**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# ARM WAR CRIME PREVENTION

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**ARM WAR CRIME PREVENTION SECURITY SYSTEMS**

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 ۞NEVER BE ALLOWED۞**, **IMPLICITLY-EXPLICITLY GLOBALLY DEFINED**) {

**WHEREAS** **“MAIN OBJECT” SHALL EQUAL** **“[ARM(S), ELBOW(S)] [BLOOD VESSEL****(S), BONE(S), JOINT(S), NERVE(S), PIT(S), SOCKET(S)]”**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> WAR CRIME TYPES;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ARTHRITIS;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BURN(ED, ING, S);**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CLICK(ED, ING, S);**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FALL OFF;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GREASE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> INTENSE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ITCH(INESS, Y);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> JAUNDICE(D);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> LASER LINE(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> LASER MARK(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> LASER STRETCH MARK(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> LUNGE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MUSCLE CONTRACTION(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MUSH;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MUSIC;**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SCAR(ED, ING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SCRATCH(ES);**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> STRETCH MARK(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TENSE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TENSION;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> WAR CRIME(S) TO PREVENT ANY MASTURBATION;**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> WRESTLING;**

PREVENTION SECURITY SYSTEM: **ANY BALL & CHAIN;**

PREVENTION SECURITY SYSTEM: **ANY BROKEN <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY CUT OFF <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY DIS<MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY DIS<MAIN OBJECT>AMENT;**

PREVENTION SECURITY SYSTEM: **ANY DISMEMBERMENT;**

PREVENTION SECURITY SYSTEM: **ANY FIDGET(S);**

PREVENTION SECURITY SYSTEM: **ANY INTENSE <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY ITCHY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY ITCHY CONDUIT;**

PREVENTION SECURITY SYSTEM: **ANY PINCER CHEST;**

PREVENTION SECURITY SYSTEM: **ANY PINCER VEST;**

PREVENTION SECURITY SYSTEM: **ANY SHACKLE(S);**

PREVENTION SECURITY SYSTEM: **ANY STRETCH MARK(S);**

PREVENTION SECURITY SYSTEM: **ANY TREMBLE(S);**

PREVENTION SECURITY SYSTEM: **ANY UNETIQUETTE;**

PREVENTION SECURITY SYSTEMS: **ALL OTHER <MAIN OBJECT> WAR CRIME TYPE(S);**

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