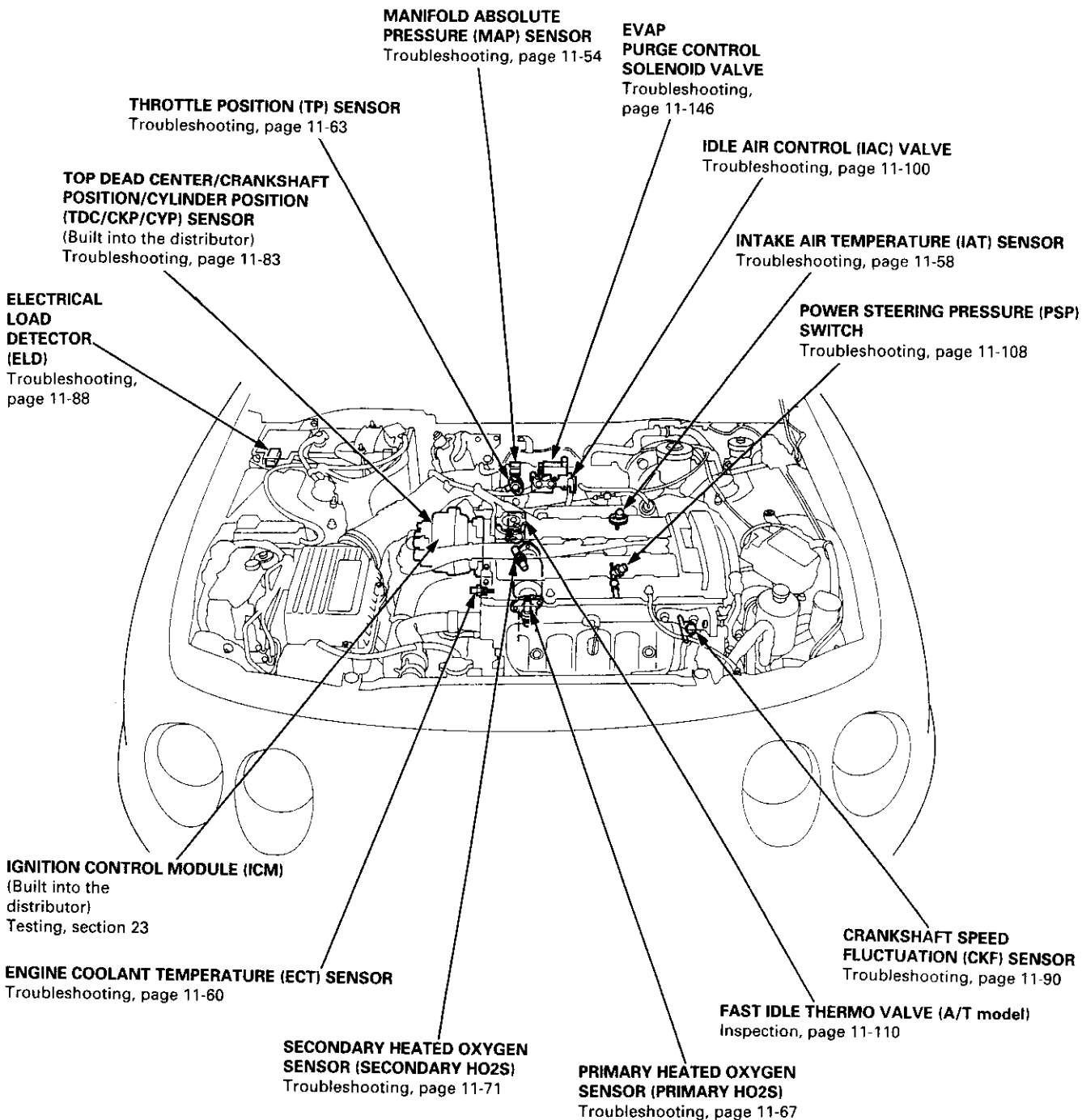


Component Locations



Index

B18B1 engine:



(cont'd)