

Offices, Garages, And Support Sites

Your office is the commercial center of the company. It is where your truck fleet lives, where several management interactions happen, and where the later support-site game starts making sense.

What Offices Do

An office gives you:

- a world marker and property interaction
- a commercial vehicle spawn point
- commercial garage capacity
- an active-office setting for your company
- rent or purchase progression

One office is always your active office. That active office determines where your commercial fleet is managed and where stored trucks return to.

Rent Or Buy

Offices can be rented or purchased permanently.

In practice:

- renting gets you into the system faster
- purchasing removes the long-term uncertainty of arrears
- unpaid property costs can suspend access until you clear the debt

If you are early in a save, renting the first office is usually the fastest way to start hauling.

Commercial Garage Rules

Your active office controls the commercial garage.

That affects:

- where purchased trucks and trailers are stored
- which vehicles can be deployed cleanly from company property
- how many active commercial slots you can support at once
- which office-based NPC and facility flows are available

If you buy more fleet than your current office can support comfortably, you will feel that pressure long before you hit the late-game budget systems.

Office Menus

At an office marker, press **E** to manage the property.

Typical office actions include:

- rent or buy the office
- activate it as your current company office
- manage the commercial garage
- inspect the office summary
- access staffing and NPC route planning

Office Objects And Facilities

LSOL also supports office objects that add real functionality to an owned office.

Current office-facility interaction types include:

- office summary access
- staffing and route-planning access
- repair access
- fuel-management access
- HQ status access

These are not cosmetic props only. Some of them add direct interaction points you can walk up to and use with **E**.

Maintenance Bays, Fuel Systems, And HQ Progress

Three office-object groups matter the most to players:

- Maintenance-focused objects let you repair the active office truck and trailer and reduce wear pressure on the fleet.
- Fuel-management objects give you office-based fuel services and make office refueling more self-contained.
- The **Landmark HQ Annex** is a unique capstone object for an owned office. Once placed, it boosts your active doctrine and becomes part of late-game company identity.

Maintenance access is tied to the active office, so a nice office object at the wrong office does not help if that office is not currently active.

Support Sites: Depots And Yards

Support sites are part of the district and territory layer, not just another cargo stop.

They can be:

- unsecured
- leased
- owned or otherwise secured for company use

Once a support site is secured, you can start turning it into real infrastructure.

Crew And Specialization

Support sites become valuable when they are staffed and specialized.

You can expand them with roles such as:

- loaders
- mechanics
- guards
- managers

And you can specialize the site around one of four strategic roles:

- Dispatch
- Maintenance
- Security
- Support

The specialization you pick should match the pressure your company is actually under.

- Dispatch helps district revenue and corridor upkeep.
- Maintenance reduces route wear pressure.
- Security hardens the network against loss exposure and corridor retention problems.
- Support amplifies district support bonuses.

When To Expand Into Support Sites

Do not rush them too early. Add support sites when at least one of these becomes true:

- you are working several routes in the same district
- district upkeep has become part of your weekly planning
- maintenance, loss exposure, or corridor risk is starting to drag on profits
- you want a district to move from fragile to dependable

Read Next

- [COMMERCIAL_VEHICLES_FUEL_AND_CARGO](#)
- [DISTRICTS_AND_CORRIDORS](#)
- [SUCCESSIONS_PRESTIGE_AND_DOCTRINE](#)