

THE SEMINOLE INDIAN WARS

(1814-1858)

Compiled by Brian Brindle

Version 0.1 © 2013 Dadi&Piombo

This supplement was designed to cover three small American wars fought between 1814-1858 known today as the “Seminole Wars”. These Wars were primary gorilla style wars fought between the Seminole Indians and the U.S. army. The wars played out in a series of small battles and skirmishes as U.S. Army chased bands of Seminole warriors through the swamps of Florida.

In 1858 the U.S. declared the third war ended - though no peace treaty was ever signed. It is interesting to note that to this day the Seminole Tribe of Florida is the only native American tribe who have never signed a peace treaty with the U.S. Government.

This Supplement allows for some really cool hit and run skirmishing in the dense vegetation and undergrowth of the Florida swamps. It also allows for small engagements of small groups of very cunning natives, adept in using the terrain to its best advantage fighting a larger, more clumsy, conventional army.

In many ways Seminole War echoes the Vietnam War, both were guerrilla wars involving patrols out constantly, trying to locate and eliminate an elusive enemy.



The Seminole Wars and Vietnam are one of the few confrontations that the U.S. Army have engaged in that they did not definitively win.

HISTORICAL BACKGROUND

In the early 18th century, bands of Muskogean-speaking Lower Creek migrated to Florida from Georgia. They became known as the Seminole (literally “separatists”). Floridian territory was nominally under Spanish sway; the Span-

ish permitted the Seminole to settle there in order to create a buffer zone between their sphere of influence and that of the British.

The natives occupied rich lands in northern Florida that were hungrily eyed by American settlers in adjacent Georgia, although Florida still belonged to Spain at the beginning of the 19th century. Another cause of potential conflict was the Seminole tendency to provide refuge to runaway slaves. While the United States was fighting the War of 1812 with Britain, a series of violent incidents aggravated hostility between the U.S. and the Seminole.

The First Seminole War (1817–18) began over attempts by U.S. authorities to recapture runaway black slaves living among Seminole bands. Under General Andrew Jackson, U.S. military forces invaded the area, scattering the villagers, burning their towns, and seizing Spanish-held Pensacola and St. Marks. As a result, in 1819 Spain was induced to cede its Florida territory under the terms of the Transcontinental Treaty.

The Second Seminole War (1835–42) followed the refusal of most Seminoles to abandon the reservation that had been specifically established for them north of Lake Okeechobee and to relocate west of the Mississippi River. When the U.S. Army arrived in 1835 to move the Seminole, the Indians were ready for war. The campaigns of the Second Seminole War were an outstanding demonstration of guerrilla warfare by the Seminole. Less than 3,000 Seminole warriors, were pitted against four U.S. generals and more than 30,000 troops.

Led by their dynamic chief Osceola, the Seminole warriors hid their families in the Everglades and fought vigorously to defend their homeland, using guerrilla tactics. As many as 2,000 U.S. soldiers were killed in this prolonged fighting. Only after Osceola's capture while parleying under a flag of truce did Indian resistance decline. With peace, most Seminoles agreed to emigrate.

The Third Seminole War (1855–58) began after the US once again began talking removal, partly in response to attacks on settlements by some rogue Seminoles. When they renewed their efforts to send all the Seminoles west, those remaining fled back to the safety of the swamps, preparing to resist emigration. The rest of the War consisted of skirmishes between US troops and small groups of Seminoles who remained under leaders like Billy Bowlegs and Arpeika (Sam Jones). In 1858, Billy Bowlegs finally agreed to emigrate, taking most of those remaining with him. However, a small band of Seminoles under Sam Jones never left Florida, staying hidden in the Big Cypress Swamp.

ARMY LISTS



U.S. Army

The U.S. army had just finished fighting the British in the war of 1812 when the first of the Seminole wars broke out. A conventional army's, doctrinal approach to war is highly resistant to change. Terrain, the nature of the conflict and enemy disposition and tactics often do not matter. The United States Army, while conducting the Seminole Wars, proved this. The American Army fought three frustrating wars against an elusive foe aided by inhospitable terrain and weather. Concentrating superior Army firepower and discipline against an enemy with no flanks, lines of communication, political or industrial bases proved impossible using conventional doctrine.

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 a horse for +5 pts.

U.S. 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), sabre, carbine (16/2), pistol (10/2), 26 pts

4-12 Dragoons, sabre, carbine (16/2), 19 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 [State Militias and local Volunteer units]

AV=2/2/3; C=4

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

0-1 Standard bearer, flag, 11pts

0-1 Drummer (Musician), 8 pts

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

6-20 Militiamen, 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.

Militia Rifle Regiment [Some State Militias]

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

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

0-1 Standard bearer, flag, 16 pts

0-1 Drummer (Musician), 13 pts

1 NCO (Leader), rifle (30/3), 23 pts

6-20 Militiamen, rifle (30/3), 19 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.

The Seminoles

Even though the Seminoles were primitively equipped, they maintained the initiative by hiding when outnumbered and attacking only when conditions were favorable. The standard Seminole practice was to conduct ambushes on supply convoys and raids against small, isolated outposts. The Indians, who may have numbered less than 3,000 warriors, fought a force ten times their number to a standstill. They also had highly motivated allies: Fugitive runaway slaves. These fugitives from southern plantations had no desire to see the white man victorious, for it could have meant an end to their own independence.

While the Indians conducted a guerrilla style strategy engaging in raids and skirmishing rather than major engagements. The Indians' avoided a stand up fight not on their terms and effectively thwarted the Army's attempts to fight a traditional style battle.

Seminoles (Indians)

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

0-1 Osceola (Chief), war club or tomahawk, smoothbore musket (20/2), Hero (AV=1/1/1), 62 pts

OR

0-1 Chief (Officer/Leader), war club or tomahawk, Bow (16/0), 31 pts

1 young war Chief (NCO equivalent), war club or tomahawk, Bow (16/0), 26 pts

4-20 Indians, war club or tomahawk, Bow (16/0), 21 pts

Notes & Upgrades

You can upgrade the Unit to Ferocious at +3pts 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 add a smoothbore musket (20/2), to one or more warrior at +6pts per figure.

Cannot perform volley fire (fire by group).

BLACK SEMINOLES (FUGITIVE SLAVES)

The swamps of Florida became the largest haven in the Southern U.S. for runaway slaves. These Fugitive Slaves are often referred to as "Black Seminoles". They built separate villages of thatched-roof houses surrounded by fields of corn and swamp rice, and they maintained friendly relations with the Seminoles. In time, the two groups came to view themselves as parts of the same loosely organized tribe, in which blacks held important positions of leadership. The blacks and Seminoles also formed a military alliance, with the blacks serving the Indians as warriors and strategists.

During the first Seminole War, the Black Seminoles resisted the U.S. so hard that General Jackson (later President) referred to it as an "Indian and Negro War."

In 1835, the Second Seminole War broke out. Again the Black Seminoles rallied to help their Indian brothers. The Black Seminoles waged a fiercest resistance as they feared that capture or surrender meant death or return to slavery...

Some have claimed that the Black Seminoles were even more adept at living and fighting in the jungles and swamps than their Indian comrades. Whether or not this is true is a matter of speculation.

Black Seminoles

AV=2/2/3; C=5; Veterans, Terrain, Skirmishers

0-1 Chief (Officer/Leader), war club or tomahawk, smoothbore musket (20/2), 36 pts

1 young war Chief, (NCO equivalent) war club or tomahawk, smoothbore musket (20/2), 31 pts

4-20 Indians, war club or tomahawk, smoothbore musket (20/2) or Bow (16/0), 25 pts or 26 if with musket.

Notes & Upgrades

You can upgrade the Unit to Ferocious at +3pts 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

Cannot perform volley fire (fire by group).