**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# HIP WAR CRIME PREVENTION

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**HIP 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** **“[ANTERIOR, LATERAL, MEDIAL, POSTERIOR] [ABDUCTION, ADDUCTION] [DISTAL, INFERIOR, PROXIMAL] [HIP(S, BONE(S) [MARROW], [BALL AND SOCKET] JOINT(S)]”**

PREVENTION SECURITY SYSTEMS: **ALL HIP WAR CRIME TYPES;**

PREVENTION SECURITY SYSTEMS: **ALL BROKEN <MAIN OBJECT>(S);**

PREVENTION SECURITY SYSTEMS: **ALL ENERGETIC <MAIN OBJECT>(S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> ARTHRITIS;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> AVASCULAR NECROSIS;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> BALL AND SOCKET JOINT AVASCULAR NECROSIS;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> BALL AND SOCKET JOINT [INTENSE] PAIN(S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> BALL AND SOCKET JOINT WAR CRIME(S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> BALL AND SOCKET JOINT ZAP;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> BALL AND SOCKET JOINT ZAPP;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> BREAK(S);**

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

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> INJURY(S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> [INTENSE] PAIN(S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> INTENSITY;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> JAB(S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> JOINT BREAK(S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> JOINT [INTENSE] PAIN(S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> JOINT JAB(S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> JOINT [INTENSE] PAIN(S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> JOINT REFRACTION METHOD(S);**

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

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> KNEE [INTENSE] PAIN(S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> KNEE REPLACEMENT;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> [INTENSE] PAIN(S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> PLASTIOTITIS;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> REPLACEMENT;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> REPLACEMENT THROUGH ANY AUGMENTATION;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> SPASM(S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> TIDBIT;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> TENSOR;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> TENSOR FLOW;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> TRAUMA;**

PREVENTION SECURITY SYSTEMS: **ALL OSTEOARTHRITIS;**

PREVENTION SECURITY SYSTEMS: **ALL WEAR AND TEAR ARTHRITIS;**

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

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