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Thread: [Helldivers 2s Latest Warbond Turns Back The Clock To World War I](#)

Stanley - March 11, 2026, 6:55 am

Helldivers 2's Latest Warbond Turns Back The Clock To World War I

It might be set in the distant future, but the next Helldivers 2 Premium Warbond pays tribute to one of humanity's most deadly conflicts, World War I. Entrenched Division brings gritty warfare to space with weapons and armor that feature a distinctly vintage aesthetic, and it'll be available starting March 17. On the weapons front, Helldivers can add the B/FLAM-80 Cremator to their arsenal. This heavy support flamethrower sprays a continuous column of flame, and you won't have to worry about running out of flammable juices thanks to the massive backpack fuel tank. You'll probably have to worry about it taking any damage, though. For some literal firepower that's more compact, you can also try out the SMG/FLAM-34 Stoker. This is a versatile submachine gun primary weapon that comes equipped with iron sights and an incineration attachment, giving you plenty of options on the battlefield. There's also the A/GM-17 Gas Mortar Sentry--an automated turret that fires gas shells--and the P-69 Veto is a stylish secondary pistol that fires jet-assisted rounds. Need to clear a squad of Cyberstan soldiers in a hurry? Lobbing the G-48 Giga grenade throwable should do the trick if they're closing the distance, and when you need a shovel, the CQC-73 Entrenchment Tool will be available for your regular loadout as a secondary weapon. Keeping things vintage are new armors and capes, like the CPG-48 Sapper medium armor that provides explosive damage resistance and lets you store extra throwables. Anyone wanting to motivate their squad can also don the dapper CPH-26 Commandant light armor that comes equipped with the Concussive Padding passive that provides both explosive and gas damage resistance alongside reduced sidearm recoil. New patterns in the game will give your loadout a battle-worn look, and the Diplomatic Handshake will keep things classy between soldiers. Like previous premium Warbonds, Siege Breakers will cost 1,000 Super Credits, and you can earn small amounts of this premium currency by playing the game. Alternatively, you can purchase it with real money.

A/GM-17 Gas Mortar Sentry Stratagem
SMG/FLAM-34 Stoker B/FLAM-80 Cremator P-69 Veto G-48 Giga Grenade Throwable
CQC-73 Entrenchment Tool CPG-48 Sapper Medium Armor CPH-26 Commandant Light Armor
Dignity of Toil Cape Diplomatic Handshake emote New Patterns Helldivers 2: Entrenched Warfare Premium Warbond

<https://www.gamespot.com/gallery/helldivers-2s-latest-warbond-turns-back-the-clock-to-world-war-i/2900-7566/>