

Mission	Original Author	Vehicle	RND Possibles	Easy Persistent Chance	Mod Persistent Chance	Diff Persistent Chance	HardCore Persistent Chance	Features
bandits	Defent and eraser1	1	Exile_Car_Offroad_Armed_Guerilla0	0	0	0	0	
bauhaus	Defent and eraser1	0	-	-	-	-	-	
beertransport	Defent and eraser1	0	-	-	-	-	-	
behindenemylines	Defent and eraser1	0	-	-	-	-	-	
blackhawkdown	Defent and eraser1	0	-	-	-	-	-	
cardealer	Defent and eraser1	40-90% chance of 2 vehicles depending on difficulty	13	0	0	0	0	Choice from 13 and new 50-80% chance for 2 vehicles
construction	Defent and eraser1	1	Exile_Car_Zamak	0	0	0	0	
donthasslethehoff	Defent and eraser1	1	Exile_Car_SUV_Black	10%	20%	30%	90%	Harder difficulty more chance of persistent vehicle
food transport	Defent and eraser1	0	-	-	-	-	-	
guntransport	Defent and eraser1	0	-	-	-	-	-	
humanitarian	Defent and eraser1	0	-	-	-	-	-	
lost_battalion	Defent and eraser1	0	-	-	-	-	-	
medical	Defent and eraser1	1	I_Truck_02_medical_F	10%	20%	30%	50%	Hardcore gets 50% chance of persistent vehicle
mercbase	Defent and eraser1	0	-	-	-	-	-	
mercenaries	Defent and eraser1	0	-	-	-	-	-	
nedbandit1_mission	red_ned	1 car which contains loot and cash	5 depending on mission	20%	25%	33%	50%	Spawns as choice of 5 missions with 4 difficulties and rising change of persistent ca
nedbuilding1_mission	red_ned	1	Exile_Car_Ural_Covered_Worker	10%	20%	30%	90%	Harder difficulty more chance of persistent vehicle
nedcar_mission	red_ned	1	14 hardcore, 8 rest	60%	70%	80%	90%	Hardcore mode gets better choice of vehicles
newguns1_mission	red_ned	1	Exile_Car_Ural_Covered_Military	10%	20%	30%	90%	Harder difficulty more chance of persistent vehicle
nedhatchback_mission	red_ned	1	13 hardcore (6 different), 12 rest	60%	70%	80%	90%	Hardcore mode gets better choice of vehicles
nedhunter_mission	red_ned	1	Exile_Car_Hunter	10%	20%	80%	90%	Harder difficulty more chance of persistent vehicle
nedifrit_mission	red_ned	1	Exile_Car_Ifrit	10%	20%	75%	90%	Harder difficulty more chance of persistent vehicle
nedlittlebird_mission	red_ned	1	17	10%	20%	75%	90%	Choice from 17 and Harder difficulty more chance of persistent vehicle
newmedical1_mission	red_ned	1	Exile_Car_Ural_Covered_Blue	10%	20%	30%	90%	Harder difficulty more chance of persistent vehicle
nedoffroad_mission	red_ned	1	21	33%	40%	50%	90%	Choice from 21 and Harder difficulty more chance of persistent vehicle
nedresearch_mission	red_ned	1	Exile_Car_Ural_Covered_Yellow	10%	20%	30%	90%	Harder difficulty more chance of persistent vehicle
nedsnipercamp_mission	red_ned	1	Exile_Car_Ural_Covered_Military	10%	20%	30%	90%	Harder difficulty more chance of persistent vehicle
nedstrider_mission	red_ned	1	Exile_Car_Strider	10%	20%	75%	90%	Harder difficulty more chance of persistent vehicle
nedural_mission	red_ned	1	8	10%	20%	75%	90%	Choice from 8 and Harder difficulty more chance of persistent vehicle
rogue navyseals	Defent and eraser1	0	-	-	-	-	-	
thieves	Defent and eraser1	1	from all vehicles	10%	20%	50%	90%	Harder difficulty more chance of persistent vehicle
walmart	Defent and eraser1	0	-	-	-	-	-	