

The Barn Raising

For anyone who hasn't seen the film "Seven Brides for Seven Brothers", the basic idea is that a farmer is having a party at which all the local men help him to put up a barn while the ladies prepare the food. Once the barn is up everyone relaxes and has a good time.

In the film each side of the barn has a separate team erecting it on a ready-constructed framework, but things quickly degenerate into a brawl as two of the teams are after the affections of the same group of girls. The other teams get dragged into the fight and eventually the sides of the barn collapse.

Terrain

The shell of a "barn" should be set-up and be at least 8" square. If possible figures should be able to get onto various levels within the structure (platforms, ladders, beams, etc). The walls have only been partially completed when the fight breaks out and there isn't a roof on the structure. Various planks and wooden beams span sections of the structure.

Set-up

Each posse should be set up on a separate side of the barn and can be split between any levels that are available. Between two and four Posses can take part in this scenario.

Objectives

Each Posse has the aim to be the last team standing by knocking the other teams unconscious.

Special Rules

This is an impromptu fight, so only improvised weapons can be used – i.e. bits of wood, hammers, fists, ladders, etc. No "real" weapons, can be used by any participant.

Anyone taken out of action automatically gains a Full Recovery during the post-game injury phase.

Experience

The leader of the winning posse: 1 point

For taking part in the scenario: 1 point

For each enemy taken out of action: 1 point

The winners do not gain any additional income from this scenario – only bragging rights – after all the farmer has to replace any broken timber, etc caused during the fight.