A fire drone or collection of them can light you on fire and cause light damage over time

While electric ones can "shock you" and leave you in place temporaily

Like a cartoon electric shock

-Acid/Poison, temporarily reduces max health if you take enough damage, need to find and use an antidote to remove this effect. Bleed Pink

Yellow ones

Jumper-These insectoids jump around similar to Centipedes spiders, but they have erratic patterns and can avoid getting shot doing spider style jumps and also can bite the player, causing them to slow down if they take enough hits, its temporary though.

Mutapede-This is an insectoid centipede that moves like the centipede in centipede with movement elements of a snake as well. Its essentially an insectoid that mixes a centipede, snake, and venus flytrap together. These move quickly and can get to the player quickly and do damage build up if the player is not careful, but they are easy to kill if you pay attention. They have medium health/defense.

Leavae- Leaf x Larvae, these are baby insectoids that have the “texture” of a colorful leaf but have the movements and similar body shape to a maggot or larva or slug. These can attach to the player and need to be shaken off by using the melee weapon and attacking. These cause damage over time and can slow down the player, eventually putting them in place if there’s enough of them

They are in egg sacks

But a bloater can spit them out

Slinger-These are worm like insectoids that are strictly on walls or floors, they either claw or swing themselves at you if you get close, or shoot an energy projectile pirannah plant style