**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# BLADDER WAR CRIME PREVENTION

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**BLADDER 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** **“[BLADDER]”**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PISS OUT;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> RE-ADJUSTMENT(S);**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT>** **SCRATCH(ER(INO), INESS, ING, Y, YNESS);**

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> STUN(NER);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> THROB(BING);**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TRAUMA(TIC);**

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

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

PREVENTION SECURITY SYSTEM: **ANY FIBROMYALGIA;**

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

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