

Dieselpunk Roguelite *Grit and Valor - 1949* Comes to PS5, Xbox Series X|S, Nintendo Switch, Epic Games Store and VR

Lead a squad of resistance mech pilots with quickfire real-time tactics, now on consoles and VR platforms: Meta Quest, PS VR2 and Steam VR

LIVERPOOL & LONDON, 21ST AUGUST 2025 – *Grit and Valor - 1949*, the dieselpunk real-time tactics roguelite from developer Milky Tea and publisher Megabit, is now available on [PlayStation 5](#), [Xbox Series X|S](#), [Epic Games Store](#) and Nintendo Switch (compatible on Nintendo Switch 2).

In partnership with virtual reality veterans nDreams, a version tailored for VR also launches today on Meta Quest, PlayStation VR2 and Steam VR. Those who own the PC version on Steam, or who purchase the PlayStation 5 version, will receive the VR version free of charge.


Set in an alternate-history World War II, *Grit and Valor - 1949* sees players command an elite squad of resistance mech pilots against the technologically superior forces of the Evil Axis.

Across bite-sized real-time encounters, players must quickly strategise their every move against overwhelming enemy war machines across dynamic battlefields. Bringing roguelite progression and intense boss encounters to the tactical arena, survival in *Grit and Valor - 1949* often hinges on split-second decisions.

The VR version makes commanding the battlefield more immersive than ever, with players directing their mech squadron across the battlefield with gesture-controlled precision. Thrilling battles play out across a battlefield diorama where units can even be picked up and examined up close.

Key Features:

- Evolved-Real Time Tactics Gameplay - Each new region and battlefield you enter presents a new challenge with unique combinations of enemy waves and terrain.
- Build The Ultimate Mech Squad - Freely customize and configure your squad of Mechs and Pilots to adapt your tactics for each new mission.
- Roguelite Replayability - No two playthroughs in *Grit and Valor - 1949* are the same, ensuring every battlefield is as deadly and unpredictable as the last.
- Four Distinct Regions – Fight across alternate-history British Isles, Scandinavia, Western Europe and New Germany, each with unique mechanics, challenges and a variety of randomly generated battlefields to overcome.

-  Become the Commander – Immerse yourself in VR as a General. Direct and oversee from above the battlefield – the drama and impact of every tactile movement and choice amplified.

“It’s a source of great pride to bring *Grit & Valor - 1949* to consoles, VR and Epic today; the product of a true team effort alongside Megabit and nDreams,” said Kevin Campbell, Producer at Milky Tea. “We’ve loved seeing the PC gaming community engage with the game since its March launch, and we’re extremely excited for more players to experience the world of *Grit and Valor* across a host of new platforms.”

“We’re thrilled to be bringing *Grit and Valor - 1949* to more platforms,” added David Corless, [add title here] at Megabit. “Today’s launches showcase the creative ambition and collaborative spirit of Milky Tea and nDreams and we’re excited to give more would-be commanders the opportunity to experience *Grit and Valor*’s unique take on mech warfare.”

You can follow *Grit and Valor* [on Discord](#).

More information on [Megabit](#), [Milky Tea](#) and [nDreams](#) can be found on their websites.

About Megabit

Megabit is the publishing arm of global gaming group Aonic, created to support its 1st and 3rd party studio partners. Backed by strong funding and embedded within a group of 600+ multiplatform specialists, Megabit provides world-class global publishing services to elevate industry legends, major IP and experimental indies alike.

Led by industry veterans, Megabit’s growing team has worked on some massive titles and franchises including Fall Guys, Terraria, Tomb Raider, FIFA, Payday, Death Stranding, Battlefield and Human Fall Flat. Key Megabit titles currently in development include Thick as Thieves from Warren Spector’s OtherSide Entertainment, Pathfinder: Abomination Vaults from BKOM Studios, cozy 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 their 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*.

About nDreams

nDreams is the world's most experienced VR game developer and publisher. Headquartered in Farnborough, UK, it is the studio behind groundbreaking titles including Reach, Frenzies, and the award-winning Synapse and Fracked. nDreams also partners with the industry's brightest developers on projects ranging from the cozy city creator Little Cities to the frenetic shooter Vendetta Forever.

Fully dedicated to VR games since 2013, no publisher has greater virtual reality experience and specialism. nDreams' talented team spans multiple development teams that cover the whole spectrum of VR gaming.

Multiple exciting, unannounced titles are in development, with more to be revealed soon.