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.

Buildings:

* Main Building: Allows for special abilities and some general upgrades.
* Supplies Silo: Allows for storing supplies.
* Barracks: Allows to recruit infantry.
* Tanks Assembly: Allows to recruit Tanks. Allows to recruit the Mech infantry from the Barracks.
* Shipyard: Allows to recruit arial units.
* Advanced Engines Lab: Allows for “Helicopter” like flying – allowing the Heavy Scouting Ship and arial units.

Infantry:

- Choice of Unit: Light infantry (Spec Ops), Mech Infantry, and Arial (flying). Theoretically to hold a full Robot/Cyborg option, and an unarmored (driver/operator).

- Choice of Main Weapon: Rifle (overall ok-good at all), Sniper (lower fire rate high damage, weak on some defenses) and Heavy Gunner (low accuracy, high damage and fire rate).

- Secondary Role: Medic, Repair, Melee (Silent?), Officer (nearby infantry gets some bonuses) and shoulder mounter weapon (an extra turret weapon).

Build screen should have units and slots with number for each pick. On the custom infantry tab (from the barracks) it should be possible to pick a number and choose among the categories.

Upgrades:

* Camouflage for Spec Ops
* Extra Armor for all Infantry types
* Small Shield for Mech Infantry (maybe Arial as well?)
* Skeletal Armor – reduce weight penalty and increase melee attack for all Infantry types
* Faster fire rate for laser weapons
* More damage for rocket weapons
* Fire should stay longer on location

Tanks:

* Scout Vehicle with a Mini Laser (space for 4 infantry) (costs 6 space).
* 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 ???)

- Choice of Unit: Light, Medium, and Heavy.

- Choice of Main Weapon: Laser, Flamer, Missiles, AA, and Sniper

- Choice of Main Weapon Size: (?) too big may cause penalties, but would be a cheap damaging unit or something, or for faster versions with heavy armor.

- Secondary Upgrade: Heavier armor, Faster Engine, Increased Soldiers Cap

Arial:

“Helicpoter” based units should have the option to “Fly Low” to reduce Anti Air attacks and detection, but allows ground attacks.

* 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.

Both other armies should have anti pheromone weapons. The humans have a tank unit (flamer or other) which can attack pheromones and destroy them. The Symbionts could copy pheromones and misdirect the Insects.

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