**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# F(EE, OO)T WAR CRIME PREVENTION

2/15/2025 11:30:41 AM

**F(EE, OO)T 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** **“[LEFT, RIGHT] [F(EE, OO)T] [HEEL(S), BLOOD VESSEL(S), BONE(S), JOINT(S), NERVE(S), TOE(S)]”**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ARTERY DRAIN;**

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> HOT [SAND(S)];**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> LOOSE(R(S), S) [SLIDE(S)];**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MASSAGE(S) [TICKLE(S)];**

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PIN [AND NEEDLE(S), PRICK(S), STRIKE(S)];**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY BUNYON;**

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

PREVENTION SECURITY SYSTEM: **ANY CRIMINAL BRACELET;**

PREVENTION SECURITY SYSTEM: **ANY CROW’S <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY FOOTSIES;**

PREVENTION SECURITY SYSTEM: **ANY IRON BRACELET;**

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

PREVENTION SECURITY SYSTEM: **ANY MONITORING BRACELET;**

PREVENTION SECURITY SYSTEM: **ANY STEEL BRACELET;**

PREVENTION SECURITY SYSTEM: **ANY UNETIQUETTE;**

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

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

}