

We verify cards using Skynet’s own Score command.

- **Base** = Kills × 3.0 + Deaths × -1.5 + Headshots × 2.0 + Killstreak × 2.0 + Deathstreak × -0.5 + Damage × 0.08 + Distance × 0.4 (cap 1250 per event).
- **Bonuses**: if headshot rate ≥ 0.5 add +1.5 per event. If damage per kill ≥ 150 add +0.03 per damage.
- **Multiplier**: if KD ≥ 2.5 use ×2.5. Otherwise use ×2.0.

Cards do not expose streak counts or per-kill distances, so our calculation sets those terms to 0. That gives a **strict lower bound** for the score. If a printed score is below this floor, it contradicts the published formula.

From the screenshot:

#1 duck: K=1.5M, D=1.5M, HS=257.9k, DMG=51.4M, KD shown=87,701.83, Score shown=7.5M.

#2 [XB] ALL CAR PVP RACE: K=1.4M, D=1.4M, HS=243.1k, DMG=134.8M, KD shown=103,607.45, Score shown=9.0M.

Reality: K=D on both, so real KD=1.0. HS rate is ≈0.17 on both, and damage per kill is 34.3 and 96.3, so bonuses do not apply. Multiplier is ×2.0 for both.

Lower-bound scores by the published formula (streaks 0, distance 0):

- #1 Base = 3K - 1.5D + 2HS + 0.08DMG = 6,877,800 → ×2.0 = **13,755,600**. Printed 7,500,000 is short by **6,255,600**.
- #2 Base = 13,370,200 → ×2.0 = **26,740,400**. Printed 9,000,000 is short by **17,740,400**.

KD contradictions: with K=D the true KD is 1.0. Printed KDs of 87,701.83 and 103,607.45 imply deaths of ~17 and ~14, not 1.5M and 1.4M.

Damage per kill check: DayZ health is 100. #1 averages 34.3 per kill which cannot kill a full-health player. #2 averages 96.3, still below 100.

Conclusion: Using Skynet’s formula, the printed scores are far below the minimum that the inputs would produce, and the printed KDs are impossible. The cards are not computed from the stated system.

Bottom line KD fields contradict kills and deaths by huge margins. Damage per kill fails basic DayZ logic. For real stats use <https://killfeed.co>.

Server cards - Skynet vs Corrected

#1 - Skynet Playstation duck Kills 1.50M PvP Deaths 1.50M PvP K/D 87,701.83 Headshots 257.9k Total Damage 51.40M Score 7.50M Deaths implied by printed K/D 17.10 Damage per kill (derived) 34.3	#1 - Truth Playstation duck Kills 1.50M PvP Deaths 1.50M PvP K/D 1.00 Headshots 257.9k Damage per kill 34.3 Score lower bound 13.76M K/D mismatch (real 1.00 vs shown 87,701.83) Damage per kill 34.3 below 66 Printed score is below published lower bound by 6.26M	#2 - Skynet Xbox [XB] ALL CAR PVP RACE Kills 1.40M PvP Deaths 1.40M PvP K/D 103,607.45 Headshots 243.1k Total Damage 134.80M Score 9M Deaths implied by printed K/D 13.51 Damage per kill (derived) 96.3	#2 - Truth Xbox [XB] ALL CAR PVP RACE Kills 1.40M PvP Deaths 1.40M PvP K/D 1.00 Headshots 243.1k Damage per kill 96.3 Score lower bound 26.74M K/D mismatch (real 1.00 vs shown 103,607.45) Damage per kill 96.3 below 100 Printed score is below published lower bound by 17.74M
#5 - Skynet Playstation Tactical Warfare A Milsim,..... Kills 232.6k PvP Deaths 232.6k PvP K/D 1,239.08 Headshots 64.5k Total Damage 10.80M Score 399.2k Deaths implied by printed K/D 187.72 Damage per kill (derived) 46.4	#5 - Truth Playstation Tactical Warfare A Milsim,..... Kills 232.6k PvP Deaths 232.6k PvP K/D 1.00 Headshots 64.5k Damage per kill 46.4 Score lower bound 2.68M K/D mismatch (real 1.00 vs shown 1,239.08) Damage per kill 46.4 below 66 Printed score is below published lower bound by 2.28M	#6 - Skynet Xbox 10x Kills 181.6k PvP Deaths 182.6k PvP K/D 41,080.63 Headshots 54.6k Total Damage 10.90M Score 978.6k Deaths implied by printed K/D 4.42 Damage per kill (derived) 60.0	#6 - Truth Xbox 10x Kills 181.6k PvP Deaths 182.6k PvP K/D 0.99 Headshots 54.6k Damage per kill 60.0 Score lower bound 2.50M K/D mismatch (real 0.99 vs shown 41,080.63) Damage per kill 60.0 below 66 Printed score is below published lower bound by 1.53M
#7 - Skynet Playstation Modern Ukraine Milsim,..... Kills 31.9k PvP Deaths 31.9k PvP K/D 2,392.9 Headshots 3.6k Total Damage 2.60M Score 27.1k Deaths implied by printed K/D 187.72 Damage per kill (derived) 46.4	#7 - Truth Playstation Modern Ukraine Milsim,..... Kills 31.9k PvP Deaths 31.9k PvP K/D 1.00 Headshots 3.6k Damage per kill 81.5 Score lower bound 526.1k K/D mismatch (real 1.00 vs shown 2,392.9) Damage per kill 81.5 below 66 Printed score is below published lower bound by 2.28M	#10 - Skynet Xbox Alexandria RP Server Kills 13.1k PvP Deaths 13.3k PvP K/D 1,372.04 Headshots 2.9k Total Damage 681.5k Score 160.3k Deaths implied by printed K/D 4.42 Damage per kill (derived) 60.0	#10 - Truth Xbox Alexandria RP Server Kills 13.1k PvP Deaths 13.3k PvP K/D 0.98 Headshots 2.9k Damage per kill 52.0 Score lower bound 159.3k K/D mismatch (real 0.98 vs shown 1,372.04) Damage per kill 52.0 below 66 Printed score is below published lower bound by 1.53M

Deaths implied by printed K/D
13.33

Damage per kill (derived)
81.5

- K/D mismatch (real 1.00 vs shown 2,392.9)
- Damage per kill 81.5 below 100
- Printed score is below published lower bound by 499k

Deaths implied by printed K/D
9.55

Damage per kill (derived)
52.0

K/D mismatch (real 0.98 vs shown 1,372.04)

Damage per kill 52.0 below 66

Printed score is above minimal floor by 960

Player cards - Skynet vs Corrected

#1 - Skynet

Enif HU

Playstation

Kills
5.3k

PvP Deaths
615

PvP K/D
8.56

Playtime
6h 59m

Headshots
1.5k

Total Damage
545.5k

Longest kill
1029.78m

Kills per minute
12.65

#1 - Truth

Enif HU

Playstation

Kills
5.3k

PvP Deaths
615

PvP K/D
8.62

Playtime
6h 59m

Damage per kill
102.9

Score lower bound
154k

- KPM implausible vs slot budgets
- Score lower bound: 154k

PS 32p: 39.5% of kills at 1m life, 79.1% at 2m life
PS 60p: 21.1% of kills at 1m life, 42.2% at 2m life
PS 82p: 15.4% of kills at 1m life, 30.9% at 2m life

#2 - Skynet

Tristany068

Playstation

Kills
4.1k

PvP Deaths
3.3k

PvP K/D
1.26

Playtime
64h 53m

Headshots
655

Total Damage
222.2k

Longest kill
563.02m

Kills per minute
1.05

#2 - Truth

Tristany068

Playstation

Kills
4.1k

PvP Deaths
3.3k

PvP K/D
1.24

Playtime
64h 53m

Damage per kill
54.2

Score lower bound
52.9k

- Damage per kill 54.2 below 66
- Score lower bound: 52.9k

PS 32p: 3.3% of kills at 1m life, 6.6% at 2m life
PS 60p: 1.8% of kills at 1m life, 3.5% at 2m life
PS 82p: 1.3% of kills at 1m life, 2.6% at 2m life

#3 - Skynet

NoahBallgg

Playstation

Kills
3.7k

PvP Deaths
3.1k

PvP K/D
1.17

Playtime
16h 24m

Headshots
903

Total Damage
202.5k

Longest kill
674.81m

Kills per minute
3.76

#3 - Truth

NoahBallgg

Playstation

Kills
3.7k

PvP Deaths
3.1k

PvP K/D
1.19

Playtime
16h 24m

Damage per kill
54.7

Score lower bound
48.9k

- Damage per kill 54.7 below 66
- KPM implausible vs slot budgets
- Score lower bound: 48.9k

PS 32p: 11.8% of kills at 1m life, 23.5% at 2m life
PS 60p: 6.3% of kills at 1m life, 12.5% at 2m life
PS 82p: 4.6% of kills at 1m life, 9.2% at 2m life

#4 - Skynet

GetsAug

Playstation

Kills
3.3k

PvP Deaths
1.1k

PvP K/D
2.9

Playtime
251h 31m

Headshots
126

Total Damage
22.7k

Longest kill
553.34m

Kills per minute
0.22

#4 - Truth

GetsAug

Playstation

Kills
3.3k

PvP Deaths
1.1k

PvP K/D
3.00

Playtime
251h 31m

Damage per kill
6.9

Score lower bound
25.8k

- Damage per kill 6.9 below 66
- Score lower bound: 25.8k

PS 32p: 0.7% of kills at 1m life, 1.4% at 2m life
PS 60p: 0.4% of kills at 1m life, 0.7% at 2m life
PS 82p: 0.3% of kills at 1m life, 0.5% at 2m life

#5 - Skynet

mclovin23orgdnr

Playstation

Kills
3.3k

PvP Deaths
1.2k

PvP K/D
2.76

Playtime
34h 37m

Headshots
461

Total Damage
281k

Longest kill
795.69m

Kills per minute
1.59

#5 - Truth

mclovin23orgdnr

Playstation

Kills
3.3k

PvP Deaths
1.2k

PvP K/D
2.75

Playtime
34h 37m

Damage per kill
85.2

Score lower bound
78.8k

- Damage per kill 85.2 below 100
- Score lower bound: 78.8k

PS 32p: 5.0% of kills at 1m life, 9.9% at 2m life
PS 60p: 2.6% of kills at 1m life, 5.3% at 2m life
PS 82p: 1.9% of kills at 1m life, 3.9% at 2m life