☐ The Sawtooth
- ☐ The 12 Days of Gearmas

2024

Cyberpunk RED DLCs

- ☐ Breaking Your Stuff
- ☐ Chasing the Rabbit
- ☐ All About Agents
- ☐ Mixing Drinks * Changing Lives
- ☐ Hot Pursuit
- ☐ Toggle's Temple
- ☐ Edgerunner Folio
- ☐ CEMK DLC #1
- ☐ No Place Like Home
- ☐ CEMK DLC #2

Cyberpunk RED Missions

- ☐ Did Someone Say Murder
- ☐ Your New Best Friend
- ☐ Screamsheet Generator
- ☐ The 12 Days of REDMas

2025

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- ☐ Night City Atlas
- ☐ 100 Logos
- ☐ Nomad Presents Radio
- ☐ The 12 Days of Cutiemas
- ☐ Elflines Online: Magic Returns
- ☐ Rockerboy Index
- ☐ Going Quiet
- ☐ So, You Missed Gen Con

☐ Single Player Mode+

☐ Segotari Power

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☐ The 12 Days of Vehiclemas

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☐ Everyday People

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☐ The Apartment

☐ Precious Cargo

☐ Just Like Real

☐ Definitely Not Kansas

☐ Wood Pirates

☐ Smash the Box

☐ The Big Break

☐ Red Chrome Cargo

☐ Hilaria 2045

☐ The Digital Divas Burn It Down

☐ Don't Fear the Reaper

☐ Cargo Race

☐ Snuff

☐ ThrillKill

☐ Night at the Opera

☐ Agents of Desire

☐ A Bucket Full of Popcorn-Flavored Kibble

☐ Drummer and the Whale

☐ Haven't Got a Stitch to Wear

☐ Reaping the Reaper

☐ Staying Vigilant

☐ Bathed in Red

☐ One Red Night

☐ The Incident

☐ The Haunted Vendit

☐ Halloween Carnival

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- ☐ Cleanup Crew
- ☐ Georgia On My Mind
- ☐ Trouble in Tanzania