**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# N(ASAL, OSE) WAR CRIME PREVENTION

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**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] [BASE, BLOOD VESSEL(S), BONE(S), HAIR(S), NOSTRIL(S), NERVE(S), PASSAGE(S), SKIN [CELL(S)], TIP]”**

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

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

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

PREVENTION SECURITY SYSTEMS: **ALL BLOW(ER, ING) HARD(ENING, ER, EST);**

PREVENTION SECURITY SYSTEMS: **ALL BLOW(ER, ING) [THE] HARD(ENING, ER, EST);**

PREVENTION SECURITY SYSTEMS: **ALL BLOW(ER, ING) HOLE(S);**

PREVENTION SECURITY SYSTEMS: **ALL BLOW(ER, ING) <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEMS: **ALL BLOW(ER, ING) <MAIN OBJECT> INTO ANY HAND(S);**

PREVENTION SECURITY SYSTEMS: **ALL BURN(ING, S) <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEMS: **ALL BREATH(ING) TRANSMISSION;**

PREVENTION SECURITY SYSTEMS: **ALL EAT BOOGER(S);**

PREVENTION SECURITY SYSTEMS: **ALL FORC(ED, ING) <MAIN OBJECT> BLEED(S);**

PREVENTION SECURITY SYSTEMS: **ALL FORC(ED, ING) <MAIN OBJECT> [SCAB] PICK(ING, S);**

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

PREVENTION SECURITY SYSTEMS: **ALL FUZZY <MAIN OBJECT> ‼ITCHY‼ CAP(ING, S);**

PREVENTION SECURITY SYSTEMS: **ALL FUZZY <MAIN OBJECT> ‼ITCHY‼ MASK(ING, S);**

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

PREVENTION SECURITY SYSTEMS: **ALL LOSS(ES) OF ANY SENSE OF ANY SMELL(ING, S);**

PREVENTION SECURITY SYSTEMS: **ALL MUCUS;**

PREVENTION SECURITY SYSTEMS: **ALL MUCUS MUCUS;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> CANCER(OUS [GROWTH]);**

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

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

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> CURL [WRAP];**

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

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> BLEED(ING, S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> BLOW(ING, S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> CURL(ING, S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> DRY(ING, S);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> EXPOSURE TO ANY/ALL [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 SYSTEMS: **ALL <MAIN OBJECT> FIZZL(ES, ING);**

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

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> IRRITAT(ANT, E, ION);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> ITCH(ED(Y), ES, I(ES, NESS), ING, Y(IES, S)) THROUGH ALL EXPOSURE FROM ALL RADIO FREQUENCY;**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> LIGHT(ER);**

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

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> PULL(ING, S, Y);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> RUB(BING, BY, S);**

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

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> SCRAP(E, ES, ING, Y);**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> SCRATCH(ED, ES, INESS, ING, Y, YNESS);**

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

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

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> SMELL(ED, ING, S, Y);**

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

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

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

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

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

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> TICKL(E, ED, ES, ING, ISH);**

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEMS: **ALL MIND CONTROLLED <MAIN OBJECT> TO CAUSE ANY DISCOMFORT TO ANY <MAIN OBJECT> NERVE(S);**

PREVENTION SECURITY SYSTEMS: **ALL PARTIALLY BLOODY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEMS: **ALL PUFF THE MAGIC DRAGON;**

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

PREVENTION SECURITY SYSTEMS: **ALL RUDOLPH THE RED NOSE REINDEER;**

PREVENTION SECURITY SYSTEMS: **ALL SCENT HALLUCINATION(S);**

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

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

PREVENTION SECURITY SYSTEMS: **ALL SLOB[BY] [<MAIN OBJECT>];**

PREVENTION SECURITY SYSTEMS: **ALL SMELL[SENSE](Y) HALLUCINATION(S);**

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

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

PREVENTION SECURITY SYSTEMS: **ALL SNARSK;**

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

PREVENTION SECURITY SYSTEMS: **ALL SNORT(S) [HOLE(S)];**

PREVENTION SECURITY SYSTEMS: **ALL SPEED [<MAIN OBJECT>];**

PREVENTION SECURITY SYSTEMS: **ALL STUFF(INESS, Y);**

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

PREVENTION SECURITY SYSTEMS: **ALL THE BLOW HOLE;**

PREVENTION SECURITY SYSTEMS: **ALL THE SNOWMAN;**

PREVENTION SECURITY SYSTEMS: **ALL VANILLA ICE CREAM CONE;**

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

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