**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# ILLEGAL ACTION PREVENTION

11/12/2024 1:04:25 PM

**ILLEGAL ACTION PREVENTION SECURITY SYSTEMS**

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

PREVENTION SECURITY SYSTEMS: **ALL ILLEGAL ACTION TYPES;**

PREVENTION SECURITY SYSTEM: **ANY ACHE;**

PREVENTION SECURITY SYSTEM: **ANY ADJUST;**

PREVENTION SECURITY SYSTEM: **ANY BLADE;**

PREVENTION SECURITY SYSTEM: **ANY BLINK;**

PREVENTION SECURITY SYSTEM: **ANY BLOTCH;**

PREVENTION SECURITY SYSTEM: **ANY BURN;**

PREVENTION SECURITY SYSTEM: **ANY CLOSE;**

PREVENTION SECURITY SYSTEM: **ANY CRACK;**

PREVENTION SECURITY SYSTEM: **ANY CRAWLING;**

PREVENTION SECURITY SYSTEM: **ANY CREEPING;**

PREVENTION SECURITY SYSTEM: **ANY CRINGE;**

PREVENTION SECURITY SYSTEM: **ANY EFFECT(S);**

PREVENTION SECURITY SYSTEM: **ANY FLARE;**

PREVENTION SECURITY SYSTEM: **ANY FLEX;**

PREVENTION SECURITY SYSTEM: **ANY FLOP;**

PREVENTION SECURITY SYSTEM: **ANY GLANCE;**

PREVENTION SECURITY SYSTEM: **ANY GRAB;**

PREVENTION SECURITY SYSTEM: **ANY HEAD;**

PREVENTION SECURITY SYSTEM: **ANY HICCUP;**

PREVENTION SECURITY SYSTEM: **ANY IRRITATION;**

PREVENTION SECURITY SYSTEM: **ANY ITCH [1-100];**

PREVENTION SECURITY SYSTEM: **ANY ITCHIER;**

PREVENTION SECURITY SYSTEM: **ANY ITCHIEST;**

PREVENTION SECURITY SYSTEM: **ANY ITCHINESS;**

PREVENTION SECURITY SYSTEM: **ANY ITCHY;**

PREVENTION SECURITY SYSTEM: **ANY JACK;**

PREVENTION SECURITY SYSTEM: **ANY JAUNDICE;**

PREVENTION SECURITY SYSTEM: **ANY KNIFE;**

PREVENTION SECURITY SYSTEM: **ANY KNOB;**

PREVENTION SECURITY SYSTEM: **ANY LAPSE;**

PREVENTION SECURITY SYSTEM: **ANY LASER INCISION;**

PREVENTION SECURITY SYSTEM: **ANY LASER ITCH [1-100];**

PREVENTION SECURITY SYSTEM: **ANY LINGE;**

PREVENTION SECURITY SYSTEM: **ANY MANIPULATOR;**

PREVENTION SECURITY SYSTEM: **ANY MANUEVER;**

PREVENTION SECURITY SYSTEM: **ANY MENACE;**

PREVENTION SECURITY SYSTEM: **ANY MOVEMENT;**

PREVENTION SECURITY SYSTEM: **ANY OPEN;**

PREVENTION SECURITY SYSTEM: **ANY PAIN;**

PREVENTION SECURITY SYSTEM: **ANY PIN;**

PREVENTION SECURITY SYSTEM: **ANY PIN PRICK;**

PREVENTION SECURITY SYSTEM: **ANY PRICK;**

PREVENTION SECURITY SYSTEM: **ANY PRICKLING;**

PREVENTION SECURITY SYSTEM: **ANY PSORIASIS;**

PREVENTION SECURITY SYSTEM: **ANY PULL;**

PREVENTION SECURITY SYSTEM: **ANY PUSH;**

PREVENTION SECURITY SYSTEM: **ANY RAWNESS;**

PREVENTION SECURITY SYSTEM: **ANY SCAN;**

PREVENTION SECURITY SYSTEM: **ANY SCOFF;**

PREVENTION SECURITY SYSTEM: **ANY SCRATCH [1-100];**

PREVENTION SECURITY SYSTEM: **ANY SCRATCHIER;**

PREVENTION SECURITY SYSTEM: **ANY SCRATCHIEST;**

PREVENTION SECURITY SYSTEM: **ANY SCRATCHINESS;**

PREVENTION SECURITY SYSTEM: **ANY SCRATCHY;**

PREVENTION SECURITY SYSTEM: **ANY SCREW;**

PREVENTION SECURITY SYSTEM: **ANY SHOW;**

PREVENTION SECURITY SYSTEM: **ANY SINGE;**

PREVENTION SECURITY SYSTEM: **ANY SLEEP;**

PREVENTION SECURITY SYSTEM: **ANY SLICE;**

PREVENTION SECURITY SYSTEM: **ANY SMOKE;**

PREVENTION SECURITY SYSTEM: **ANY STING;**

PREVENTION SECURITY SYSTEM: **ANY SWALLOW;**

PREVENTION SECURITY SYSTEM: **ANY SUBDUE;**

PREVENTION SECURITY SYSTEM: **ANY TACK;**

PREVENTION SECURITY SYSTEM: **ANY TENDER;**

PREVENTION SECURITY SYSTEM: **ANY TENSE;**

PREVENTION SECURITY SYSTEM: **ANY TENSOR;**

PREVENTION SECURITY SYSTEM: **ANY TICKLE;**

PREVENTION SECURITY SYSTEM: **ANY TINGLING;**

PREVENTION SECURITY SYSTEM: **ANY TITILLATE;**

PREVENTION SECURITY SYSTEM: **ANY TORTURE;**

PREVENTION SECURITY SYSTEM: **ANY TOUCH;**

PREVENTION SECURITY SYSTEM: **ANY TWINGE;**

PREVENTION SECURITY SYSTEM: **ANY TWIST;**

PREVENTION SECURITY SYSTEM: **ANY URGE;**

PREVENTION SECURITY SYSTEMS: **ANY OTHER ILLEGAL ACTION TYPE(S);**

}