**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# N(OSE, ASAL) WAR CRIME PREVENTION

3/26/2024 10:14:18 PM

**N(ASAL, OSE) 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** **“[NOSE(KIN(S), SIE(S), Y(S)), NASAL] [BLOOD VESSEL(S), BONE(S), NOSTRIL(S), NERVE(S), SKIN [CELL(S)], TIP]”**

PREVENTION SECURITY SYSTEMS: **ALL N(ASAL, OSE) WAR CRIME TYPES;**

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

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

PREVENTION SECURITY SYSTEM: **ANY BLOW HARD(ER, EST);**

PREVENTION SECURITY SYSTEM: **ANY BLOW [THE] HARD(ER, EST);**

PREVENTION SECURITY SYSTEM: **ANY BLOW HOLE;**

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

PREVENTION SECURITY SYSTEM: **ANY BLOW <MAIN OBJECT> INTO ANY HAND(S);**

PREVENTION SECURITY SYSTEM: **ANY BREATH TRANSMISSION;**

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

PREVENTION SECURITY SYSTEM: **ANY FORCED <MAIN OBJECT> [SCAB] PICKING;**

PREVENTION SECURITY SYSTEM: **ANY FREQUENCY OF ANY BLOODY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY [HIS, HER, ITS] ITCHY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY LOSS OF ANY SENSE OF ANY SMELL;**

PREVENTION SECURITY SYSTEM: **ANY MUCUS;**

PREVENTION SECURITY SYSTEM: **ANY MUCUS MUCUS;**

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

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

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

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

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

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> FIZZLE;**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY PARTIALLY BLOODY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY PUFF THE MAGIC DRAGON;**

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

PREVENTION SECURITY SYSTEM: **ANY SCENT HALLUCINATION(S);**

PREVENTION SECURITY SYSTEM: **ANY SCRATCHING <MAIN OBJECT> [DIAGONALLY, ON THE BOTTOM, ON TOP, SIDEWAYS, UNDERNEATH];**

PREVENTION SECURITY SYSTEM: **ANY SLOB[BY] [<MAIN OBJECT>];**

PREVENTION SECURITY SYSTEM: **ANY SMELL[SENSE](Y) HALLUCINATION(S);**

PREVENTION SECURITY SYSTEM: **ANY SMELL[SENSE](Y) <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY SMELL[SENSE](Y) <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY SNARSK;**

PREVENTION SECURITY SYSTEM: **ANY SNIFFL(E, ES, EY, ING) [<MAIN OBJECT>];**

PREVENTION SECURITY SYSTEM: **ANY SNORT(S) [HOLE(S)];**

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

PREVENTION SECURITY SYSTEM: **ANY STUFF(INESS, Y);**

PREVENTION SECURITY SYSTEM: **ANY VANILLA ICE CREAM CONE;**

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

}