1000 Snipers don't need too much adjusting- Think about it this way: If you are getting harrassed by ramjets, use something they have a hard time against (i.e. an APC or Med/Light Tank) to get rid of them. When you start seeing your aircraft's health start going down in chunks, you either need to charge the sniper and kill them(yes, you can do that before they kill you) or get the fuck outta dodge. Due to the size of the ramjet, it is more of a light antivehicle weapon that can be used for sniping rather than the other way around.

500 snipers do need adjusting. The bullet they fire is a much smaller caliber and has less energy behind it, so it might not even get through ANY armor above the infantry level.

Aircraft need a bit of balancing in two areas: Weapons and control setup.

The weapons need to be made less accurate and be more like the clip-fed weapons of other vehicles. I agree that the Apache should have only a chaingun, and the orca should only have rockets (cool as it looks with the nose turret). This fits in well with the GDI-Nod balance that was key in TD and TS. Since every other vehicle in either side's arsenal is built differently than its counterpart on the other side, it makes no sense that the aircraft should be identical except for their 3d model.

IMHO, the Apache chaingun should have a clip size of 50 with a RoF approximately equal to that of the Tiberium Auto Rifle. The bullets would be about twice as powerful as a single APC shot. So more firepower, but firing slower and with a reload of about 3 seconds thrown in.

The Orca rockets should fire a clip of two then reload (IIRC the TD Orca fires two shots at a time, but I could be thinking of TS). Each rocket should be about as effective as that of a single MRLS shot.

The default controls are stupid the way they are, as well (Yes, I know that the keys fit where the thumb rests naturally, but I'd rather be able to use my index, middle, and ring fingers). Spacebar and C just don't cut the mustard with WASD movement controls. Since I believe ascent and descent controls were un-remappable, they should have been in a more intelligent location(i.e. Q and E) that could be used with two or three fingers while giving other movement commands.