Excellent concept. Nice one!

Especially as it seems to not be based on your ammo count, but rather your health, which makes sense to me.

The maths is making my head hurt a little though.

Quote:((Max HP-Current HP) / Max HP)

First of all, I am going to assume Max HP and CurrentHP are calculated by including your shield, too?

Second, if I have full health, would the above not calculate as '1'? Meaning that the cost is highest for refilling when you're at full health, and lowest for refilling the close to death you are?

Shouldn't it be something like:

1.0f - ((100/MaxHealth) * CurrentHP)