



THE WAR OF 1812

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This supplement for Smooth&Rifled (<http://smooth-and-rifled.blogspot.com>) was designed to cover the War of 1812, also known as the Second American war of Independence.

HISTORICAL BACKGROUND

The War of 1812 was a 32-month military conflict between the United States and the British Empire and their Indian allies which resulted in no territorial change between the Empire and the USA, but a resolution of many issues which remained from the American War of Independence. The United States declared war in 1812 for sev-

eral reasons, including trade restrictions brought about by Britain's ongoing war with France, the impressment of American merchant sailors into the Royal Navy, British support of American Indian tribes against American expansion, outrage over insults to national honor after humiliations on the high seas, and possible American interest in annexing Canada.

With the majority of its army and naval forces tied down in Europe fighting the Napoleonic Wars until 1814, the British at first used a defensive strategy, repelling multiple American invasions of the provinces of Upper and Lower Canada. However, the Americans gained control over

Lake Erie in 1813, seized parts of western Ontario, and ended the prospect of an Indian confederacy and an independent Indian state in the Midwest under British sponsorship. In September 1814, a British force invaded and occupied eastern Maine, which they would hold for the duration of the war. In the Southwest, General Andrew Jackson destroyed the military strength of the Creek nation at the Battle of Horseshoe Bend in 1814. With the defeat of Napoleon in 1814 on April 6, the British adopted a more aggressive strategy, sending in three large invasion armies. The British victory at the Battle of Bladensburg in August 1814 allowed them to capture and burn Washington, D.C. American victories in September 1814 and January 1815 repulsed all three British invasions in New York, Baltimore and New Orleans.

The War of 1812 is considered by many to be a obscure conflict. Although a great deal has been written about the war, the average person are likely to remember only a few dramatic moments, such as the writing of “The Star-Spangled Banner,” the burning of the nation’s capital, or the Battle of New Orleans.

ARMY LISTS



BRITISH ARMY

The War of 1812 has been referred to as a victorious “Second War for Independence,” and used to define Canadian identity, but the British only remember 1812 as the year Napoleon marched to Moscow. This is not surprising. In British eyes, the conflict with America was an annoying sideshow. The Americans had stabbed them in the back while they, the British, were busy fighting a total war against the French Empire, directed by their most inveterate enemy. For a nation fighting Napoleon Bonaparte,



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James Madison was an annoying irrelevance. Consequently the American war would be fought with whatever money, manpower and naval force that could be spared, no more than seven percent of the total British military effort.

Line Infantry

AV=1/2/3; C=4

0-1 Officer (Leader), sword, 20 pts

0-1 Standard-bearer, flag, 13 pts

0-1 Drummer (Musician), 10 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 22 pts

6-20 Line Infantry, smoothbore musket (20/2), bayonet, 15 pts

Notes&Upgrades.

You can upgrade the Unit to Veterans for +3 pts for each miniature.

You can give the Officer a pistol (10/2), +2 pts.

You can give the Officer an horse for +5 pts.

British Grenadiers

AV=1/2/2; C=5, **Veteran, Impetus**

0-1 Officer (Leader), sword, 29 pts

0-1 Standard-bearer, flag, 22 pts

0-1 Drummer (Musician), 19 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 31 pts

6-20 Grenadiers, smoothbore musket (20/2), bayonet, 24 pts

Notes&Upgrades.

You can give the Officer a pistol (10/2), +2pts

60th (Royal American) Rifle Regiment

AV=1/1/2; C=4; **Skirmishers, Marksmen**

0-1 Officer (Leader), sword, 24 pts

0-1 Standard-bearer, flag, 17 pts

0-1 Bugler (Musician), rifle (30/3), bayonet, 26 pts

1 NCO (Leader), rifle

(30/3), bayonet, sword 31 pts

6-20 Privates, rifle (30/3),

bayonet 24 pts

Notes&Upgrades.

You can upgrade the Unit to

Veterans for +3 pts for each

miniature. You can upgrade

the Unit to Scout at +2pts

per figure. You can give the

Officer a pistol (10/2), +2pts.

Officer and Standard bearer



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are not considered marksmen.

Royal Marines

AV=2/2/3; C=4

0-1 Naval Officer (Leader), sword, pistol (10/2), 20 pts

0-1 Standard-bearer, (sword), flag, pistol (10/2) 13 pts

0-1 Drummer (Musician), sword, 10 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, 18 pts

6-20 Line Infantry, smoothbore musket (20/2), bayonet, 13 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

17th Light Dragoons

AV=1/2/3; C=4, Mounted

0-1 Officer (leader), sabre, pistol (10/2), 27 pts

0-1 Standard Bearer, flag, (sabre), pistol (10/2), 20 pts

0-1 Trumpet (Musician), sabre, pistol (10/2), 19 pts

1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 23 pts

4-12 Dragoons, sabre, carbine (16/2), 16 pts

Notes&Upgrades

They cannot aim and move within the same activation. Cannot perform Group fire. You can upgrade the Unit to Veteran +3pts per figure.

Canadian Militia

AV=2/2/3; C=4 Terrain, Skirmishers

0-1 Officer (Leader), sword, 23 pts

0-1 Standard bearer, flag, smoothbore musket (20/2), 22 pts

0-1 Drummer (Musician), smoothbore musket (20/2), 19 pts

1 NCO (Leader), smoothbore musket (20/2), 22 pts

6-20 Militiaman, smoothbore musket (20/2), 17 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

You can give one or more figures a long rifle (30/3) at the same cost.

You can upgrade one or more figures with long rifle to marksman at +5 pts per figure.

One or more figures can be upgraded to Scout, +2pts

You can provide one or more figures with tomahawk 10/X at +3pts for each miniature.



Can be turned into uniformed militia at no cost.

BRITISH INDIAN ALLIES

By 1812 many Indian Nations had banded together in a confederation lead by a Shawnee war chief named Tecumseh and his brother Tenskwatawa (a Shawnee Prophet). The British saw the Confederation as a valuable ally and did all in their power to hold or win the allegiance of the Indians. These allegiance could be held only by gifts, and to an Indian no gift was as acceptable as a lethal weapon. Guns and ammunition, tomahawks and scalping knives were dealt out with some liberality by British agents.

The British had the long-standing goal of creating a large “neutral” Indian state that would cover much of Ohio, Indiana, and Michigan. They hoped to use the Indians as a potential buffer for their Canadian colonies. During the War, Tecumseh’s confederacy helped the British in many small engagements, most notably in the capture of Fort Detroit. American forces killed Tecumseh in the Battle of the Thames, in October 1813. With Tecumseh’s death the Indian confederation quickly fell apart. This end of plans for an independent Indian state in the Midwest. The British deserted their Indian allies at the peace conference that ended the War of 1812

Some of the tribes that were part of the Indian Confederation and allied themselves with the British were the: Shawnee, Creek Red Sticks, Ojibway, Chickamauga, Fox, Iroquois, Miami, Mingo, Ottawa, Kickapoo, Delaware(Lenape), Mascouten, Potawatomi, Sauk and Wyandot

Indians (Tecumseh’s Indian Confederation) 11

AV=2/2/3; C=4; Terrain, Skirmishers

0-1 Chief (Tecumseh), Knife or tomahawk, smoothbore musket (20/2), Hero, 36 pts

1 War Chief (NCO equivalent), smoothbore musket (20/2), Knife or tomahawk, 21 pts

6-20 Indians, smoothbore musket (20/2), Knife or tomahawk, 16 pts

Notes&Upgrades

The Hero (Tecumseh or similar) has C=6 and AV=1/1/1

You can upgrade the Unit to Veterans at +3 pts per figure.

You can upgrade the Unit to Ferocious at +3 pts per figure.

You can add Impetus to all the Unit at +3 pts per figure.

You can upgrade one or more figures to scout at +2pts per figure

You can upgrade one or more figures with long rifle (30/3) at



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the same cost or with bow (16/0) at -1pt per figure.

You can provide one or more figures with tomahawk (10/X) at +3pts per figure or with wooden club at +2pts per figure

Cannot perform volley fire (fire by group).

THE AMERICAN ARMY

The war of 1812 was first time that the United States had declared war against another nation, it was not an action that enjoyed unanimous support in Congress. The reasons for war included the British habit of forcing American merchant sailors into the Royal Navy, as well as trade restrictions on the US as a side-effect of Britain's seemingly endless war with France. Another factor was British support for Native Americans as they fought against the US government's westward expansion.

In short, the United States had had enough of British meddling in North America - and for the young nation, national pride was at stake. So the US went to war, and over the course of the two-and-a-half-year conflict, they fought Canadian colonists, Native American tribes, and the British - an audacious move against the world's largest navy at the time.

From a US perspective, what made the war "important" is readily visible today. Internally, the American national anthem and flag got their beginnings from the attack on Fort McHenry during the Battle of Baltimore in 1814. Externally, the mutually beneficial "special relationship" that has grown between Great Britain and the United States since that period developed in the aftermath of the war that pitted those nations against one another.



U.S. Army Regulars

AV=1/2/3; C=4

0-1 Officer (Leader), sword, 20 pts

0-1 Standard-bearer, flag, 13 pts

0-1 Drummer (Musician), 10 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 22 pts

6-20 Line Infantry, smoothbore musket (20/2), bayonet, 15 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature. You can give to the Unit the characteristic Impetus for +3 pts for each miniature.

You can give the Officer a pistol (10/2), +2 pts. You can give the Officer an horse for +5 pts.

1st US Rifle Regiment

AV=1/1/2; C=4; Skirmishers, Marksmen

0-1 Officer (Leader), sword, 26 pts

0-1 Standard-bearer, flag, 19 pts

0-1 Bugler (Musician), rifle (30/3), bayonet, 26 pts

1 NCO (Leader), rifle (30/3), bayonet, sword 31 pts

6-20 Privates, rifle (30/3), bayonet 24 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature. You can upgrade the Unit to Scout at +2pts per figure. You can give the Officer a pistol (10/2), +2pts. Officer and Standard bearer are not considered marksmen.

American light dragoons [1st and 2nd Regiments]

AV=1/2/3; C=4, Mounted

0-1 Officer (leader), sabre, pistol (10/2), 27 pts

0-1 Standard Bearer, flag, (sabre), pistol (10/2), 20 pts

0-1 Trumpet (Musician), sabre, pistol (10/2), 19 pts

1 NCO (leader), sa-

bre, carbine (16/2),

pistol (10/2), 23 pts

4-12 Dragoons, sa-

bre, carbine (16/2),

16 pts

Notes&Upgrades

They cannot aim and move within the same activation. Cannot perform Group fire. You can upgrade the Unit to Veteran +3pts per figure.



U.S. Militia

AV=2/2/3; C=4

0-1 Officer (Leader), sword, 18 pts

0-1 Standard bearer, flag, 11 pts

0-1 Drummer (Musician), 8 pts

1 NCO (Leader), smoothbore musket (20/2), 17 pts

6-20 Militiaman, smoothbore musket (20/2), 12 pts

Notes&Upgrades

You can upgrade the Unit to Veterans, +3 pts per figurer

You can give one or more figures a long rifle (30/3) at the same cost.

Can be turned into uniformed militia at no cost.



Militia Rifle Regiment [Example- The First Kentucky Rifle Regiment]

AV=2/2/3; C=4 Terrain, Skirmishers

0-1 Officer (Leader), sword, 23 pts

0-1 Standard bearer, flag, rifle (30/3), 22 pts

0-1 Drummer (Musician), rifle (30/3), 19 pts

1 NCO (Leader), rifle (30/3), 22 pts

6-20 Militiaman, rifle (30/3), 17 pts

Notes&Upgrades

You can upgrade the Unit to Veterans, +3 pts per figure

You can upgrade one or more figures with long rifle to marksman at +5 pts per figure.

Can be turned into uniformed militia at no cost.

American Pirate Allies

When Andrew Jackson arrived in New Orleans on December 1, 1814, he discovered the city had not created any defenses. In mid-December, Jackson met with Pirate Chieftain Jean Lafitte, who offered to serve if the US would pardon those of his men who agreed to defend the city. Jackson agreed to do so. With Lafitte's encouragement, many of his pirates joined the New Orleans militia or as sailors to man the ships. Others formed three artillery companies.

On December 23, advance units of the British fleet reached the Mississippi River. Lafitte realized that the American line of defense was so short as potentially to allow the British to encircle the American troops. He suggested that the line be extended to a nearby swamp, and Jackson ordered it done. The British began firing at the American lines on December 28, but were repulsed by an artillery crew manned by two of Lafitte's former

pirate lieutenants, Renato Beluche and Dominique Youx.

Pirates and Buccaneers

AV=1/2/3 C=4, **Impetus, Veterans**

0-1 Leader (Jean Lafitte or similar), sword and pistol (10/2), Hero, 36 pts

1 Second in Command (Renato Beluche, Dominique Youx or similar, NCO equivalent)
sword and pistol (10/2), 25pts

3-10 Pirates, melee weapons, 16 pts

3-10 Buccaneers, Smoothbore Musket (20/2) and melee weapon, 19 pts

Notes&Upgrades

The Hero has C=6 and AV=1/1/1. He is also a Leader.

Melee Weapons are cutlass, half pike, dagger, machete...

Leaders and Henchmen are considered special figures so can use the save throw.

You can upgrade the Unit to Feared at +3pts per figure.

You can give to any Pirate a pistol (10/2) at +2pts per figure.

Cannot perform volley fire (fire by group).

