**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# WRIST WAR CRIME PREVENTION

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**WRIST 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** **“WRIST(IES, S, Y) [BLOOD VESSEL(S), BONE(S), JOINT(S), NERVE(S), SOCKET(S)]”**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY CARPEL TUNNEL SYNDROME;**

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

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

PREVENTION SECURITY SYSTEM: **ANY MENTAL(LY ILL, [HEALTH]) <MAIN OBJECT>;**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BACKWARD FLEX;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BE KIND;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BE OVERCOME;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BEND APART;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BEND DOWN;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BEND OR FLEX;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BEND OR FLY UP IN THE AIR;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BEND UP;**

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BI-FLEX;**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BREAK APART;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BREAK DOWN;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BREAK UP;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BRIDGE FLEX;**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CAVE IN;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CO-LOCATION;**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> COME APART;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> COME APART AT THE SEAMS;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> COME DOWN;**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DISINTEGRAT(E, ION);**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FADE AWAY;**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FALL APART;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FALL DOWN;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FALL IN;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FALL TO BITS;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FALL TO PIECES;**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FLY APART;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FLY UP INTO THE CLOUDS;**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GIVE IN;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GIVE OUT;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GIVE WAY;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GO BELLY-UP;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GO DOWN;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GO OUT;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GO TO PIECES;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GO TO THE RACK AND RUIN;**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> HOLD DOWN;**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> HURT FLEX;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> HYPERBOLIC REPAIR;**

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MAKE CROOKED;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MAKE CURVED;**

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> OUCHY OUCH;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> OUCHY OUCHY OUCH;**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PENIS RUB;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PIVOT CRACK;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PIVOT TILT;**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PUSH DOWN HAND;**

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SENSORY MOVEMENT;**

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SMASH TO SMITHEREENS’;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SNAP, CRACKLE, AND POP;**

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TAKE APART;**

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TENSION AWARENESS;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TENSION BACK;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TENSION DIAGONAL;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TENSION DIAGONALLY;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TENSION FLARE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TENSION FRONT;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TENSION FRONT TO BACK;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TENSION SIDE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TENSION SIDE TO SIDE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TENSION FLEX;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TENSION RELAX;**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TOPPLE BI-FLEX;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TOPPLE FLEX;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TOPPLE OVER;**

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TREASON FLEX;**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TURN TO DUST;**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> [ACCENTUATED] TWIST [CRACK];**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> WRANGLE(R);**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> OF HORRID AFFAIRS;**

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

}