**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# BRAIN WAR CRIME PREVENTION

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**BRAIN 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** **“[HEAD, MIND] XOR [BRAIN(S, CELL(S), CEREBELL[AR, UM] [PENDUNCLES], CEREBRAL [CORTEX, HEMISPHERE(S)], CEREBRUM, [ALLO, NEO]CORTEX,[FRONTAL, OCCIPITAL, PARIETAL, TEMPORAL] LOBE(S), GREY MATTER, INNER CORE(S), NERVE(S) [TRACT(S)], NEURON(AL, S) [LAYER], STEM [MEDULLA OBLONGATA, MIDBRAIN, PON(S)], VENTRIC[LE(S), ULAR] [SYSTEM], WHITE MATTER)] [BLOOD SUPPLY]”**

**WHEREAS** **“NEURON COMPONENT” SHALL EQUAL** **“[AXIOM(S), BRAIN CELL(S), DENDRITE(S), NEURON(AL, S)]”**

**WHEREAS** **“MEDICAL CONDITION OR SYMPTOM” SHALL EQUAL** **“[ACH(ING, Y), AMELIORATING, AWFUL, BLACKENING, BURNING, CHICKEN, CHRONIC, CLUSTER, COMMON, COMMON CHRONIC, COMMON INTRACTABLE, COMMON RETRACTABLE, DISARMING, DIZZYING, DRAINING, DULL(ING), DUPLICATE, ELECTRIC, ENERGIZING, EXCESSIVE, FAKE, FALSE, FAST ONSET, FORCED, FRONTAL LOBE, HIGH INTENSITY, IMBALANCED, INTRACTABLE, IRREVOCABLE, JOLTING, KILLER, LIGHT, LIGHT CLUSTER, LIGHT HEADED, LIGHT RETRACTABLE, LIKABLE, LOW INTENSITY, MASSIVE, MEDIOCRE, MEDIUM INTENSITY, MOODY, NIGHTMARE, PARIETAL LOBE, PINCER, P.M.S., RETRACTABLE, SERIOUS, SIZZLING, SLOW ONSET, SPLITTING, STINGING, STRIKING, STUBBORN, TENTACLE, TERRIBLE, THROBBING, TIRING, TRADITIONAL, UNUSUAL, USUAL, WELL RECEIVED] [AMNESIA, ANEURISM, CANCER, HEADACHE, MIGRAINE, TUMOR] [WITH/WITHOUT [SPATIAL] AURA, NASEA, VERTIGO]”**

**WHEREAS** **“PSYCHOLOGICAL CONDITION OR SYMPTOM” SHALL EQUAL** **“[ATTENTIVE(NESS), DELUSION(ARY, S), HALLUCINATION(S), IRRITABIL(E, ITY)]”**

**WHEREAS** **“INTELLECTUAL UNIT OR COMPONENT” SHALL EQUAL** **“[DECISION(S), IDEA(S), ILLUSION(S), PERCEPT(ION(S), UAL(S)), THOUGHT(S), VISUAL(IZATION(S), S)]”**

**WHEREAS** **“FEELING UNIT OR COMPONENT” SHALL EQUAL** **“[FEELING(S), MOOD(S, Y)]”**

**WHEREAS** **“INTELLIGENCE CHANNEL” SHALL EQUAL** **“[AUDIBLEINT, AUDIOINT, BRAININT, HUMINT, IDEAINT, MINDINT, THOUGHTINT, VIDEOINT, VISUALINT, VVISUALINT]”**

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

PREVENTION SECURITY SYSTEM: **ALL <INTELLECTUAL UNIT OR COMPONENT> DAMAGE(S);**

PREVENTION SECURITY SYSTEM: **ALL <INTELLECTUAL UNIT OR COMPONENT> ISSUE(S);**

PREVENTION SECURITY SYSTEM: **ALL <INTELLECTUAL UNIT OR COMPONENT> PROBLEM(S);**

PREVENTION SECURITY SYSTEM: **ALL <INTELLECTUAL UNIT OR COMPONENT> <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL <INTELLECTUAL UNIT OR COMPONENT> <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL <INTELLIGENCE CHANNEL> <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL <INTELLIGENCE CHANNEL> <MEDICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL <INTELLIGENCE CHANNEL> <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> ACHE DAMAGE(S);**

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

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

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> NOD ABUSE(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> NOD ALGORITHM(S);**

PREVENTION SECURITY SYSTEM: **ALL <MEDICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL <MEDICAL CONDITION OR SYMPTOM> DAMAGE(S);**

PREVENTION SECURITY SYSTEM: **ALL <PSYCHOLOGICAL CONDITION OR SYMPTOM> DAMAGE(S);**

PREVENTION SECURITY SYSTEM: **ALL <PSYCHOLOGICAL CONDITION OR SYMPTOM> ISSUE(S);**

PREVENTION SECURITY SYSTEM: **ALL <PSYCHOLOGICAL CONDITION OR SYMPTOM> PROBLEM(S);**

PREVENTION SECURITY SYSTEM: **ALL <PSYCHOLOGICAL CONDITION OR SYMPTOM> <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL <PSYCHOLOGICAL CONDITION OR SYMPTOM> <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL ACTIVE <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL ACTIVE <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL AUDIBLE <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL AUDIBLE <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL BAD <FEELING UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL BAD <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL BLOOD DRAIN TO ANY BRAIN;**

PREVENTION SECURITY SYSTEM: **ALL BLUNDT FORCE TRAUMA TO ANY HEAD XOR ANY BRAIN;**

PREVENTION SECURITY SYSTEM: **ALL CAUSTIC CHEMICAL(S) SOLUTION;**

PREVENTION SECURITY SYSTEM: **ALL CAUSTIC CHEMICAL(S);**

PREVENTION SECURITY SYSTEM: **ALL CIRCUMSTANTIAL <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL CIRCUMSTANTIAL <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL CONFUSING <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL CONFUSING <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL CONSTANT <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL CONSTANT <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL CRAVING(S);**

PREVENTION SECURITY SYSTEM: **ALL CRIMINAL <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL CRIMINAL <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL DEPERSONALIZED <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL DEPERSONALIZED <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL DISCOORDINATION;**

PREVENTION SECURITY SYSTEM: **ALL DISINCENTIVIZATION;**

PREVENTION SECURITY SYSTEM: **ALL DISORGANIZED <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL DISORGANIZED <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL DISTORTION WAVE(S);**

PREVENTION SECURITY SYSTEM: **ALL DISTRACTION(S);**

PREVENTION SECURITY SYSTEM: **ALL DISTRACTIONARY <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL DISTRACTIONARY <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL DIZZY SPELL(S);**

PREVENTION SECURITY SYSTEM: **ALL EXECUTION <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL EXECUTION <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL FALSE <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL FALSE <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL FAST TRANSITION <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL FAST TRANSITION <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL FINANCIAL DISINCENTIVIZATION;**

PREVENTION SECURITY SYSTEM: **ALL FLASHING <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL FLASHING <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL FOCUS SHIFT;**

PREVENTION SECURITY SYSTEM: **ALL FORCED <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL FORCED <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL FORGET ME NOT(S);**

PREVENTION SECURITY SYSTEM: **ALL FORGETFUL <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL FORGETFUL <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL FORGETFULNESS;**

PREVENTION SECURITY SYSTEM: **ALL GENOCIDE <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL GENOCIDE <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL GRADIENT <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL GRADIENT <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL GRANDIOSE <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL GRANDIOSE <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL GRUESOME <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL GRUESOME <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL INACTIVE <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL INACTIVE <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL INCOHERENT <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL IRREVOCABLE <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL IRREVOCABLE <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL JITTER BUG(S);**

PREVENTION SECURITY SYSTEM: **ALL LACK OF INTEREST IN ANY GOOD THING(S);**

PREVENTION SECURITY SYSTEM: **ALL LACKLUSTER <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL LINGERING <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL MEMORY ALTERATION(S);**

PREVENTION SECURITY SYSTEM: **ALL NERVOUS TICK(S);**

PREVENTION SECURITY SYSTEM: **ALL NUCLEAR <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL PERCEPTUAL <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL POOR PROBLEM-SOLVING SKILL(S);**

PREVENTION SECURITY SYSTEM: **ALL PRICELESS <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL PUBLIC <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL RACING <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL REMOTE-CONTROLLED <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL SEDUCING SPIRIT(S);**

PREVENTION SECURITY SYSTEM: **ALL SHOCK(S);**

PREVENTION SECURITY SYSTEM: **ALL SLEEP CRAVING(S);**

PREVENTION SECURITY SYSTEM: **ALL SLOW <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL SPATIAL <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL SPOTTY <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL TEMPLE PAIN(S);**

PREVENTION SECURITY SYSTEM: **ALL TERRORISM <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL TIREDNESS WARRANT(S);**

PREVENTION SECURITY SYSTEM: **ALL TOP HAT <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL TOUCH-UP <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL TRAUMA(S);**

PREVENTION SECURITY SYSTEM: **ALL TREASON <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL TREASONOUS <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL UNNECESSARY <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL UNSAFE DRIVING;**

PREVENTION SECURITY SYSTEM: **ALL URGE(S);**

PREVENTION SECURITY SYSTEM: **ALL USELESS <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL VISUAL <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ALL VIVID <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL WAR <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ALL WORTHLESS <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ANY #1 STUNNA;**

PREVENTION SECURITY SYSTEM: **ANY #1 STUNNER;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> [BACKWARD] BUMP;**

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BULLET [HOLE];**

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DEEP ANEURISM;**

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

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

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

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

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

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

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

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, HIGH RADIO FREQUENCY WAVES, INFRARED WAVES (IR), LIGHT WAVES, LOW RADIO FREQUENCY WAVES (LF), MEDIUM RADIO FREQUENCY WAVES (MF), MICROWAVES, RADAR WAVES, RADIO FREQUENCY WAVES (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> FADE;**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> KEY(HOLE) [HOLE];**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> LIGHT ANEURISM;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> LIGHT BLEED;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> NOD [DOWNWARD, FACING DOWNWARD, LIGHTLY, SERIOUSLY, SIDE TO SIDE, SLIGHTLY, UP AND DOWN, UPWARDS];**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> OPAQUE ANEURISM;**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> POISON [DART];**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PULS(AR, E);**

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SLEEP(ING) [POTION];**

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SYSTEMATIC ERROR;**

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> VISOR PAIN;**

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MEDICAL CONDITION OR SYMPTOM> <MEDICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ANY <MEDICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ANY <NEURON COMPONENT> <MEDICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ANY <NEURON COMPONENT> BOOT;**

PREVENTION SECURITY SYSTEM: **ANY <NEURON COMPONENT> DESTRUCTION;**

PREVENTION SECURITY SYSTEM: **ANY <NEURON COMPONENT> DESTRUCTION;**

PREVENTION SECURITY SYSTEM: **ANY <NEURON COMPONENT> DROP;**

PREVENTION SECURITY SYSTEM: **ANY <NEURON COMPONENT> DULL;**

PREVENTION SECURITY SYSTEM: **ANY <NEURON COMPONENT> LAPSE;**

PREVENTION SECURITY SYSTEM: **ANY <NEURON COMPONENT> POP;**

PREVENTION SECURITY SYSTEM: **ANY <NEURON COMPONENT> REMOVAL;**

PREVENTION SECURITY SYSTEM: **ANY <NEURON COMPONENT> SNAP;**

PREVENTION SECURITY SYSTEM: **ANY <NEURON COMPONENT> SNARE;**

PREVENTION SECURITY SYSTEM: **ANY <NEURON COMPONENT> TARGETING;**

PREVENTION SECURITY SYSTEM: **ANY <NEURON COMPONENT> TASK;**

PREVENTION SECURITY SYSTEM: **ANY <NEURON COMPONENT> ZAP;**

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

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

PREVENTION SECURITY SYSTEM: **ANY AMELIORATING <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ANY ANVIL STRIKE;**

PREVENTION SECURITY SYSTEM: **ANY ANXIETY THAT ANY PERSON IS COMING OVER;**

PREVENTION SECURITY SYSTEM: **ANY ANXIETY;**

PREVENTION SECURITY SYSTEM: **ANY ARTIFICIAL LACK OF INTELLIGENCE;**

PREVENTION SECURITY SYSTEM: **ANY ATTENTION TAKER;**

PREVENTION SECURITY SYSTEM: **ANY ATTENTIVENESS PAIN;**

PREVENTION SECURITY SYSTEM: **ANY ATTENTIVENESS PROBLEM(S);**

PREVENTION SECURITY SYSTEM: **ANY BAD IDEA(S);**

PREVENTION SECURITY SYSTEM: **ANY BLACK HOLE SUN;**

PREVENTION SECURITY SYSTEM: **ANY BLACKOUT;**

PREVENTION SECURITY SYSTEM: **ANY BODY-FOCUSED REPETITIVE BEHAVIOR (BFRB);**

PREVENTION SECURITY SYSTEM: **ANY BOULDER SMASH;**

PREVENTION SECURITY SYSTEM: **ANY BOULDER STRIKE;**

PREVENTION SECURITY SYSTEM: **ANY BUGS BUNNY;**

PREVENTION SECURITY SYSTEM: **ANY COGNITION WITHHOLDING;**

PREVENTION SECURITY SYSTEM: **ANY COLD <MAIN OBJECT> LOCK;**

PREVENTION SECURITY SYSTEM: **ANY COLD <MAIN OBJECT> TECHNOLOGY;**

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

PREVENTION SECURITY SYSTEM: **ANY COLD FUSION <MAIN OBJECT> WAR CRIME TECHNOLOGY, LITERALLY;**

PREVENTION SECURITY SYSTEM: **ANY COLD FUSION LOCK;**

PREVENTION SECURITY SYSTEM: **ANY COLD FUSION;**

PREVENTION SECURITY SYSTEM: **ANY COLDFUSION;**

PREVENTION SECURITY SYSTEM: **ANY COMPLACENCY;**

PREVENTION SECURITY SYSTEM: **ANY CONFUSED;**

PREVENTION SECURITY SYSTEM: **ANY CONFUSION STATUS;**

PREVENTION SECURITY SYSTEM: **ANY CONFUSION;**

PREVENTION SECURITY SYSTEM: **ANY CONSTANT THOUGHT THEORIES / REPLACEMENT;**

PREVENTION SECURITY SYSTEM: **ANY CURIOSITY;**

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

PREVENTION SECURITY SYSTEM: **ANY CUTTING OFF OR ANY OBSTRUCTION OF ANY BLOOD SUPPLY TO ANY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY DAYDREAM;**

PREVENTION SECURITY SYSTEM: **ANY DAY DREAMING;**

PREVENTION SECURITY SYSTEM: **ANY DAYDREAM;**

PREVENTION SECURITY SYSTEM: **ANY DAYDREAMING;**

PREVENTION SECURITY SYSTEM: **ANY DE JA VU;**

PREVENTION SECURITY SYSTEM: **ANY DEEP SLEEP ROUTINE;**

PREVENTION SECURITY SYSTEM: **ANY DEEP SLEEP;**

PREVENTION SECURITY SYSTEM: **ANY DEPRESSION;**

PREVENTION SECURITY SYSTEM: **ANY DIMINISHED CONCENTRATION ABILITIES;**

PREVENTION SECURITY SYSTEM: **ANY DIMINISHED EXECUTIVE CONTROL;**

PREVENTION SECURITY SYSTEM: **ANY DISCOMBOBULATION;**

PREVENTION SECURITY SYSTEM: **ANY DISCOORDINATION;**

PREVENTION SECURITY SYSTEM: **ANY DISORIENTATION;**

PREVENTION SECURITY SYSTEM: **ANY DISORIENTED;**

PREVENTION SECURITY SYSTEM: **ANY DISORIENTING EFFECT(S);**

PREVENTION SECURITY SYSTEM: **ANY DISTRACTED DRIVING;**

PREVENTION SECURITY SYSTEM: **ANY DISTURBED SLEEP;**

PREVENTION SECURITY SYSTEM: **ANY DIZZINESS EFFECT;**

PREVENTION SECURITY SYSTEM: **ANY DIZZINESS;**

PREVENTION SECURITY SYSTEM: **ANY DROWSINESS FATIGUE;**

PREVENTION SECURITY SYSTEM: **ANY DROWSINESS;**

PREVENTION SECURITY SYSTEM: **ANY DULL MINDED;**

PREVENTION SECURITY SYSTEM: **ANY DULLING OF ANY <MAIN OBJECT> THROUGH ANY UTILIZATION OF ANY RADIO FREQUENCY EMISSION(S) OR ANY LIGHTWAVE EMISSION(S) OR ANY MIND CONTROL TECHNOLOGY;**

PREVENTION SECURITY SYSTEM: **ANY DULLING THE <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY DYNAMITE;**

PREVENTION SECURITY SYSTEM: **ANY EATING WITHOUT FOOD;**

PREVENTION SECURITY SYSTEM: **ANY ELECTROCUTION;**

PREVENTION SECURITY SYSTEM: **ANY EMBARRASSMENT;**

PREVENTION SECURITY SYSTEM: **ANY EPIPHANY MOMENT;**

PREVENTION SECURITY SYSTEM: **ANY EXCESSIVE <MAIN OBJECT> DAMAGE;**

PREVENTION SECURITY SYSTEM: **ANY EXCESSIVE <MAIN OBJECT> ERASURE;**

PREVENTION SECURITY SYSTEM: **ANY EXCESSIVE <MAIN OBJECT> WANDERING;**

PREVENTION SECURITY SYSTEM: **ANY EXECUTION CYCLE;**

PREVENTION SECURITY SYSTEM: **ANY FAINTING SPELL;**

PREVENTION SECURITY SYSTEM: **ANY FALSE BELIEVABILITY;**

PREVENTION SECURITY SYSTEM: **ANY FOGGINESS;**

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

PREVENTION SECURITY SYSTEM: **ANY FORCED <MAIN OBJECT> WANDERING;**

PREVENTION SECURITY SYSTEM: **ANY FORCED ALZHEIMERS;**

PREVENTION SECURITY SYSTEM: **ANY FORCED DIZZINESS;**

PREVENTION SECURITY SYSTEM: **ANY FORCED ERROR;**

PREVENTION SECURITY SYSTEM: **ANY FORGETFULNESS;**

PREVENTION SECURITY SYSTEM: **ANY GETTING EXCITED;**

PREVENTION SECURITY SYSTEM: **ANY GRADUATION MOMENT;**

PREVENTION SECURITY SYSTEM: **ANY GROGGINESS;**

PREVENTION SECURITY SYSTEM: **ANY GUILTY NOISE;**

PREVENTION SECURITY SYSTEM: **ANY HAIR AND ANY FROG;**

PREVENTION SECURITY SYSTEM: **ANY HASTE;**

PREVENTION SECURITY SYSTEM: **ANY HATEFUL <MAIN OBJECT> TARGETING;**

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

PREVENTION SECURITY SYSTEM: **ANY INCAPACITATION;**

PREVENTION SECURITY SYSTEM: **ANY INCOMPETENCE;**

PREVENTION SECURITY SYSTEM: **ANY INDECISIVENESS;**

PREVENTION SECURITY SYSTEM: **ANY INEBRIATED;**

PREVENTION SECURITY SYSTEM: **ANY INFIDELITY;**

PREVENTION SECURITY SYSTEM: **ANY INSOMNIA;**

PREVENTION SECURITY SYSTEM: **ANY INTELLECTUAL MISTAKE;**

PREVENTION SECURITY SYSTEM: **ANY INTENSE DEAD HEAT;**

PREVENTION SECURITY SYSTEM: **ANY INVOLUNTARY ERROR;**

PREVENTION SECURITY SYSTEM: **ANY IRRITABILITY;**

PREVENTION SECURITY SYSTEM: **ANY JET PACK;**

PREVENTION SECURITY SYSTEM: **ANY JUDGEMENT WITHHOLDING;**

PREVENTION SECURITY SYSTEM: **ANY LACK OF ATTENTION;**

PREVENTION SECURITY SYSTEM: **ANY LACK OF ATTENTIVENESS;**

PREVENTION SECURITY SYSTEM: **ANY LACK OF CONFIDENCE;**

PREVENTION SECURITY SYSTEM: **ANY LAUGHING GAS;**

PREVENTION SECURITY SYSTEM: **ANY LIGHT HEADEDNESS;**

PREVENTION SECURITY SYSTEM: **ANY MALFORMATION;**

PREVENTION SECURITY SYSTEM: **ANY MANUAL DISTURBED SLEEP;**

PREVENTION SECURITY SYSTEM: **ANY MASOCHISM;**

PREVENTION SECURITY SYSTEM: **ANY MEMORY ERASURE;**

PREVENTION SECURITY SYSTEM: **ANY MENTAL BLOCK;**

PREVENTION SECURITY SYSTEM: **ANY MENTAL HEALTH ADMISSION;**

PREVENTION SECURITY SYSTEM: **ANY MENTAL HEALTH CHANGE(S);**

PREVENTION SECURITY SYSTEM: **ANY MENTAL INCAPACITATION;**

PREVENTION SECURITY SYSTEM: **ANY MENTAL INSTABILITY;**

PREVENTION SECURITY SYSTEM: **ANY MESMERIZED;**

PREVENTION SECURITY SYSTEM: **ANY MINI SYNAPSE STORM;**

PREVENTION SECURITY SYSTEM: **ANY MISDIRECTION ABILITIES;**

PREVENTION SECURITY SYSTEM: **ANY MISTAKE;**

PREVENTION SECURITY SYSTEM: **ANY MISUSE OF ANY IMAGED THOUGHT;**

PREVENTION SECURITY SYSTEM: **ANY NECK CUT;**

PREVENTION SECURITY SYSTEM: **ANY NERVE GAS;**

PREVENTION SECURITY SYSTEM: **ANY NERVE WRACKED;**

PREVENTION SECURITY SYSTEM: **ANY NERVOUS RANT;**

PREVENTION SECURITY SYSTEM: **ANY NERVOUS;**

PREVENTION SECURITY SYSTEM: **ANY NERVOUSNESS;**

PREVENTION SECURITY SYSTEM: **ANY NUMBER ONE STUNNA;**

PREVENTION SECURITY SYSTEM: **ANY NUMBER ONE STUNNER;**

PREVENTION SECURITY SYSTEM: **ANY OBLIVIOUS;**

PREVENTION SECURITY SYSTEM: **ANY OBLIVIOUSNESS;**

PREVENTION SECURITY SYSTEM: **ANY OBSESSED;**

PREVENTION SECURITY SYSTEM: **ANY OXYGEN DEPRIVATION;**

PREVENTION SECURITY SYSTEM: **ANY PANIC ATTACK;**

PREVENTION SECURITY SYSTEM: **ALL PARALLEL BRAIN CONDITION;**

PREVENTION SECURITY SYSTEM: **ANY PASS OUT;**

PREVENTION SECURITY SYSTEM: **ANY PATHETIC;**

PREVENTION SECURITY SYSTEM: **ANY PERIPHERAL FLARE;**

PREVENTION SECURITY SYSTEM: **ANY PERVERT;**

PREVENTION SECURITY SYSTEM: **ANY PHASE SHIFT EQUALIZER;**

PREVENTION SECURITY SYSTEM: **ANY PHYSICAL INCAPACITATION;**

PREVENTION SECURITY SYSTEM: **ANY POOR CONCENTRATION;**

PREVENTION SECURITY SYSTEM: **ANY POOR CRITICAL THINKING SKILLS;**

PREVENTION SECURITY SYSTEM: **ANY POOR PROBLEM SOLVING;**

PREVENTION SECURITY SYSTEM: **ANY POOR PROBLEM-SOLVING SKILLS;**

PREVENTION SECURITY SYSTEM: **ANY PROCRASTINATION;**

PREVENTION SECURITY SYSTEM: **ANY PROLIFERATION OF ANY BAD <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ANY PSYCHOLOGICAL EXECUTION;**

PREVENTION SECURITY SYSTEM: **ANY PSYCHOLOGICAL MALFORMATION;**

PREVENTION SECURITY SYSTEM: **ANY ROCKET ROLLER SKATES;**

PREVENTION SECURITY SYSTEM: **ANY SEIZURE;**

PREVENTION SECURITY SYSTEM: **ANY SITUATIONAL AWARENESS <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ANY SKULL CAP;**

PREVENTION SECURITY SYSTEM: **ANY SLEEP DRAINED;**

PREVENTION SECURITY SYSTEM: **ANY SLEEPINESS;**

PREVENTION SECURITY SYSTEM: **ANY SLEEPING WARRANT(S);**

PREVENTION SECURITY SYSTEM: **ANY SLEEPING;**

PREVENTION SECURITY SYSTEM: **ANY SLOW TRANSITION <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ANY SLOWNESS;**

PREVENTION SECURITY SYSTEM: **ANY SPATIAL DISORIENTATION;**

PREVENTION SECURITY SYSTEM: **ANY STATIC STORM;**

PREVENTION SECURITY SYSTEM: **ANY STIMMING;**

PREVENTION SECURITY SYSTEM: **ANY STOPPAGE FLOW;**

PREVENTION SECURITY SYSTEM: **ANY STUN GUN;**

PREVENTION SECURITY SYSTEM: **ANY STUN;**

PREVENTION SECURITY SYSTEM: **ANY STUNNER;**

PREVENTION SECURITY SYSTEM: **ANY SUBDUING EMISSION(S) OF ANY RADIO FREQUENCY EMISSION(S) OR ANY LIGHT WAVE EMISSION(S) OR ANY MIND CONTROL TECHNOLOGY EMISSION(S) OF ANY SUBDUING <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ANY SUCCUMBING EMISSION(S) OF ANY RADIO FREQUENCY EMISSION(S) OR ANY LIGHT WAVE EMISSION(S) OR ANY MIND CONTROL TECHNOLOGY EMISSION(S) OF ANY SUBDUING <INTELLECTUAL UNIT OR COMPONENT>;**

PREVENTION SECURITY SYSTEM: **ANY SYNAPSE COLLAPSE;**

PREVENTION SECURITY SYSTEM: **ANY SYNAPSE STORM;**

PREVENTION SECURITY SYSTEM: **ANY SYNAPSE STROKE;**

PREVENTION SECURITY SYSTEM: **ANY SYSTEMIC COLLAPSE OF ANY BRAIN;**

PREVENTION SECURITY SYSTEM: **ANY TELEPATHIC REFERENCE;**

PREVENTION SECURITY SYSTEM: **ANY TEMPLE PAIN;**

PREVENTION SECURITY SYSTEM: **ANY TEMPORAL FLARE;**

PREVENTION SECURITY SYSTEM: **ANY TEMPORAL MEMORY APHASIA;**

PREVENTION SECURITY SYSTEM: **ANY TEMPORAL MEMORY FLARE;**

PREVENTION SECURITY SYSTEM: **ANY THOUGHT PROLIFERATION;**

PREVENTION SECURITY SYSTEM: **ANY THROBBING PAIN;**

PREVENTION SECURITY SYSTEM: **ANY THROBBING;**

PREVENTION SECURITY SYSTEM: **ANY THUNK THE DUMB STUFF;**

PREVENTION SECURITY SYSTEM: **ANY TIREDNESS;**

PREVENTION SECURITY SYSTEM: **ANY TNT;**

PREVENTION SECURITY SYSTEM: **ANY UNCLEANLINESS;**

PREVENTION SECURITY SYSTEM: **ANY UNCONTROLLED <MAIN OBJECT> WANDERING;**

PREVENTION SECURITY SYSTEM: **ANY UNFORCED ERROR;**

PREVENTION SECURITY SYSTEM: **ANY UNNECESSARY ATTENTION SHIFT;**

PREVENTION SECURITY SYSTEM: **ANY UNNECESSARY CREATIVE THINKING;**

PREVENTION SECURITY SYSTEM: **ANY UNPROFESSIONALISM;**

PREVENTION SECURITY SYSTEM: **ANY VERTIGO;**

PREVENTION SECURITY SYSTEM: **ANY VISOR <MAIN OBJECT> PAIN;**

PREVENTION SECURITY SYSTEM: **ANY WEIRD TRANSACTIONAL <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ANY WEIRD TRANSITIONAL <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ANY WELL-RECEIVED <PSYCHOLOGICAL CONDITION OR SYMPTOM>;**

PREVENTION SECURITY SYSTEM: **ANY WHITEOUT;**

PREVENTION SECURITY SYSTEM: **ANY YOU THOUGHT IT;**

PREVENTION SECURITY SYSTEM: **ANY YOU THOUGHT;**

PREVENTION SECURITY SYSTEM: **ANY YOU THUNK IT;**

PREVENTION SECURITY SYSTEM: **ANY YOU THUNK;**

PREVENTION SECURITY SYSTEM: **ANY YOU THUNKED IT;**

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

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