Ground  
Humans – Pre-design of forces and tactics. Complementary forces combining Infantry, Tanks and Arial. No Psychic abilities.

Infantry:

- Medic

- Engineer

- Sniper / Long Range / Suppressive Fire

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Tanks:

* Main Battle Tank – 2-3 small Weapons and 1 medium weapon.
* Heavy Battle Tank…

Arial:

* Support delivery drone
* Heavy Scouting Ship

Weapons:

* Laser support
* Explosive support
* Mortar support
* Sniper
* Regular Tank
* Defensive Shield
* Artillery

Insects – Pheromones based swarms with a limited amount of controlled elite units/heroes

Symbionts – Two different species, a scavenger tech based one and a parasitic one. Have no base and use stealth and using enemy forces for their own – stealing technology and using enemy living units (and their own) for the parasitic one to grow units.  
  
Space