

## MAP 128

### Colour Key

## References

*(for guidance only)*

**Black**

Total

## Purple

## Damaged beyond repair

## Dark Red

Seriously damaged;  
doubtful if  
reparable

Light Red

Seriously damaged,  
but repairable  
at cost

## Orange

General blast  
damage – not  
structural

**Yellow**

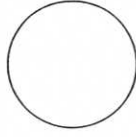
Blast damage,  
minor in nature

## Light Blue

Clear areas

## Light Green

Clear areas



V1 flying bomb



V2 long  
range rocket

