

# Batman Les Tortues Ninja Tome 1

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*Batman Les Tortues Ninja Tome 1*

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## HOUSTON PIERRE

Batman/Teenage Mutant Ninja Turtles II DC Comics

A fiendish alliance unfolds behind the scenes, unbeknownst to Batman and the TMNT as they are forced to fight a Poison Ivy-powered Snakeweed!

**Batman/Teenage Mutant Ninja Turtles III** DC Comics

Williams' storytelling and character work is topnotch, some of the best stuff happening in comics right now. If you enjoyed the original, there's absolutely no reason not to stick around for Round 2. IGN The Dark Knight and the heroes in a half shell reunite! The team behind the smash-hit crossover series brings Batman and Robin to the Teenage Mutant Ninja Turtles' New York to fight the menace Bane! But will Donatello's attempt to fix things create an even deadlier threat? When Donatello opens a portal to Gotham City in search of the Turtles' recent ally, Batman, he accidentally gets sent to Gotham City and someone else comes through—Bane! The villain who broke Batman finds a new world to conquer, developing a new strain of Venom to inflict on the Big Apple's unsuspecting population. Donnie manages to bring Batman and Robin (Damian Wayne) to his world to join the fight, but when they, Master Splinter, and the rest of the Turtles—Leonardo, Michelangelo, and Raphael—disagree with his plans, the dejected Donatello takes matters into his own hands with disastrous results! Written by James Tynion IV (Detective Comics) and Ryan Ferrier (Teenage Mutant Ninja Turtles: Dimension X) and illustrated by Freddie E. Williams II (Robin), Batman/Teenage Mutant Ninja Turtles II collects all six issues of the thrilling miniseries event presented by DC Comics and IDW Publishing.

**Batman/Teenage Mutant Ninja Turtles II (2017-) #5** DC

Krang has steered his Ultra-technodrome into the skies above the new Earth he sought to conquer and rebuild in his own image. He thought the heroes of the worlds he'd conquered were down for the count, but now he faces two sets of Teenage Mutant Ninja Turtles, two Batmen and a whole host of angry heroes looking to save their worlds once and for all. If Krang can't own the Multiverse, then he will destroy it!

*Batman/Teenage Mutant Ninja Turtles III (2019-) #3* DC Comics

Trapped in a world where they can scarcely tell friend from foe, the Turtles' first encounter with the Dark Knight puts their fighting skills to the ultimate test. And while Batman and scientist Lucius Fox search for any clue as to where these strange ninjas come from, Shredder strikes a deal with The Penguin! Co-published with IDW!

**Batman/Teenage Mutant Ninja Turtles III (2019-) #2** DC Comics

Batman and the Teenage Mutant Ninja Turtles think they've figured out how to tear apart Krang's Combined Multiverse and restore their reality. But Krang has planned this moment for years. With his robot army, he's ready to destroy them all. And if Batman can't remember the last missing piece in his life, there may be no hope left!

**Batman/Teenage Mutant Ninja Turtles (2015-) #2** DC Comics

The Batcave is overrun with turtles—and its landlord is not at all pleased about it. But Batman's going to have to put aside his animosity toward his uninvited guests because he's about to have his first run-in with their deadliest enemy, Shredder! Meanwhile, the Turtles must face up to the grim possibility that they might never get back to their world. © 2015 Viacom International Inc. All Rights Reserved. TEENAGE MUTANT NINJA TURTLES, and all related titles, logos and characters are trademarks of Viacom International Inc. Based on characters created by Peter Laird and Kevin Eastman.

*Batman/Teenage Mutant Ninja Turtles (2015-) #3* DC Comics

The team behind the smash-hit crossover series is back to reunite the Dark Knight and the Heroes in

a Half-Shell. When Donatello goes looking for a new mentor to help him improve his fighting skills, he opens a doorway to another reality, hoping to summon the Turtles' one-time ally, Batman. But instead, he gets sent to Gotham City and someone else comes through the open portal—Bane! Suddenly, there's a new gang boss in New York and he's out to unite all the other bad guys under him. Can Donnie get back in time and bring Batman with him to help his brothers before Bane causes irreparable destruction? Co-published with IDW.

*Batman/Teenage Mutant Ninja Turtles (2015-) #1* DC Comics

Our heroes have battled the Foot Clan in Gotham City and Bane in New York, but now Krang has gotten his hands on the most dangerous technologies in the DC Universe—and no universe is safe from his wrath! As Krang's true power is revealed, it's up to Batman and the Turtles to stop him, but their only hope lies with a strange, yet familiar, visitor from another world! Collects Batman/Teenage Mutant Ninja Turtles III #1-6. Co-published with IDW.

*To Laugh So Not to Cry* IDW Publishing

Trapped in a world where they can scarcely tell friend from foe, the Turtles' first encounter with the Dark Knight puts their fighting skills to the ultimate test. And while Batman and scientist Lucius Fox search for any clue as to where these strange ninjas come from, Shredder strikes a deal with The Penguin! Co-published with IDW! © 2015 Viacom International Inc. All Rights Reserved. TEENAGE MUTANT NINJA TURTLES, and all related titles, logos and characters are trademarks of Viacom International Inc. Based on characters created by Peter Laird and Kevin Eastman.

**Batman/Teenage Mutant Ninja Turtles Adventures #6** DC Comics

Formées à l'art du ninjutsu par Maître Splinter, les quatre Tortues Ninja sont depuis toujours des guerriers hors pair. Pourtant, pour Donatello, ce n'est pas encore suffisant. Convaincu de pouvoir améliorer ses compétences, il se met en quête d'un nouveau mentor, et qui de mieux que Batman pour le former aux techniques de combat nocturnes ? En empruntant le portail qui le mène à Gotham City, Donatello laisse cependant le terrible Bane pénétrer dans les rues de New York. Leonardo, Michelangelo et Raphael seront-ils assez de trois pour venir à bout d'une armée de supervillains prêts à détruire leur ville ? Contient Batman & The Teenage Mutant Ninja Turtles II #1-5

*Batman/Teenage Mutant Ninja Turtles II (2017-) #3* DC

The evil Kraang travel across dimensions to attack Gotham City. The Teenage Mutant Ninja Turtles arrive to help Batman and his sidekicks stop them. But can this dynamic duo of heroic teams stop the inter-dimensional danger in time? BATMAN and the TEENAGE MUTANT NINJA TURTLES team up in this one-of-a-kind comic series. Exploding with high-impact art and fast-paced text -- and enhanced with educational back matter -- these comic books are sure to be a hit!

*Batman et les Tortues Ninja . Edition limitée* DC Comics

While Shredder enters an uneasy alliance with a deadly new partner, Casey Jones is arrested by the GCPD. At the same time, a crisis breaks out at Arkham Asylum, which is bound to keep both Batman and the Turtles busy. Meanwhile, a certain young resident of Wayne Manor returns home to find a new, green occupant in his room. Co-published with IDW. BATMAN and all related characters and elements are © and DC Comics. © 2015 Viacom International Inc. All Rights Reserved. TEENAGE MUTANT NINJA TURTLES, and all related titles, logos and characters are trademarks of Viacom International Inc. Based on characters created by Peter Laird and Kevin Eastman.

*Batman/Teenage Mutant Ninja Turtles (2015-) #4* Raintree

Kevin Eastman, co-creator of the Teenage Mutant Ninja Turtles, joins series artist Freddie E. Williams II as guest artist for the second issue of BATMAN/TEENAGE MUTANT NINJA TURTLES III! Krang's true power has been revealed, and now it's up to Batman and the Turtles to stop him, but their only hope may lie with the strange, yet familiar, visitor from another world.

*Batman/Teenage Mutant Ninja Turtles Adventures #2* DC

With the possibility existing that they might never get home, the Turtles take up residence at Wayne

Manor. Everyone seems to be adapting except for Raphael, who still can't understand why his friends all trust this Bat-person. So Batman takes the skeptical Turtle on a trip down Crime Alley to tell Raph what led him to don the cape and cowl in the first place. Co-published with IDW. © 2015 Viacom International Inc. All Rights Reserved. TEENAGE MUTANT NINJA TURTLES, and all related titles, logos and characters are trademarks of Viacom International Inc. Based on characters created by Peter Laird and Kevin Eastman.

**Batman/Teenage Mutant Ninja Turtles Adventures #5** DC Comics

The 80th anniversary of Batman collides with the 35th anniversary of the Teenage Mutant Ninja Turtles in this stunning concluding miniseries to the BATMAN/TEENAGE MUTANT NINJA TURTLES trilogy. Our heroes have battled the evil of the Foot Clan in Gotham City and Bane in New York, but now Krang has gotten his hands on the most dangerous technologies in the DC Universe—and no universe is safe from his wrath! Co-published with IDW.

*Batman/Teenage Mutant Ninja Turtles* Batman / Teenage Mutant Ninja

The first chapter of the story that brought together the Dark Knight and those Heroes in a Half-Shell is back in this new Director's Cut edition co-published with IDW. TEENAGE MUTANT NINJA TURTLES, and all related titles, logos and characters are trademarks of Viacom Overseas Holdings C.V. Based on characters created by Peter Laird and Kevin Eastman.

**Batman/Teenage Mutant Ninja Turtles Adventures #1** DC Comics

Pas de répit pour le Chevalier Noir de Gotham City ! Les plus dangereux criminels se sont échappés

de l'Asile d'Arkham pour se rendre, non pas dans les rues qu'ils ont l'habitude de fréquenter, mais à New York City, fief des célèbres Tortues Ninja ! Pour arrêter Double-Face, le Joker, Poison Ivy, ou encore L'Épouvantail, Batman devra s'allier aux quatre justiciers d'écailles et affronter, lui aussi, des menaces d'un nouveau genre...

**Venin sur l'Hudson** IDW Publishing

Batman and the Turtles go on the offensive in the belief that they can take Bane down while he's weakened, due to a lack of Venom on the Turtles' world. But that's not true any more! The Turtles' foe Baxter Stockman has found a way to reproduce the deadly substance that feeds Bane—which means the Dark Knight and the Heroes on a Half-Shell are in for the fight of their lives.

*Batman/Teenage Mutant Ninja Turtles II (2017-)* #6 IDW Publishing

Gotham City's worst criminals - the Joker and Harley Quinn - are in New York City. While there, they meet another super-villain: Shredder, archenemy of the Teenage Mutant Ninja Turtles! Will Batman and the Ninja Turtles team up to take on these big-time baddies together? BATMAN and the TEENAGE MUTANT NINJA TURTLES collide in this one-of-a-kind comic series. Along with action-packed art, these fast-paced stories are sure to be a WHAM! BAM! SMASH! hit.

*Batman/Teenage Mutant Ninja Turtles Director's Cut (2016)* #1 IDW Publishing

With Bane, Bebop, Rocksteady and the entire Foot Clan pumped up on Venom, the odds are severely stacked against Batman and the Turtles. All looks lost until Master Splinter steps in—only to fall victim to the treacherous Bane! The heroes on the half-shell live to fight another day, but at what cost? Donnie thinks he has a plan for victory, but Batman warns against it.