

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.

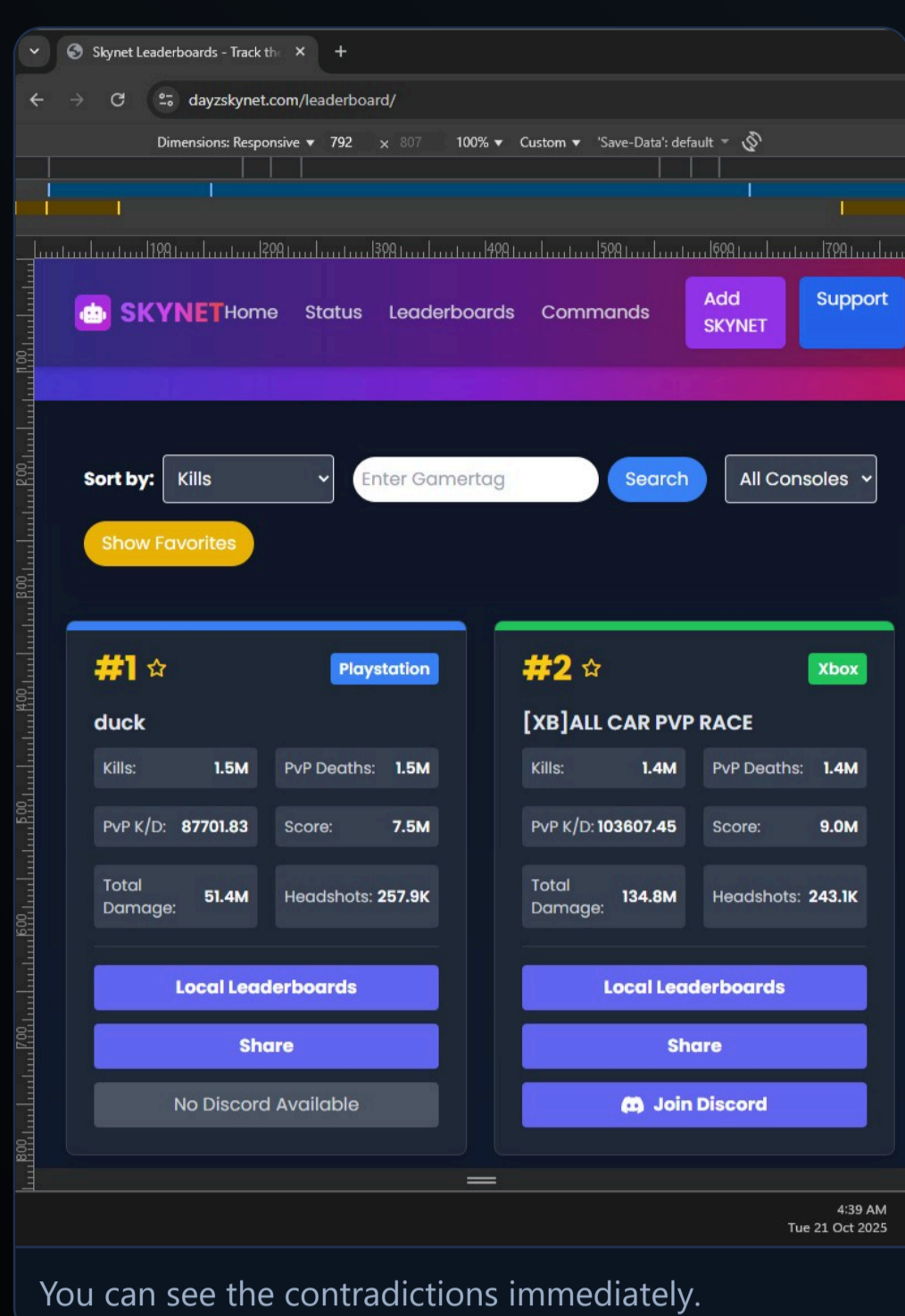
Damage per kill check: DayZ health is 100. #1 averages 34.3 per kill which cannot kill a full-health player. #2 averages 96.3, still below 100.

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.

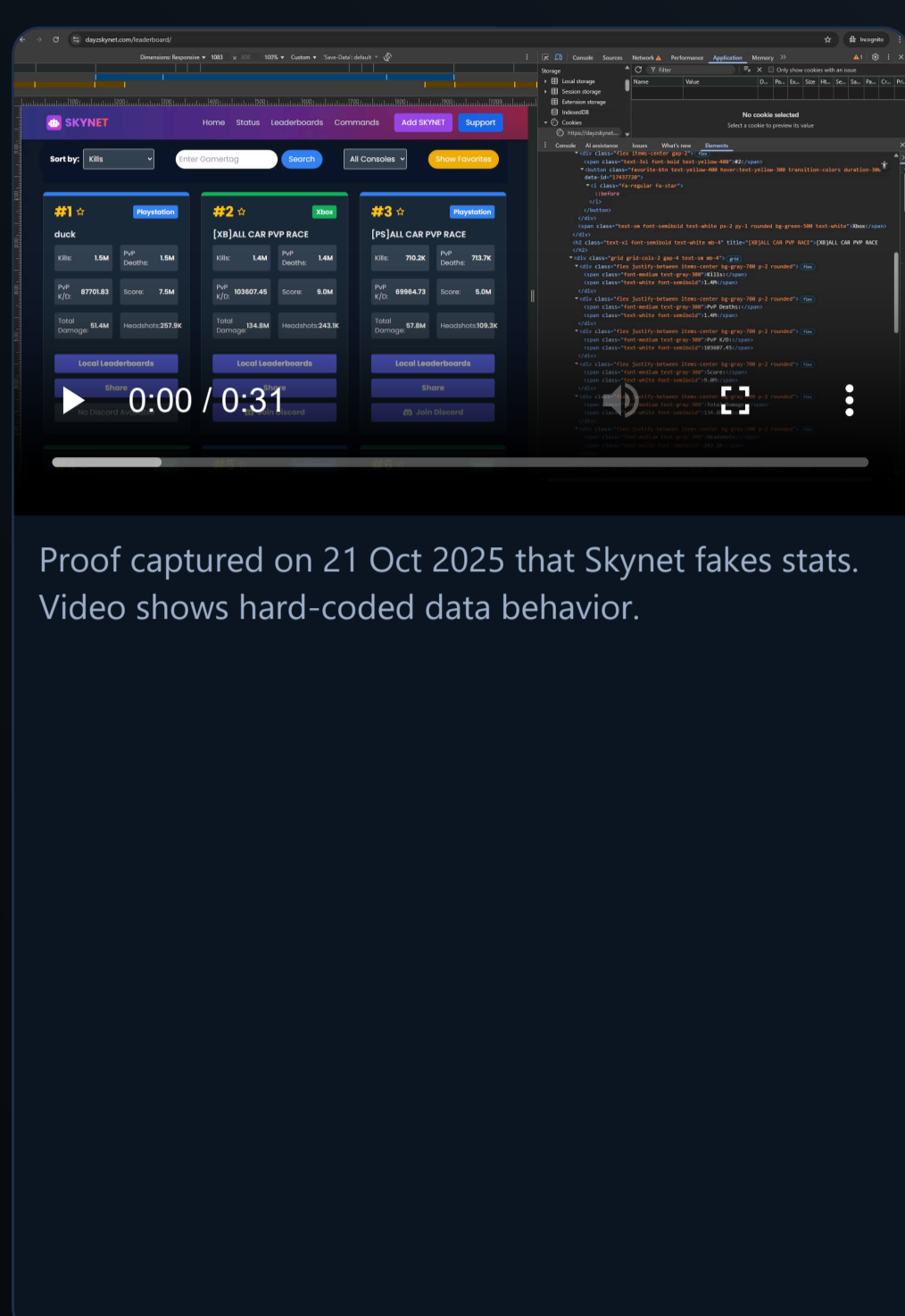
Bottom line KD fields contradict kills and deaths by huge margins. Damage per kill fails basic DayZ logic. For real stats use <https://killfeed.co>.

- [Legion Killfeed's Website](#)
- [Join Legion's Discord](#)
- [The Controversy Exposed](#)

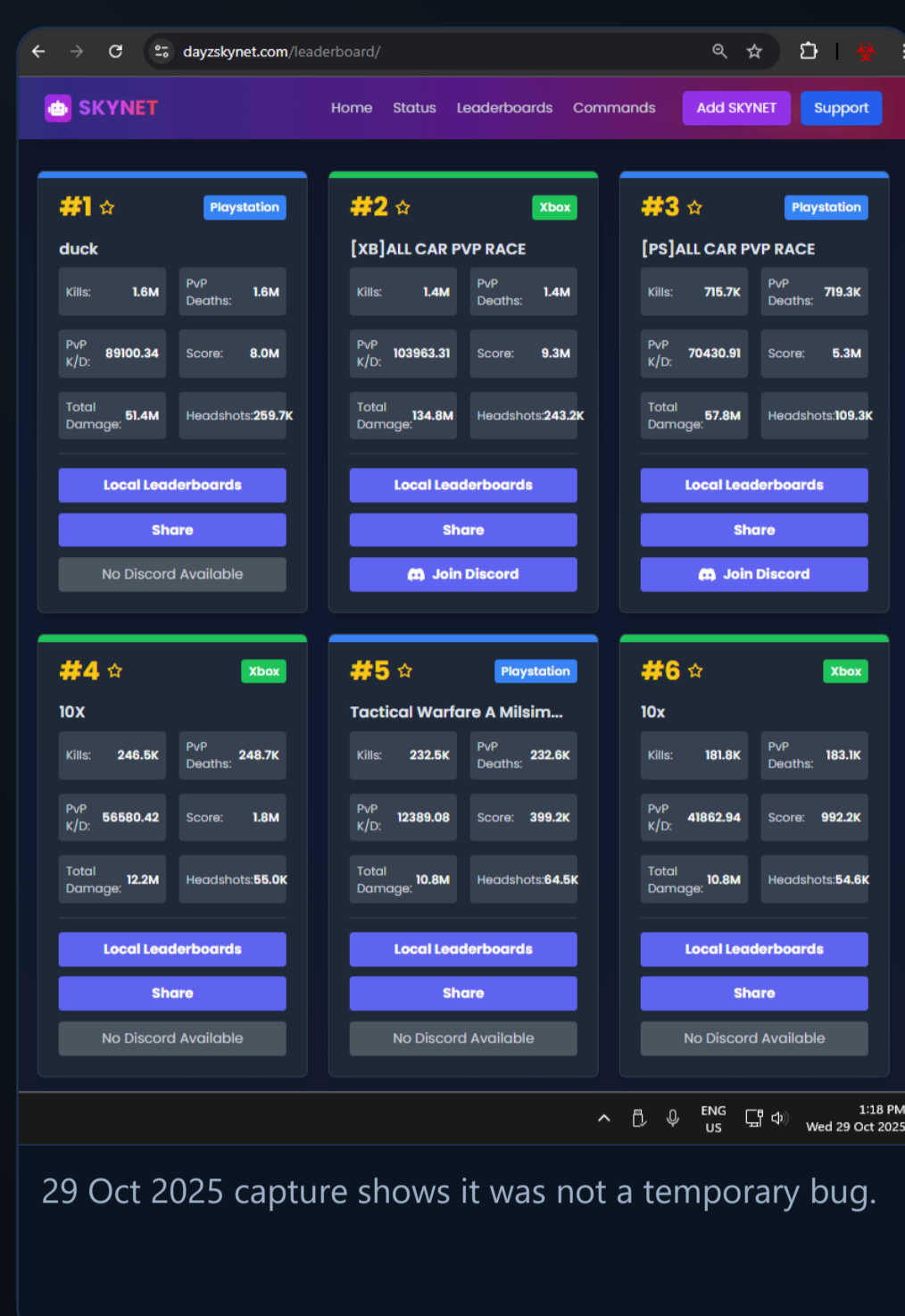
Source screenshots



You can see the contradictions immediately.



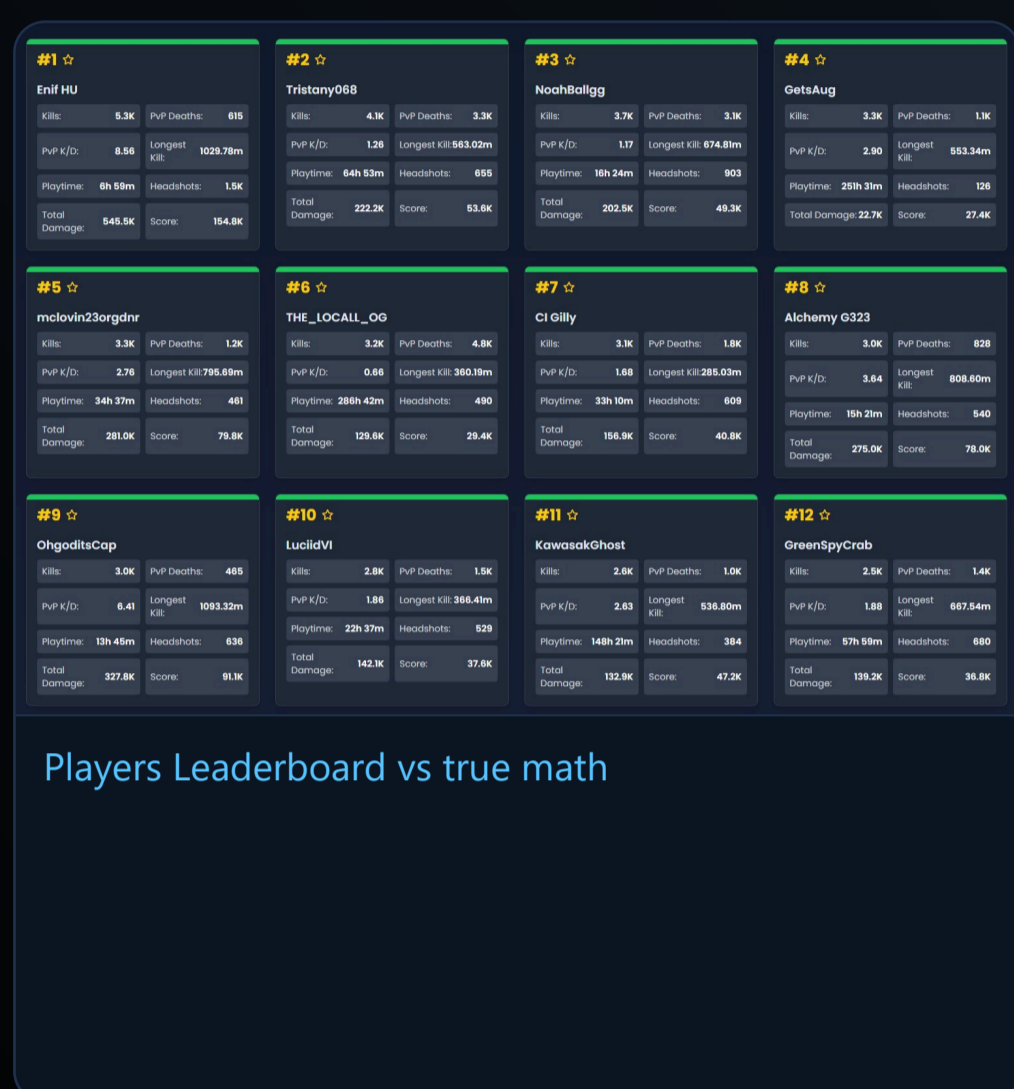
Proof captured on 21 Oct 2025 that Skynet fakes stats. Video shows hard-coded data behavior.



29 Oct 2025 capture shows it was not a temporary bug.



Servers Leaderboard vs true math



Players Leaderboard vs true math

Server cards - Skynet vs Corrected

<p>#1 - Skynet</p> <p>duck</p> <p>Kills: 1.50M, PVP Deaths: 1.50M</p> <p>PvP K/D: 87,701.83, Headshots: 257.9k</p> <p>Total Damage: 51.40M, Score: 7.50M</p> <p>Deaths implied by printed K/D: 17.10, Damage per kill (derived): 34.3</p>	<p>#1 - Truth</p> <p>duck</p> <p>Kills: 1.50M, PVP Deaths: 1.50M</p> <p>PvP K/D: 1.00, Headshots: 257.9k</p> <p>Damage per kill: 34.3, Score lower bound: 13.76M</p> <p>• K/D mismatch (real 1.00 vs shown 87,701.83)</p> <p>• Damage per kill 34.3 below 66</p> <p>• Printed score is below published lower bound by 6.26M</p>	<p>#2 - Skynet</p> <p>[XB] ALL CAR PVP RACE</p> <p>Kills: 1.40M, PVP Deaths: 1.40M</p> <p>PvP K/D: 103,607.45, Headshots: 243.1k</p> <p>Total Damage: 134.80M, Score: 9M</p> <p>Deaths implied by printed K/D: 13.51, Damage per kill (derived): 96.3</p>	<p>#2 - Truth</p> <p>[XB] ALL CAR PVP RACE</p> <p>Kills: 1.40M, PVP Deaths: 1.40M</p> <p>PvP K/D: 1.00, Headshots: 243.1k</p> <p>Damage per kill: 96.3, Score lower bound: 26.74M</p> <p>• K/D mismatch (real 1.00 vs shown 103,607.45)</p> <p>• Damage per kill 96.3 below 100</p> <p>• Printed score is below published lower bound by 17.74M</p>
<p>#5 - Skynet</p> <p>Tactical Warfare A Milsi...</p> <p>Kills: 232.6k, PVP Deaths: 232.6k</p> <p>PvP K/D: 1,239.08, Headshots: 64.5k</p> <p>Total Damage: 10.80M, Score: 399.2k</p> <p>Deaths implied by printed K/D: 187.72, Damage per kill (derived): 46.4</p>	<p>#5 - Truth</p> <p>Tactical Warfare A Milsi...</p> <p>Kills: 232.6k, PVP Deaths: 232.6k</p> <p>PvP K/D: 1.00, Headshots: 64.5k</p> <p>Damage per kill: 46.4, Score lower bound: 2.68M</p> <p>• K/D mismatch (real 1.00 vs shown 1,239.08)</p> <p>• Damage per kill 46.4 below 66</p> <p>• Printed score is below published lower bound by 2.28M</p>	<p>#6 - Skynet</p> <p>10x</p> <p>Kills: 181.6k, PVP Deaths: 182.6k</p> <p>PvP K/D: 41,080.63, Headshots: 54.6k</p> <p>Total Damage: 10.90M, Score: 978.6k</p> <p>Deaths implied by printed K/D: 4.42, Damage per kill (derived): 60.0</p>	<p>#6 - Truth</p> <p>10x</p> <p>Kills: 181.6k, PVP Deaths: 182.6k</p> <p>PvP K/D: 0.99, Headshots: 54.6k</p> <p>Damage per kill: 60.0, Score lower bound: 2.50M</p> <p>• K/D mismatch (real 0.99 vs shown 41,080.63)</p> <p>• Damage per kill 60.0 below 66</p> <p>• Printed score is below published lower bound by 1.53M</p>
<p>#7 - Skynet</p> <p>Modern Ukraine Milsin...</p> <p>Kills: 31.9k, PVP Deaths: 31.9k</p> <p>PvP K/D: 2,392.9, Headshots: 3.6k</p> <p>Total Damage: 2.60M, Score: 27.1k</p> <p>Deaths implied by printed K/D: 13.33, Damage per kill (derived): 81.5</p>	<p>#7 - Truth</p> <p>Modern Ukraine Milsin...</p> <p>Kills: 31.9k, PVP Deaths: 31.9k</p> <p>PvP K/D: 1.00, Headshots: 3.6k</p> <p>Damage per kill: 81.5, Score lower bound: 526.1k</p> <p>• K/D mismatch (real 1.00 vs shown 2,392.9)</p> <p>• Damage per kill 81.5 below 100</p> <p>• Printed score is below published lower bound by 49%</p>	<p>#10 - Skynet</p> <p>Alexandria RP Server</p> <p>Kills: 13.1k, PVP Deaths: 13.3k</p> <p>PvP K/D: 1,372.04, Headshots: 2.9k</p> <p>Total Damage: 681.5k, Score: 160.3k</p> <p>Deaths implied by printed K/D: 9.55, Damage per kill (derived): 52.0</p>	<p>#10 - Truth</p> <p>Alexandria RP Server</p> <p>Kills: 13.1k, PVP Deaths: 13.3k</p> <p>PvP K/D: 0.98, Headshots: 2.9k</p> <p>Damage per kill: 52.0, Score lower bound: 159.3k</p> <p>• K/D mismatch (real 0.98 vs shown 1,372.04)</p> <p>• Damage per kill 52.0 below 66</p> <p>• Printed score is above minimal floor by 960</p>

Player cards - Skynet vs Corrected

<p>#1 - Skynet</p> <p>Enif HU</p> <p>Kills: 5.3k, PVP Deaths: 615</p> <p>PvP K/D: 8.56, Playtime: 6h 59m</p> <p>Headshots: 1.5k, Total Damage: 545.5k</p> <p>Longest kill: 1029.78m, Kills per minute: 12.65</p>	<p>#1 - Truth</p> <p>Enif HU</p> <p>Kills: 5.3k, PVP Deaths: 615</p> <p>PvP K/D: 8.62, Playtime: 6h 59m</p> <p>Damage per kill: 102.9, Score lower bound: 154k</p> <p>• KPM implausible vs slot budgets</p> <p>• Score lower bound: 154k</p> <p>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</p>	<p>#2 - Skynet</p> <p>Tristany068</p> <p>Kills: 4.1k, PVP Deaths: 3.3k</p> <p>PvP K/D: 1.26, Playtime: 64h 53m</p> <p>Headshots: 655, Total Damage: 222.2k</p> <p>Longest kill: 563.02m, Kills per minute: 1.05</p>	<p>#2 - Truth</p> <p>Tristany068</p> <p>Kills: 4.1k, PVP Deaths: 3.3k</p> <p>PvP K/D: 1.24, Playtime: 64h 53m</p> <p>Damage per kill: 54.2, Score lower bound: 52.9k</p> <p>• Damage per kill 54.2 below 66</p> <p>• Score lower bound: 52.9k</p> <p>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</p>
<p>#3 - Skynet</p> <p>NoahBallgg</p> <p>Kills: 3.7k, PVP Deaths: 3.1k</p> <p>PvP K/D: 1.17, Playtime: 16h 24m</p> <p>Headshots: 903, Total Damage: 202.5k</p> <p>Longest kill: 674.81m, Kills per minute: 3.76</p>	<p>#3 - Truth</p> <p>NoahBallgg</p> <p>Kills: 3.7k, PVP Deaths: 3.1k</p> <p>PvP K/D: 1.19, Playtime: 16h 24m</p> <p>Damage per kill: 54.7, Score lower bound: 48.9k</p> <p>• Damage per kill 54.7 below 66</p> <p>• KPM implausible vs slot budgets</p> <p>• Score lower bound: 48.9k</p> <p>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</p>	<p>#4 - Skynet</p> <p>GetsAug</p> <p>Kills: 3.3k, PVP Deaths: 1.1k</p> <p>PvP K/D: 2.9, Playtime: 251h 31m</p> <p>Headshots: 126, Total Damage: 22.7k</p> <p>Longest kill: 553.34m, Kills per minute: 0.22</p>	<p>#4 - Truth</p> <p>GetsAug</p> <p>Kills: 3.3k, PVP Deaths: 1.1k</p> <p>PvP K/D: 3.00, Playtime: 251h 31m</p> <p>Damage per kill: 6.9, Score lower bound: 25.8k</p> <p>• Damage per kill 6.9 below 66</p> <p>• Score lower bound: 25.8k</p> <p>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</p>
<p>#5 - Skynet</p> <p>mclovin23orgdnr</p> <p>Kills: 3.3k, PVP Deaths: 1.2k</p> <p>PvP K/D: 2.76, Playtime: 34h 37m</p> <p>Headshots: 461, Total Damage: 281k</p> <p>Longest kill: 795.69m, Kills per minute: 1.59</p>	<p>#5 - Truth</p> <p>mclovin23orgdnr</p> <p>Kills: 3.3k, PVP Deaths: 1.2k</p> <p>PvP K/D: 2.75, Playtime: 34h 37m</p> <p>Damage per kill: 85.2, Score lower bound: 78.8k</p> <p>• Damage per kill 85.2 below 100</p> <p>• Score lower bound: 78.8k</p> <p>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</p>		