1.8 Drop Rates

LZ
Field Proficiency cache: 1% exotic, 3% classified
Open World Named Bosses: 3% exotic (only Caduceus/Tenebrae/Skulls), 3% classified
Mission Named Bosses: 3% classified (excludes 4 horsemen and other non final stage bosses)

West Side Pier
Named Boss: 1% exotic (excludes Ninja Bag), 3% classified
Side mission: 5% classified, 5% exotic

Resistance
Reward Crate: 14.3% exotic, 57.1% classified, 28.6% normal gear set
Boss: 3% exotic (only Caduceus/Tenebrae/Skulls)
Tier 1 cache wave 5: 1 normal item
Tier 2 cache wave 10/15: 23% exotic, bonus item 12.5% classified
Tier 3 cache wave 20/25: 23% exotic, 10% classified, bonus item 15% classified
Tier 4 cache wave 30/35: 23% exotic, 20% classified, bonus item 17.5% classified
Tier 5 cache wave 40/45+: 23% exotic, 80% classified, bonus item 20% classified
*All exotics are in the tier cache and reward crate loot pool

Underground
UG cache: 1% exotic, 3% classified
Named Boss: 5% classified, 5% exotic
Hunter: 12% exotic
Hidden chest: 3% classified, 3% exotic

DZ
Boss/Contamination Boss: 5% exotic, 5% classified
Contamination event: 5% classified
Manhunt cache/ Bounty cache: 1% exotic, 3% classified
Supply Drop: 2% exotic (Tommy Gun/Thompson), 5% classified
DZ Locked Chest: 5% classified
Dark Zone Sealed Cache (vendors): 1% exotic, 1% classified
*All exotics are in the DZ loot pool with the exception of the supply drops

PvP
After reaching rank 40, every 5 levels rewards a classified cache (100% classified)
LS cache/Skirmish cache: 3% classified

Survival
Survival cache: 1% exotic, 3% classified

All named bosses have a 20% chance to drop key fragments