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**CODENAME: CONFIDENTIAL** 

# GLOBAL UNITED DEFENSE®, INC.

### GLOBAL SECURITY SYSTEM SERVICES

**WAR CRIME PREVENTION SECURITY SYSTEMS** 

**BODY WAR CRIME PREVENTION** 

6/17/2025 2:14:02 PM

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## GLOBALLY SECURED® – WAR CRIME PREVENTION SECURITY SYSTEMS – BODY WAR CRIME PREVENTION

AUTONOMOUS WAR CRIME PREVENTION SECURITY SYSTEMS INSTANCE BUILDER (FOR EACH PREVENTION SECURITY SYSTEM: WAR CRIME TYPE; BUILD ANY PREVENTION SECURITY SYSTEM THAT ENSURES THAT ANY WAR CRIME TYPE SHALL SHEVER BE ALLOWEDS, EXPLICITLY-IMPLICITLY GLOBALLY DEFINED) {

WHEREAS "MAIN OBJECT" SHALL EQUAL "[BODY(S), CHEST(S), MUSCLE(S), ORGAN(S), SIDE(S), SKIN(S), SPINE(S), SYSTEM(S), THORAX(S), TENDON(S), TOP(S), TORSO(S), TISSUE(S)]"

PREVENTION SECURITY SYSTEMS: ALL BODY WAR CRIME TYPES;

PREVENTION SECURITY SYSTEM: ANY [FULL, PARTIAL] <MAIN OBJECT>
CANCER(OUS [GROWTH]);

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > ACHE(S);

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > ANVIL;

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > BED BUG(S);

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > BEETLE BUG(S);

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > BIND(ING)

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > BLISTER(S);

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > BOUND (ING)

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > BURN(S);

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > CHILL(ING, S);

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > COBALT POISONING;

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > COBALT;

<u>PREVENTION SECURITY SYSTEM</u>: **ANY <MAIN OBJECT> CONVULSION(S)**;

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > CRAMP(S);

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PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > CRIME(S);

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT> CRUCIFIXION;

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > DEATH;

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > DICE;

PREVENTION SECURITY SYSTEM: ANY <MAIN OBJECT> **EXPOSURE** TO ANY COSMIC RAY WAVES, **DIRECTED RADIO** FREQUENCY WAVES. **EXTREMELY** HIGH RADIO FREQUENCY WAVES (EHF), EXTREMELY LOW RADIO FREQUENCY WAVES (ELF), GAMMA RAYS, GRAVITATIONAL WAVES, FREQUENCY WAVES. INFRARED WAVES (IR), LIGHT LOW RADIO FREQUENCY WAVES (LF), MEDIUM RADIO FREQUENCY WAVES (MF), MICROWAVES. **PULSED RADIO FREQUENCY** WAVES. RADAR WAVES. **FREQUENCY WAVES** RADIO (RF), SONIC WAVES. SOUND WAVES. SUPER HIGH RADIO FREQUENCY WAVES (SHF), SUPER LOW RADIO FREQUENCY WAVES (SLF), ULTRA HIGH RADIO FREQUENCY WAVES (UHF), ULTRA LOW RADIO FREQUENCY WAVES (ULF), ULTRA SONIC WAVES, ULTRA VIOLENT WAVES (UV), ULTRA WIDE BAND WAVES, VERY HIGH RADIO FREQUENCY WAVES (VHF), VERY LOW RADIO FREQUENCY WAVES (VLF), VISIBLE LIGHT WAVES, X-RAY WAVES];

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > FUZZY FEELING(S);

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > GO TO ANY BED;

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > GRIME(S);

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > HEAT SENS(ATION(S), E, ING);

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > HOT FLASH(ES);

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > HYPOTHERMIA;

PREVENTION SECURITY SYSTEM: ANY <MAIN OBJECT> LEAN

[BACKWARD, DIAGONALLY, FORWARD, FROM ANY SIDE TO ANY SIDE, TO ANY SIDE];

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > LETHARGY;

PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > MORNING DEATH;

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PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > PAIN(S);
PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT> PIN CUSHION;
PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > PRICKLY PEAR;
PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT> SHAKE(S);
PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT> SICKNESS;
PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT> SLINGSHOT;
PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > SOUND(S);
PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > SORE(NESS, S);
PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > STING(S, Y) [BAT(S), VAT(T)(S)];
PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT> STRIKE(S);
PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > TAR & FEATHER(S);
PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > TORTURE;
PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > WAR CRIME(S);
PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT > WARRANT(S);
PREVENTION SECURITY SYSTEM: ANY < MAIN OBJECT> WRAP;
PREVENTION SECURITY SYSTEM: ANY ROCKET ROLLER SKATE(S);
PREVENTION SECURITY SYSTEM: ANY SPLITTING < MAIN OBJECT>;
PREVENTION SECURITY SYSTEM: ANY THE PUNISHER;
PREVENTION SECURITY SYSTEMS: ALL OTHER < MAIN OBJECT> WAR CRIME TYPE(S);
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