

	Cost	Size	Optimal Range	Maximum Range	Extraction Thruput	Power Transfer	Instability Dampening	Consumable Slots	Resistance	Catastrophic Charge Rate	Optimal Charge Rate	All Charge Rates	Optimal Charge Window Size	Throttle Responsiveness Delay	Shatter Damage	PO (DD)	Levski (DD)	A18 (DD)	Lorville
Arbor MH1	1450	1	30	150	0.35	1400													
Arbor MH2	1450	2	60	300	0.35	1400										X			X
Helix I	108000	1	37.5	187.5	0.5	3000	50	3	-20			30	30	-50	150			X	X
Helix II	108000	2	75	375	0.5	3000	50	3	-20			30	30	-50	150		X	X	X
Hofstede-S1	12750	2	15	75	0.35	2000	50	0										X	X
Hofstede-S2	12750	2	45	225	0.35	2000	50	0								X			X
Impact I	57750	1	30	150	0.45	3000	-20	1		100	20				50		X	X	X
Impact II	57750	2	60	300	0.45	3000	-20	1		100	20				50		X	X	X
Klein-S1	10150	1	30	150	0.35	2500	-50	0	-10								X	X	X
Klein-S2	10150	1	60	300	0.35	2500	-50	0	-10								X	X	X
Lancet MH1	23500	1	30	150	0.45	1200	30	3	-50			-30					X		X
Lancet MH2	23500	2	60	300	0.45	1200	30	3	-50			-30					X	X	X

Some definitions:

Instability dampening: More positive is good, negative numbers means the rock gets more unstable.

Consumable slots: Something coming in the future, consumables you can add to a head to make different effects, like adding NO2 to a car.

Resistance: More negative is better. This reduces the amount of power wasted on the rock

Catastrophic Charge Rate: Positive number here is bad since if you go into the overcharge area, this adds to how quickly that fills

Optimal Charge Rate: Positive is good. This helps how quickly it fractures once you are in the green.

All Charge Rates: Makes everything fill up faster, so good unless you go into overcharge.

Optimal Charge Window Size: Positive good, makes the green part of the bar bigger.

Throttle Responsiveness Delay: Negative is bad, makes it change power input slower

Shatter Damage: Positive is bad, when it goes boom, it does so with this amount of extra boom.

(NOTE: If you get any red, and still get a fracture, the fracture will happen with the overcharge energy and can still hurt/kill you)