**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# FAC(E, IAL) WAR CRIME PREVENTION

4/4/2024 5:16:36 PM

**FAC(E, IAL) 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** **“FAC(E, IAL) [BLOOD VESSEL(S), CHEEK(S), WRINKLE(S)]”**

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FEEL(ER, ING, S, Y, Z);**

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SENSORY MOVEMENT;**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY ACNE;**

PREVENTION SECURITY SYSTEM: **ANY BEARD FEEL;**

PREVENTION SECURITY SYSTEM: **ANY COCKHOLD;**

PREVENTION SECURITY SYSTEM: **ANY COCKOLD;**

PREVENTION SECURITY SYSTEM: **ANY CUM ON <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY DIMPLES;**

PREVENTION SECURITY SYSTEM: **ANY FART IN <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY FART ON <MAIN OBJECT>;**

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

PREVENTION SECURITY SYSTEM: **ANY PEE IN <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY PEE ON <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY PENIS & CARROTS;**

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

PREVENTION SECURITY SYSTEM: **ANY PIMPLE;**

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

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

PREVENTION SECURITY SYSTEM: **ANY POOP IN <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY POOP ON <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY PUFFY CHEEKS;**

PREVENTION SECURITY SYSTEM: **ANY SCRUFFY BEARD;**

PREVENTION SECURITY SYSTEM: **ANY UNETIQUETTE;**

PREVENTION SECURITY SYSTEM: **ANY UNNECESSARY <MAIN OBJECT> CLEANING;**

PREVENTION SECURITY SYSTEM: **ANY ZIT;**

PREVENTION SECURITY SYSTEMS: **ANY OTHER FACE WAR CRIME TYPE(S);**

}