Okay, now you guys just are not thinking before you speak. When you shoot an infantry with the ramjet rifle it does about 200 damage to the armor, when you shoot a tank with the ramjet rifle does it do 200 damage to its armor, no (well on arty and mrls it does a crap load, I don't know how much off the top of my head).
That means that the damage is scaled some how I wonder how?
huh?
Oh wait, I think I remember seeing a file called "scale_damage between_objects.ini" , no wait it was called "armor.ini"!
In this file there were like 30 different armor types. Maybe this could be how you guys are getting such different numbers, but even then MRLS's damage and ARTY's damage are both multiplied the same.

File Attachments
1) armor.ini, downloaded 146 times