

THE XENOMORPH: ADD-ON CHANGES



COMMON ADD-ONS:

DRINKING BIRD



*One of the many tchotchkes littering the Nostromo's living quarters.
A bit of whimsy in an otherwise sterile environment.*

- Increases the downtime of **Turrets** by **3 seconds** after exiting a tunnel.

OVERMORPH



It looks harmless, but the horrors held inside are immeasurable.

- The cooldown of **Crawler Mode** is **30%** faster while outside of tunnels.

UNCOMMON ADD-ONS:

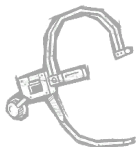
BRETT'S CAP



This Nostromo ballcap was fashionable, but severely limited his vertical field of vision.

- Destroying a **Turret** causes all Survivors within **16 meters** to suffer from **Blindness** and are **Oblivious** for **30 seconds**.

CREW HEADSET



While they facilitated team communication, the constant chatter made the crew easier to track.

- After exiting a tunnel, Killer Instinct duration is increased by **3 seconds**. While in tunnels, footsteps detection is increased by **6 meters**.

LIGHT WAND



A portable light source used by Ash and Dallas while looking for an invasive creature. Mostly ineffective at lighting larger spaces.

- **Decreases** how many **Turrets** are available by **2**.

RARE ADD-ONS:

EMERGENCY HELMET



An extra helmet on the bridge, for use in emergencies only.

- **Increases** resistance to staggering from **Turrets** by **25%**.

KANE'S HELMET



A thin layer of glass was the difference between a minor inconvenience and the tragic destruction of the Nostromo's crew.

- Survivors hit with a **Tail Attack** are **Mangled** for **70 seconds** and suffer from **Hemorrhage**.

MULTIPURPOSE HATCHET



Equally useful for destruction and repair.

- Survivors hit by a **Tail Attack** are **Hindered** for **3 seconds**.

PARKER'S HEADBAND



A bold fashion choice that doubled as a handy way to wick sweat from the eyes.

- After exiting a tunnel, gain **7% Haste** for **3 seconds**.

VERY RARE ADD-ONS:

CAT CARRIER



Saving the cat is a noble goal. It's also very distracting.

- Exiting **Crawler Mode** due to a **Turret Attack** makes you **Undetectable** for **60 seconds**.

VISCERAL ADD-ONS:

ACIDIC BLOOD



When damaged, the Xenomorph's unique physiology made it deadlier than ever.

- While exiting a tunnel in **Crawler Mode**, any Survivor who stuns you with a pallet in the next **30 seconds** takes damage. If the Survivor is already injured, they suffer from **Deep Wound**.

IMPROVISED CATTLE PROD



A brutal and noisy weapon, which might have been more effective against a cow.

- Entering a tunnel reveals the aura of all Survivors who are within **8 meters** of a **Control Station** for **3 seconds**.