

Commercial Vehicles, Fuel, And Cargo

Commercial vehicles are the physical backbone of LSOL. The rest of the company only works if you can buy, deploy, fuel, maintain, and route the right equipment.

Buying Fleet

Commercial vehicles are bought from the commercial dealership.

Commercial Dealership

The dealership supports:

- cargo-type filtering
- truck and trailer combinations
- price comparison while cycling options
- purchase into the active office garage

Trucks Dealership

Purchase trucks and/or trailers

Cargo Filter: < OpenHull >

Cargo / Trailer: < Open Trailer >

Truck: < Hauler >

Acquisition: < Purchase >

Purchase Vehicle

Left/Right to adjust.

The active office matters here. If you do not have an office set up properly, fleet ownership becomes awkward immediately.

What To Buy First

For a first truck, prioritize:

- compatibility with a simple profitable route
- easy deployment from your current office
- enough capacity to make short repetitive runs worthwhile

The best first purchase is rarely the flashiest one. It is the one that can stay busy.

Storage, Deployment, And Reserve Use

Office fleet management lets you:

- store trucks and trailers

- deploy them into the world
- move them into reserve when needed
- retrieve them through office workflows

Garage

Retrieve, store, and swap vehicles

Active 3/6 | Reserve 0

[Stored] Mixer

[Stored] Packer + Open Trailer

[Stored] Tipper (4 Wheels)

Active garage | Stored | Condition 100% |
Resale \$0.00 | Empty

Vehicle

Owned company vehicle

Tipper (4 Wheels)

Retrieve Vehicle

Move To Reserve

Sell Vehicle

Back

Deploy this vehicle at the active office spawn.

Deployed office trucks also get their own map presence while you are outside them, which makes a larger fleet much easier to keep track of.

Fuel

Fuel usage can be part of the active difficulty profile.

When fuel management is enabled, you need to watch:

- current tank level
- range over real travel distance
- route length relative to cargo value
- refuel timing before long or multi-stop hauls

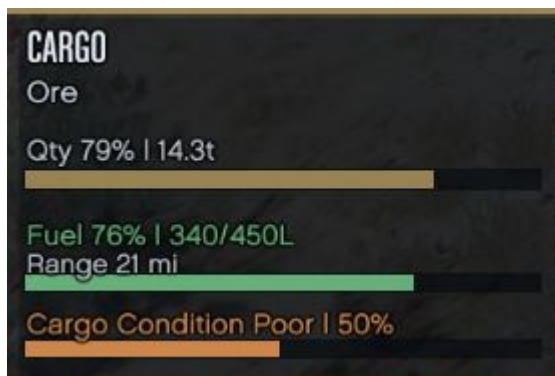
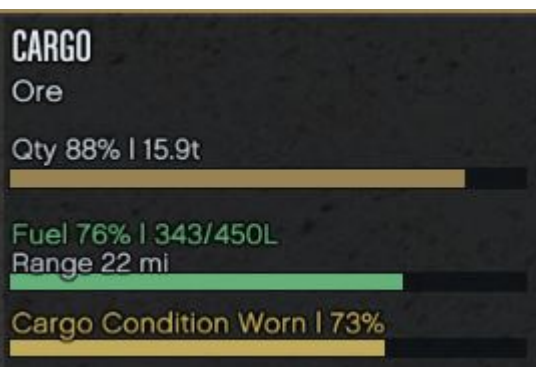


Cargo Condition And Loss

Cargo condition can also be active depending on your save settings.

That adds pressure around:

- reckless driving
- long routes without enough margin
- low-quality NPC routes in weak corridors
- loss value on damaged or missing cargo



Once you are moving expensive loads, route quality matters almost as much as route length.

Maintenance, Wear, And Resale

LSOL's later fleet game tracks more than purchase price.

Over time, commercial vehicles face:

- maintenance and inspection cycles
- wear pressure across the owned fleet
- overdue units that start dragging on weekly upkeep
- resale depreciation tied to condition and maintenance history

Fleet maintenance

\$782.00 | Due in 4d 11h | Owned rigs 3 | Bay coverage 0 | Overdue inspections 0 | Avg condition 100

Maintenance Bays reduce that pressure and make larger fleets much more forgiving.

A Good Fleet Habit

As the company grows, use this order:

1. buy only what you can keep busy
2. keep fuel and repair access convenient
3. rotate worn vehicles through maintenance instead of driving them into the ground
4. avoid building a large idle fleet that only inflates weekly costs

Read Next

- OFFICES_GARAGES_AND_SUPPORT_SITES
- NPC_LOGISTICS_AND_WORLD_DISPATCH
- COMPANY_HUB_AND_MANAGEMENT_APPS