

I'm not a robot































College, Macau, founded by Alessandro Valignano. 1595: First Indies sets sail for the East Indies with two hundred and forty-nine men and sixty-four cannons led by Cornelis de Houtman.[18] 1596: June, de Houtman's expedition reaches Banten the main pepper port of West Java where they clash with both the Portuguese and Indonesians. It then sails east along the north coast of Java losing twelve crew to a Javanese attack at Sidayu and killing a local ruler in Madura.[18] 1597: Romeo and Juliet is published. 1597: Cornelis de Houtman's expedition returns to the Netherlands with enough spices to make a considerable profit.[18] 1598: The Edict of Nantes ends the French Wars of Religion. 1598: Abbas I moves Safavids capital from Qazvin to Isfahan in 1598. 1598-1613: Russia descends into anarchy during the Time of Troubles. 1598: The Portuguese require an armada of 90 ships to put down a Solorese uprising.[12] (to 1599) 1598: More Dutch fleets leave for Indonesia and most are profitable.[18]Edo period screen depicting the Battle of Sekigahara 1598: The province of Santa Fe de Nuevo México is established in Northern New Spain. The region would later become a territory of Mexico, the New Mexico Territory in the United States, and the US State of New Mexico. 1598: Death of Toyotomi Hideyoshi, known as the unifier of Japan. 1599: The Mali Empire is defeated at the Battle of Jenné. 1599: The van Neck expedition returns to Europe. The expedition makes a 400 per cent profit.[18] (to 1600) 1599: March, Leaving Europe the previous year, a fleet of eight ships under Jacob van Neck was the first Dutch fleet to reach the 'Spice Islands' of Maluku.[18] 1600: Giordano Bruno is burned at the stake for heresy in Rome.Siege of Filakovo castle during the Long Turkish War 1600: Battle of Sekigahara in Japan. End of the Warring States period and beginning of the Edo period. 1600: The Portuguese win a major naval battle in the bay of Ambon.[19] Later in the year, the Dutch join forces with the local Hituese in an anti-Portuguese alliance, in return for which the Dutch would have the sole right to purchase spices from Hitu.[19] 1600: Elizabeth I grants a charter to the British East India Company beginning the English advance in Asia. 1600: Michael the Brave unifies the three principalities: Wallachia, Moldavia and Transylvania after the Battle of Selimbar from 1599. For later events, see Timeline of the 17th century. Polybius' The Histories translated into Italian, English, German and French.[20] Mississippian culture disappears. Medallion rug, variant Star Ushak style, Anatolia (modern Turkey), is made. It is now kept at the Saint Louis Art Museum. Hernan Cortes (1485-1547) Henry VIII, (1491-1547) King of England and Ireland Don Fernando Álvarez de Toledo (1507-1562) Suleiman the Magnificent, Sultan of the Ottoman Empire (1520-1566) Ivan IV the Terrible (1530-1584) Oda Nobunaga (1534-1582) Sir Francis Drake (c. 1540 - 1596) Alberico Gentili, (1552-1608) the Father of international law Philip II of Spain, King of Spain (1556-1598) Akbar the Great, Mughal emperor (1556-1605) Related article: List of 16th century inventions. The Columbian Exchange introduces many plants, animals and diseases to the Old and New Worlds. Introduction of the spinning wheel revolutionizes textile production in Europe. The letter J is introduced into the English alphabet. 1500: First portable watch is created by Peter Henlein of Germany.The Iberian Union in 1598, under Philip II, King of Spain and Portugal 1513: Juan Ponce de León sights Florida and Vasco Núñez de Balboa sights the eastern edge of the Pacific Ocean. 1519-1522: Ferdinand Magellan and Juan Sebastián Elcano lead the first circumnavigation of the world. 1519-1540: In America, Hernando de Soto expeditions map the Gulf of Mexico coastline and bays. 1525: Modern square root symbol (√) 1540: Francisco Vázquez de Coronado sights the Grand Canyon. 1541-42: Francisco de Orellana sails the length of the Amazon River. 1542-43: Firearms are introduced into Japan by the Portuguese. 1543: Copernicus publishes his theory that the Earth and the other planets revolve around the Sun 1545: Theory of complex numbers is first developed by Gerolamo Cardano of Italy. 1558: Camera obscura is first used in Europe by Giambattista della Porta of Italy. 1559-1562: Spanish settlements in Alabama/Florida and Georgia confirm dangers of hurricanes and local native warring tribes. 1565: Spanish settlers outside New Spain (Mexico) colonize Florida's coastline at St. Augustine. 1565: Invention of the graphite pencil (in a wooden holder) by Conrad Gesner. Modernized in 1812. 1568: Gerardus Mercator creates the first Mercator projection map. 1572: Supernova SN 1572 is observed by Tycho Brahe in the Milky Way. 1582: Gregorian calendar is introduced in Europe by Pope Gregory XIII and adopted by Catholic countries. c. 1583: Galileo Galilei of Pisa, Italy identifies the constant swing of a pendulum, leading to development of reliable timekeepers. 1585: earliest known reference to the 'sailing carriage' in China. 1589: William Lee invents the stocking frame. 1591: First flush toilet is introduced by Sir John Harrington of England, the design published under the title "The Metamorphosis of Ajax". 1593: Galileo Galilei invents a thermometer. 1596: William Barents discovers Spitsbergen. 1597: Opera in Florence by Jacopo Peri, Entertainment in the 16th century ^ a b Modern reference works on the period tend to follow the introduction of the Gregorian calendar for the sake of clarity; thus NASA's lunar eclipse catalogue states "The Gregorian calendar is used for all dates from 1582 Oct 15 onwards. Before that date, the Julian calendar is used." For dates after 15 October 1582, care must be taken to avoid confusion of the two styles. ^ de Vries, Jan (14 September 2009). "The limits of globalization in the early modern world". The Economic History Review. 63 (3): 710-733. CiteSeerX 10.1.1.186.2862. doi:10.1111/j.1468-0289.2009.00497.x. JSTOR 40929823. S2CID 219969360. SSRN 1635517. ^ Singh, Sarina; Lindsay Brown; Paul Clammer; Rodney Cocks; John Mock (2008). Pakistan & the Karakoram Highway. Vol. 7, illustrated. Lonely Planet. p. 137. ISBN 978-1-74104-542-0. Retrieved 23 August 2010. ^ Babur (2006). Babur Nama. Penguin Books. p. vii. ISBN 978-0-14-400149-1. ^ "16th Century Timeline (1501 to 1600)". fsmitha.com. Archived from the original on February 3, 2009. ^ "History of Smallpox - Smallpox Through the Ages" Archived 2019-09-24 at the Wayback Machine. 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New York: Oxford University Press. pp. xv. ISBN 967-65-3099-9. ^ Luc-Normand Tellier (2009). "Urban world history, an economic and geographical perspective". PLOJ. p.308. ISBN 2-7605-1588-5. ^ a b c d e f Ricklefs (1991), page 27 ^ a b Ricklefs (1991), page 28 ^ Polybius: The Rise Of The Roman Empire, Page 36, Penguin, 1979. Langer, William. An Encyclopedia of World History (5th ed. 1973); highly detailed outline of events online free Media related to 16th century at Wikimedia Commons Timelines of 16th century events, science, culture and persons Retrieved from " 4 The following pages link to 16th century External tools (link count transclusion count sorted list) - See help page for transcluding these entries Showing 50 items. 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Hi everyone! I want to give some general tips on playing Space Marines vs the AI. 1. Build your City. You only get one shot so make it count. The key early resource is Requisition so try to find tiles with 30-40% Req and position the city next to it. Research and Energy are secondary. Scout for a second and third resource and position the city so it can obtain some of its bonus tiles early. 2. Scout. You can hover over the revealed tiles to spot extra bonuses that will give you a hint to a nearby resource. Keep your two marines together. Take your time and clear areas of hounds and ambushers or they will just take back the resources when your troops leave. Remember that the further you go from your city the more likely you are to run into tougher monsters. If you accidentally step in range of a Tower, Robot or Devil a trick is to not attack it and skip turn. There is a chance they won't engage your Marines next turn giving them a chance to pull back. Use resources between you and your onpnets as early warning against an oncoming attack. 3. Research. Recluciam > Frags > Chaplain > Dorms > Devastators > Expansion (if you have great tiles to grab) / Chapel > Orbital Relay 4. Build. This is my usual paterm: Refectory > Recluciam > Apothecarion > Refectory > Dorms > Generatorium > Libarium > Apothecarion > Refectory > Orbital Relay 5. First Units. The Captain and Chaplain are key units and should be built as soon as possible. Devastators are the next priority as they will help clear robots and defend the first attack. With upgrades and doctrines, they will be useful into the late game. 1 recommend at least 8 Marines and 8 Devastators before expanding your army. 6. Fortress. If you find an Influence resource at the start place the Fortress next to it immediately because it will produce enough influence for your heroes. Otherwise wait until you have started producing a Chaplain. Don't be greedy. Place conservatively because Fortresses are more important for your economy than as a defensive structures. You can use it to clear out Robots or Devils but ONLY if you can support it with troops. Influence > Research > Requisition are good first choices for resources. 7. Fermentation Pools! This is one of the most important mid and late game resources. It give 20% city growth bonus. Obtain it after you have built your second Orbital Relay and have caught up to your population growth or you will have idle population. You have to make it a part of your city or place a Fortress next to it to obtain the 20% bonus. 8. Orbital Relay. The OR is your most important building for supercharging the economy. Having a second OR allows you to build new structures faster than population growth ensuring that your population will always be productive. Two OR are sufficient to keep up with 12 population growth so unless you get really lucky with Fermentation Pools you will never need more than two. 9. Company Chapel. Another important structure. This building generates 6 loyalty which equals to a 12% boost to all production in a city. This bonus is applied to resources generated by tile bonuses as well. This means that at some point it is better to build a Chapel than a resource producing structure. This is especially true since it applies to all four resources produced in your city. As a rough rule I start building Chapels at population of 15 and continue to alternate between making them and resource producing buildings until I reach the cap of 50 loyalty. 10. Heroes. The Space Marines have two very strong heroes in the Captain and the Chaplain. Compared to them the Librarian is rather weak. The first rule is to equip your heroes with Zoat Hide Jerkin, Adamentium Vest and bracers as soon as possible. The Captain is an influence generating machine and as such this should be your first upgrade for him. He will pay not only for all the Fortresses in the early game that super charge your economy but for wargear to help make himself and your other heroes unstoppable tanks. His second role is that of a killable tank. Holding back hordes of Monoliths, Terminators and Squigoths all made possible by his multiple damage reduction and a 3 turn heal. The Chaplain also has an economic bonus that provides loyalty 12 at lvl3. That is 24% bonus to your entire economy and saves you building 2 Chapels. At level 6 the Chaplain obtains a 20% for 3 turn AOE heal that is effective on all units including vehicles. This skill make the chaplain an essential component of any spearhead attack as he will keep your front line troops and vehicles fighting even in the middle of a city assault. 11. Operations. These tools make the Space Marines one of the most versatile armies in the game. However, they cost a little bit of Influence which means means you won't be using them until late game after your Fortresses are built and heroes are equipped. - Scan allows you to make smart decisions before advancing so you don't charge head first into the enemy. - Orbital strike allows you to finish off unit- The Doctrines are amazing with the most notable ones being Flesh is Weak for a 17% damage reduction to all infantry. Machine Empathy that heals all vehicles for 10% per turn and, Siege Masters for a 33% damage bonus against enemy units in cities and fortifications. That's all for now. Good luck! Last edited by dexgattaca; 5 Nov, 2018 @ 12:28pm Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts.