**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# HEAD WAR CRIME PREVENTION

2/15/2025 12:18:08 PM

**HEAD 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** **“[(FORE, LOGGER)HEAD(NOGGIN, S)] XOR [[BASE OF] SKULL] XOR [BRAIN, CRANIUM, BLOOD VESSEL(S), NERVE(S))]”**

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

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

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

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

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

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

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

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

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

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> DEFAMATION;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DISORIENT(ED, ING) [PULSE];**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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> SEXUAL ORIENTATION(S);**

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> SOUP(ED, ING);**

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

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

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 CHICKEN <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY CRUSTY THE CLOWN;**

PREVENTION SECURITY SYSTEM: **ANY EAR ACHES;**

PREVENTION SECURITY SYSTEM: **ANY FIBROMYALGIA;**

PREVENTION SECURITY SYSTEM: **ANY GLANCE;**

PREVENTION SECURITY SYSTEM: **ANY REST(ING) IN BED;**

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

}