General Lore –

Humans – Has the military due to other human factions. The leading rival had escaped into space with a small fleet and their mighty flag ship. (They possess psychic abilities?)

Insects –

Symbionts – Escaping from the mighty Epiri (different superior race) and on the verge of extinction, both races had to go radical and join forces with their mortal enemies. One is technological and fragile, while the other is savage and parasitic. While able to create some original units, they shine when it come to exploiting the enemy, using it as host for breeding and stealing its technology. The newly nomadic alliance is not using building, but rather a very mobile and stealthy army. The do hold a single planet as a core base, and use their superior teleportation to reach it and to move on the battlefield.

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

Initial Expertise –

* Infantry
* Vehicles
* Arial

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.

Initial Expertise –

* Non-controllable units
* Controllable units (heroes)
* Direct Player (Queen) actions

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.

Maybe used the parasites evolution as their leap into space exploration.

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