

Lone Warrior Article Compendium

Search Form v1.0

This guide covers some of the finer points of using the Compendium search form. It is my hope that it will help you retrieve the most relevant results for your query.

At the time of this writing, May 2026, the indexing of the articles is not yet complete, but there is already quite a bit here to explore.

With the thorough abstracts provided by the compendium volunteers, it is now possible to easily confirm whether or not an article is relevant to your needs.

If you don't see an article in the search results that you know to have appeared in the pages of *Lone Warrior*, it's likely it's not yet indexed. If you want confirmation of that, please feel free to use our [contact form](#) to inquire and I'll check the data.

You can find the Compendium search form at : <https://lonewarriorswa.com/compendium>

Cheers!

- John Y.

The image shows a web-based search form titled "Compendium Search Form". It features a large text input field at the top for keyword search. Below this are several filter sections: "Combat Domain", "Game Type", and "Article Type", each with a dropdown menu currently set to "All". Further down are "Scope of the Game", "Period", and "Conflict", also with dropdown menus set to "All". A section for "Maps" and "Photos" includes two checkboxes. A "Sort by" dropdown is set to "Title (A-Z)". At the bottom are two red buttons labeled "Search" and "Clear". Numbered callouts (1-11) are placed around the form to identify specific elements: 1 points to the keyword search field; 2, 3, and 4 point to the "Combat Domain", "Game Type", and "Article Type" dropdowns respectively; 5, 6, and 7 point to the "Scope of the Game", "Period", and "Conflict" dropdowns respectively; 8 points to the "Maps" and "Photos" checkboxes; 9 points to the "Sort by" dropdown; 10 points to the "Search" button; and 11 points to the "Clear" button.

Compendium Search Form

1. A very simple keyword search. See below.
2. Combat domain - Air, Land, Naval, Space, and combinations.
3. Game Type - The format of the game covered by the article: Board, Computer, Table-top, etc.
4. Article Type - General focus of the article: Campaign rules, History, Painting, etc.
5. Scope of the Game: Characters, Diplomatic, Operational, etc.
6. Period - Board period headings: Ancients, Dark Ages, c20th, etc.
7. Conflict - Specific conflicts : Punic Wars, Hundred Years War, 1932 Chaco War, etc.
8. Maps, Photos - When checked, search results will only contain articles that include one (if one is checked) or both (if both are checked).
9. Sort by - Which field and order to sort the results by : Title, Author, or Issue Number.
10. Search - Submits the search request and returns results.
11. Clear - Clears all of the form selections and the results.

Hints, Tips, Tricks, and Notes for Searching

Scroll Down to See Results

Depending on the screen you are on, you may need to scroll down to see the search results. Also note, it may take a few seconds before they appear.

Keyword Search

The keyword search treats whatever is entered in the search box as a phrase. If you enter multiple words, it will look for all of those words, in that exact order.

For that reason, rely on the drop downs to do most of the filtering and use the keyword search box to drill down to a specific topic of interest, if necessary..

For example, setting Conflict to “1939 World War 2” and the keyword of ”Pacific” (without the quotes), will return mostly articles that are about the Pacific Theater in World War 2.

If instead, Conflict is set to “All” and your keyword search is “Pacific WW2”, you’ll get nothing back (at least at the time of this writing).

“All” vs “Any” in the Drop Downs

The following search fields can be set to “All” or to “Any”: Game Type, Scope of Game, Period, and Conflict.

“All” means to include all articles in the results regardless of what that field contains. In other words, this field is not going to limit the results.

“Any” is a categorization of the article itself that means the article does not have a specific focus for that field. Choosing “Any”, from a drop down, returns only those articles that have “Any” as their value for that field.

“Any” limits the results.

For example, choosing “All” for Game Type will return articles with any one of the following values in Game Type: Any, Multiple, Board, Computer, Paper-based, Role-playing, Table-top

Choosing “Any” for Game Type will return only the articles with the value of “Any” in the Game Type field.

Period and Conflict

Choosing the period does not limit the choices of conflict nor vice versa.

Thus, nothing will prevent you from choosing “c20th” for Period and “Hundred Years War” for Conflict, but, not surprisingly, you won’t get any results.

In most cases, setting one or the other, not both, will be more effective in getting back desired results.

If you’re interested in articles relevant to many conflicts in a time frame, set the Period. If you want articles relevant to a particular conflict, Conflict is the one to choose.

Maps and Photos Check Boxes

These checkboxes tell the search to only return articles that contain maps (if Maps is checked), photos (if Photos is checked), or only articles that have both maps AND photos (if both are checked).

Sorting Results

You specify the sort order prior to clicking on Search. If, after you search, you want to sort in a different order, change the Sort by drop down and click Search again.