**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# TOE(S) WAR CRIME PREVENTION

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**TOE(S) WAR CRIME PREVENTION SECURITY SYSTEMS**

AUTONOMOUS WAR CRIME PREVENTION SECURITY SYSTEMS INSTANCE BUILDER (**FOR EACH PREVENTION SECURITY SYSTEM: WAR CRIME TYPE;** **BUILD ALL PREVENTION SECURITY SYSTEM THAT ENSURES THAT** **ALL WAR CRIME TYPE** **SHALL ۞NEVER BE ALLOWED۞**, **EXPLICITLY-IMPLICITLY GLOBALLY DEFINED**) {

**WHEREAS** **“MAIN OBJECT” SHALL EQUAL** **“[ONE, TWO, THREE, FOUR, FIVE, SIX, SEVEN, EIGHT, NINE, TEN] [BIG, INDEX, MIDDLE, RING, PINK(IES, Y)] TOE(S(Y, IE(S))) XOR DIGIT(S) [KIN(S)] [BLOOD VESSEL(S), BONE(S), JOINT(S), NAIL(S), NERVE(S), SKIN [CELL(S)], TIP(S)]”**

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

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> AMPUTATION;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> ARCH CRACK;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> ARCH;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> ARREST;**

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> BEND(ING);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> BLINK;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> BREAK;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> BUILDUP;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> BUMP;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> BUSINESS;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CHEW;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CHOP;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CLAP;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CLAW;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CODE(S);**

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CONCERT;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CRACK;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CRACKING;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CRACKLING;**

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CRUNCH;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CRUNCHES;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CRUTCHES;**

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CURLING;**

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

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> DANCE;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> DANCING;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> DOWN;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> DROP;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> EXTEND;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> EXTENSOR;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> EXTRAVAGANZA;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> FLEX;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> [ADJUSTMENT(S), BACK, OCCLUSION, TENSOR] FLOW(ED, ING) [PAINFULLY];**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> GRIND;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> HARM;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> HINGE(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> HUMP;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> INDENTATION;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> ITCH;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> JAB [ALL NUMBER];**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> JAM [ALL NUMBER];**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> JAMB [ALL NUMBER];**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> JAMM [ALL NUMBER];**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> JAMMIN’ [ALL NUMBER];**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> JAMMING [ALL NUMBER];**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> JAR(RING);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> KINK(S, Y);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> LIFT;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> LIFTING;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> LOOSE;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> LOWER(ING);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> MALFORMATION(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> MELT;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> MELTING POT;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> MENACE;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> MISALIGNMENT(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> [DIAGONAL, LATERAL, RANDOM, SENSORY, SIDEWAYS] MOVEMENT(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> MOUNT(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> MUNCH(ES);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> NAIL;**

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> PATTERN(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> PIERCING;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> PIMP(LE);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> PIN [ALL NUMBER];**

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> POPPERS;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> POUNCE(D);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> PRICK;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> PULL;**

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> RACE;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> RAIS(E, ING);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> RIDER;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> RING;**

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> SEPARAT(E, ED, ING, ION);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> SHELTER;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> SMEAR(ED, ER, ING, S, Y);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> SNAP(ING, PED, PER, PY, S, Y);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> SNARL;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> SPREADING;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> SQUINT;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> STAND(ER, S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> STRESS(ED, ING);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> STUB(BLE, BY);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> SWARM;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TACK;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TACKLE;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TAK;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TANGLE;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TAP;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TEMPTATION;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TENDER;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TENDONITIS;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TENSE;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TENSION;**

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TIGHTEN;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TOESIES;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TOOTSIE;**

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

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TWINGE;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TWINGLE;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TWINKLE;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TWIST(ER, IE, Y)(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TYING;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> UFO;**

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> WAR;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> WARP;**

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

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> WIGGLE;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> WRANGLE;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> WRAP;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> WRESTLE;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> WRITER;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL AGGRESSIVE <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL CHOP <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL CRAZY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL CUDDLE <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL GANGRENE;**

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

PREVENTION SECURITY SYSTEM: **ALL IDENTICAL <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL LITTLE MERMAID <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL MANEUVERING <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL MENTAL <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL MENTAL HEALTH <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL MENTAL HEALTH <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL MENTALLY ILL <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL NUCLEAR <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL OBLONG <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL OUCH!;**

PREVENTION SECURITY SYSTEM: **ALL OUCH;**

PREVENTION SECURITY SYSTEM: **ALL OVERCUT <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL SCRATCHY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL SCRATCHY BIG <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL SNAPPY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL SNAPPY BIG <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL SNAPPY OLD <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL SNAPPY OLD BIG <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL STIFF <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL STRENGTHENING <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL STUB(BLE, BY) <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL TANGLE <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL TREASON <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL TREMOR <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL TWIDDLE <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL TWIN <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL TWINKLE <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL UNETIQUETTE;**

PREVENTION SECURITY SYSTEM: **ALL WEBBED <MAIN OBJECT>;**

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

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