Megabit Announces *Grit and Valor - 1949*
New Real-Time Tactics Roguelite from Developer Milky Tea

Battle with Mechs in Alternative World War II Dieselpunk Video Game

Stockholm, Sweden - (May 30, 2024) – [Megabit](#), the new publishing arm launched by [Aonic](#) to support the company's 1st and 3rd party video game studios, today announced *Grit and Valor - 1949* from Liverpool based developer [Milky Tea](#). *Grit and Valor - 1949* will be released on PC, PlayStation 5, Xbox Series X|S and Nintendo Switch in 2025.

A dieselpunk real-time tactics roguelite, *Grit and Valor - 1949* is set in an alternate reality Europe where World War 2 rages on and the Evil Axis controls the continent. As the last hope to end this brutal conflict, players must join the resistance and escort an EMP device into the heart of enemy territory and destroy their mech production and communications headquarters – Machine Tower.

"It's no coincidence that *Grit and Valor - 1949* is the first game published under Megabit, as it perfectly represents the reason why we built our new publishing arm, to support experiences and studios like this," said Benjie Clarke, Managing Director of Global Publishing at Aonic. "Milky Tea is a passionate group of visionary developers and it's truly an honor to help them realize their extraordinary vision."

Grit and Valor is set across four distinct regions, each with unique gameplay mechanics, challenges and a variety of randomly generated battlefields to overcome. Using their all-elite squad of mechs, players must protect the Command Vehicle and escort an EMP into the heart of the enemy. Each mission requires players to complete objectives and survive against hordes of enemy waves, while utilizing the terrain and environment to their advantage, exploiting enemy weaknesses to ensure victory.

With gripping real-time tactical action, players must configure their Mech squad to fit each mission and think fast to survive, utilizing the right powers, Pilots and upgrades after each successful run to ensure victory. Combined with roguelite replayability, no two playthroughs in *Grit and Valor - 1949* are the same, ensuring every battlefield is as deadly and unpredictable as the last.

"We're delighted to announce our first game with Megabit today," said Kevin Campbell, Producer at Milky Tea. "We can't wait for players to discover more of our vision for crafting a truly original roguelite experience, which combines popular mechanics from tower defense and strategy games, while spinning it into something fresh and exciting."

Grit and Valor - 1949 was announced today on Steam. Visit the store page [here](#).

Follow Grit and Valor on Discord https://discord.gg/8xwsDKUchf

For more information about Megabit, please visit: http://megabit-publishing.com

For more information about Milky Tea, please visit: https://www.milkytea.com

About Megabit
Megabit is Aonic's new publishing arm that was created to support its 1st and 3rd party studio partners. Megabit will provide world class publishing services to support incredible developers around the world. Key titles under Megabit currently in development include *Grit and Valor 1949* from Milky Tea, Warren Spector's highly anticipated *Thick as Thieves* from Otherside Entertainment and the open world adventure *Lou's Lagoon* from Tiny Roar and more.

About Milky Tea
Milky Tea is no ordinary UK video game development studio. It all started in 2005 with a brainstorm over a cup of tea by two designer-artists who had some big ideas and lots of determination. Today they are a highly skilled team of around 30 dreamers, creative thinkers, engineers, and artists who design, develop, and publish our own video game IPs as well as offering "work for hire" game development services. Their debut game published under the Megabit label is Grit & Valor 1949.