

The squares with X's mark the pixels that should be BLACKed out.

Bunker damage 1

┌	X	X		┐
				X
X	X		X	
X				
		X	X	
└			X	┘

Bunker damage 2

┌	X	X	X	X	┐
X		X			X
X	X		X	X	X
X					
	X	X	X		X
└	X	X		X	┘

Bunker Damage 3

┌	X	X	X	X	X	┐
X		X	X			X
X	X			X	X	X
X	X			X	X	
	X	X	X			X
└	X	X	X	X	X	┘