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

Infantry:

Either Human or Robotic (be open minded for cyborgs and robots or drones/support robots)

- Medic with Rifle

- Engineer(?)

- Sniper / Long Range / Suppressive Fire

- Support

- Another infantry unit

- Light Scout Vehicle (space for 4 infantry) (costs 6 space).

Tanks:

* APC with Mini Laser and a regular turret (space for 4 infantry) (costs 8 space)
* Builder with Mini Laser (costs 8 space).
* Heavy Tank with a huge cannon, and multiple turrets (space for ? infantry ???)

Arial:

* Heavy Scouting Ship (space for 12 infantry)
* Fighter
* Bomber
* Muli-Role Fighter

Turrets:

* Laser
* Explosive
* Flamer
* Bunker (allows infantry to fire from within, maybe allows extra space for 4 infantry?)
* Defensive Shield

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

Heroes could be like RPG characters.  
Buildings unlock abilities (psychic, acid, etc.) thus unlocking more heroes/units.

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

Units –

Insects – have self-mobile space units (space flying ability) and non-mobile units – such as ones that run/board other units and board enemies, or ones that use web-like spit to fly along friendlies with little navigation abilities to fly to target.

Campaign

Planetary Occupation –

Humans – Space based, could use ground forces to reduce time/force it

Insects – Use Mainly ground forces

Parasites – Harvest the Planet of resources