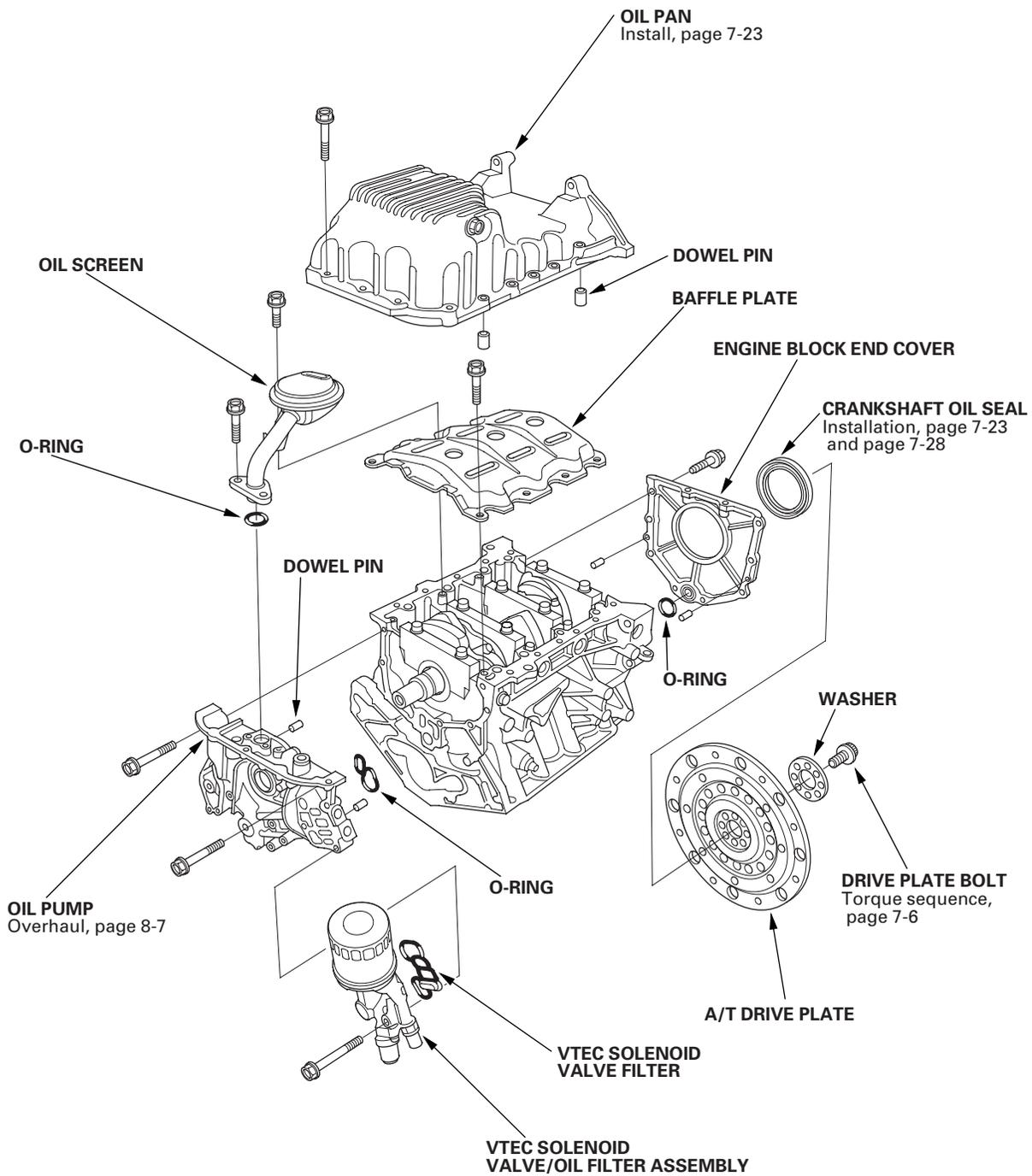


# Component Location Index



(cont'd)

# Engine Block

## Component Location Index (cont'd)

