B/X Dungeons & Dragons Armor Table

Cost	Armor Class Rating	Armor Description	Cost / AC Point below 9	% of Avg. Starting Money
10	(-1)	Shield	10	9.5
20	7	Leather	10	19
40	5	Chain	10	38
60	3	Plate	10	57

Starting Money = 3d6 x10

Labyrinth Lord (Original) Armor Table

Cost	Armor Class Rating	Armor Description	Cost / AC Point below 9	% of Avg. Starting Money
5	8	Padded	5	3.7
10	(-1)	Shield	10	7.41
20	7	Leather	10	14.81
30	6	Stud. Leather	10	22.22
65	6	Scale	21.66	48.15
150	5	Chain	37.5	111.11
200	4	Splint	40	148.15
250	4	Banded	50	185.19
600	3	Plate	100	444.44

Starting Money = 3d8 x10

Labyrinth Lord (Revised) Armor Table

Cost	Armor Class Rating	Armor Description	Cost / AC Point below 9	% of Avg. Starting Money
4	8	Padded	4	2.96
6	8	Leather	6	4.44
10	(-1)	Shield	10	7.41
30	7	Stud. Leather	15	22.22
50	6	Scale	16.66	37.04
70	5	Chain	7.77	51.85
75	4	Splint	15	55.55
85	4	Banded	17	62.96
450	3	Plate	75	333.33

Starting Money = 3d8 x10

OSRIC & AD&D Armor Table

Cost	Armor Class Rating	Armor Description	Cost/AC Point below 10
4	8	Padded	2
5	8	Leather	4.76
10-15	(-1)	Shield	10-15
15	7	Stud. Leather	5
30	6	Scale	7.5
75	5	Chain	15
90	4	Banded	15
450	3	Plate	64.285

Starting Money=
Varies by Class,
Use Wealthiest Class

Swords & Wizardry Armor Table

Cost	Armor Class Rating	Armor Description	Cost / AC Point below 9	% of Avg. Starting Money
5	7	Leather	2.5	4.76
15	(-1)	Shield	15	14.29
30	6	Ring	10	28.57
75	5	Chain	18.75	71.43
100	3	Plate	16.66	95.24

Starting Money = 3d6 x10

Old School Armor Systems Comparison Tables

collated by Ze Bulette
http://dungeonsndigressions.blogspot.com