

Batman Tmnt Tp Vol 1 Batman Teenage Mutant Ninja Turtles

A thorough look back at the TMNT's comic book origins with their first stories plus insightful annotations from co-creators Kevin Eastman and Peter Laird. Rediscover the underground roots of Teenage Mutant Ninja Turtles, with this special collection of Mirage Studios' issues #48-55 including the start of a major Turtles storyline. Beginning with the two-part "Shades of Gray," get ready as the multi-part "City at War" explodes onto the comics page! With over 250 pages of mutated-martial arts action along with annotations following each issue, this volume is perfect for fans to relive the glorious days of the Turtles' origins as well as an excellent place for new readers to see where the TMNT phenomenon began.

When villains start to mysteriously escape Arkham, Batman seeks to track them down. What happens when he discovers that they have left Gotham completely... and entered the TMNT's New York City?

Mickey, Goofy, and Eurasia Toft are out to find Atlantis or die trying... and their path leads to the British seacoast, where--yaarr!--there be pirates, pitfalls, creepy Count Zook, and a new threat from the hideous Horde of the Violet Hare! Dive into a new thriller by fan favorite Andrea "Casty" Castellan--then stick around for two wild Pegleg Pete adventures from legendary Disney writer/artist Romano Scarpa! Collects IDW's Mickey Mouse#13-15.

Beginning a whole new chapter in the life of the Dark Knight, the epic art team of Tony S. Daniel and Danny Miki are joined by new series writer James Tynion IV! It's a new day in Gotham. Bane has been vanquished, but both the city and its champion are still struggling to pick up the pieces. Deathstroke, the world's greatest mercenary, is back in town under a new contract. Soon other hired killers follow, and Batman is surrounded by assassins--as well as Gotham's own dangerous players, from the Riddler to the Penguin to Harley Quinn. As the Caped Crusader draws closer to uncovering the figure pulling the strings, the love of his life, Catwoman, holds the sinister secret in her claws. Can Batman pry it from her without tearing their relationship apart? And will it be enough to stop the coming plot against him? The start of a bold new chapter in the Batman saga unfolds from writer JAMES TYNION IV and artists GUILLEM MARCH, TONY S. DANIEL, CARLO PAGULAYAN, JORGE JIMENEZ, and more. Collects stories from Batman #85-94 and Batman Secret Files #3, and features the debut of breakout character Punchline!

When children begin to go missing in the town of Archer's Peak, all hope seems lost until a mysterious woman arrives to reveal that terrifying creatures are behind the chaos - and that she alone will destroy them, no matter the cost. IT'S THE MONSTERS WHO SHOULD BE AFRAID. When the children of Archer's Peak—a sleepy town in the heart of America—begin to go missing, everything seems hopeless. Most children never return, but the ones that do have terrible stories—impossible details of terrifying creatures that live in the shadows. Their only hope of finding and eliminating the threat is the arrival of a mysterious stranger, one who believes the children and claims to be the only one who sees what they can see. Her name is Erica Slaughter. She kills monsters. That is all she does, and she bears the cost because it must be done. GLAAD Award-winning writer James Tynion IV (The Woods, Batman: Detective Comics) teams with artist Werther Dell'Edera (Briggs Land) for an all-new story about staring into the abyss. Collects Something is Killing the Children #1-5.

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. While the Shredder is locked away at Riker's Island, the Foot Civil War rages through New York City. Each branch of the Foot is determined to kill the Turtles first, to prove their rightful claim to power. Meanwhile, Batman and Robin are back in the DC Universe, dealing with the repercussions of a massive Arkham Asylum breakout that freed Bane! When Bane is unexpectedly transported to the Turtles' New York City, he swiftly takes control of the city and Batman and the Turtles must unite forces to defeat their common enemy! From the monster creative team behind the original graphic novel, James Tynion IV and Freddie Williams II, this sequel further explores one of the greatest team-ups of all time! Collects issues #1-7.

On October 16, 2013, 437 students, 52 teachers, and 24 additional staff from Bay Point Preparatory High School in suburban Milwaukee, WI vanished without a trace. Countless light years away, far outside the bounds of the charted universe, 513 people find themselves in the middle of an ancient, primordial wilderness. Where are they? Why are they there? The answers will prove stranger than anyone could possibly imagine. Collects issues #1-4 of the critically acclaimed series.

A bold new direction for Batman begins as Bruce Wayne's circumstances are forever changed. How did The Joker's rampage affect the citizens of Gotham City? Bruce Wayne and the city he loves have changed dramatically following the events of "The Joker War," but Batman and his mission are eternal. The mysterious vigilante known as Ghost-Maker has known Bruce since they were teenagers, and he's made his decision. It's time Gotham City had a new hero. Batman and Ghost-Maker go toe-to-toe to decide which of them will remain Gotham City's hero. Yet the city is changing faster than ever after "The Joker War," and with this change comes increasing dangers. Collects Batman #101-105, a story from Detective Comics #1027, and Batman Annual #5.

Stuck in the Ghostbusters dimension, the Turtles work with their new friends to save the day and to help their friend Casey Jones who is under Chi-You's control. Aligned to Common Core Standards and correlated to state standards. Spotlight is a division of ABDO.

A thorough look back at the TMNT's comic book origins with their first stories plus insightful annotations from co-creators Kevin Eastman and Peter Laird. Rediscover the underground roots of Teenage

Mutant Ninja Turtles with this special collection of Mirage Studios' issues #56-62 which includes the conclusion to the epic City at War storyline. With over 180 pages of mutated-martial arts action along with annotations following each issue, this volume is perfect for fans to relive the glorious days of the Turtles' origins as well as an excellent place for new readers to see where the TMNT phenomenon began. A Venom-charged Donnie wages a brutal, one-Turtle war on the Foot Clan. Batman has to stop him and remind him of who he really is; someone who uses smarts—not brawn—to take down the bad guys. Damian and Raphael pay a visit to the Lazarus Pit to try and help a wounded Splinter. Then Batman tries to turn a former foe into an ally as part of a desperate attempt to finally end the reign of Bane. Presenting the complete TMNT stories in recommended reading order, including one-shots, crossovers, and event series. Everything a beginner could need, everything a diehard could want. Now in paperback for the first time! TMNT co-creator Kevin Eastman and writer Tom Waltz guide readers through a ground-breaking new origin and into epic tales of courage, loyalty, and family as the Turtles and their allies battle for survival against enemies old and new in the dangerous streets and sewers of New York City. Collects the first 12 issues of IDW's Teenage Mutant Ninja Turtles ongoing series, plus the Raphael, Michelangelo, Donatello, Leonardo, and Splinter Micro-Series one-shots.

New characters, new attitude, and a new age of mutant madness continues in this graphic novel based on the Nickelodeon animated series. Join Raph, Leo, Donnie, Mikey, and April O'Neill in this exciting and hilarious adventure with an important message about learning to be comfortable speaking up. A new batch of mutant villains are in town and they've mastered the art of noiseless theft! The TMNT are powerless to stop them until they realize someone close to them shares a history with the bad guys: April O'Neill! Will she be able to overcome a case of stage fright and save the day?

"Man's World has become more complicated to navigate than ever before...Wonder Woman's mission to bring justice to this world will push her to new places and experiences. She'll be forced to redefine who is good and who she can trust... Can people truly change and become good? And what new threats are waiting just around the corner?"--

Presenting the complete TMNT stories in recommended reading order, including one-shots, crossovers, and event series. Everything a beginner could need, everything a diehard could want. Agent Bishop's long-gestating hunt for mutants begins in earnest and no one is safe! The Mutanimals are the first targets, but the Turtles' turn will come soon enough, and they'll be hounded like never before. Alopex and Nobody are looking for a little rest and relaxation but get more than they ask for when they become the unwilling guests of a never-ending party thrown by the hedonistic Toad Baron! Plus, Karai has always embodied the Foot Clan. With the Clan under the control of Splinter, what path will she take during her travels in Japan? Danger and intrigue await her, Koya, and Bludgeon! Collects issues #67-72 of the ongoing Teenage Mutant Ninja Turtles series, Teenage Mutant Ninja Turtles Universe issues #9-15, and the TMNT/Usagi Yojimbo crossover.

Cognetic is the story of a powerful psychic being that once controlled one-third of the world's population as a part of its hivemind, and his return to humanity in modern-day New York City. It's also the story of a young woman, the assistant to the director of the FBI, who might be the only one who can save humanity, but at a terrible, terrible cost. Collects the complete limited series by writer James Tynion IV (Detective Comics, The Woods) and artist Eryk Donovan (Memetic), plus character profiles, essays, sketches, and cover gallery. "æCognetic stands alone, giving familiar sci-fi and horror themes a fresh Mission Impossible twist with a fascinating arc and eerie illustrations." - Newsarama

Welcome to the new world of TMNT! After the cataclysmic events of "City At War," the Turtles find New York City drastically changed--new factions and enemies are on the rise, and allies are in short supply. The Turtles discover that in order to survive they will need to work together like never before, but when they find themselves separated, Old Hob decides to fill the power vacuum with some very unusual mutants: Zanna, Mushroom, and Zink! Collects issues #101-105 of the Teenage Mutant Ninja Turtles series.

Abducted from their planet millennia ago, the Triceratons are at last free to return home. They come in peace, but how will the world react to a Triceraton "invasion" in the heart of New York City? About how you would expect, especially when the Earth Protection Force gets involved. As the three-pronged attack begins in earnest, it's up to the Turtles to stop the conflict before it escalates into all-out war! Collects issues #76-80.

The Tales of the TMNT series presents short, one-issue stories that give readers an in-depth look at Leonardo, Michelangelo, Donatello, Raphael, Casey Jones, and Splinter, while also delving into the stories of background characters like Nobody, Rat King, and Savanti Romero. Collects issues #1–7 of the original series, Tales of the TMNT, and issues #1–8 of the 2004 re-launch, Tales of the TMNT Volume Two. Presented in all-new color.

Baxter Stockman is looking to become the new major villain on the streets! His first step to world domination? Turn the Mutanimals into robots!!

Batman isn't the only masked crusader in town-and Arkham Asylum has many, many cells beyond those detaining the Penguin, the Joker, and Poison Ivy. But this is not the dark, dismal Arkham Asylum of old-this modern Arkham is run by the son of the original founder, Jeremiah Arkham. He is determined to improve on his father's methods, and in doing so walks perilously close to the abyss of madness himself. Can Jeremiah cure the Dark Knight when Batman is committed to Arkham for killing a cop? Writer ALAN GRANT (DETECTIVE COMICS) joins artists TIM SALE (BATMAN: THE LONG HALLOWEEN), NORM BREYFOGLE (BATMAN), and more in these stories about the men and women in shadow-the shadow of the Bat! Collects BATMAN: THE SHADOW OF THE BAT #1-12!

This issue launches a new series of TMNT reprints that showcase the best stories of your favorite TMNT characters! Featuring tales from different publishers, this first issue showcases the ever-surlly Raphael! At almost 100 pages, this is your one-stop-shop for all things cool but rude!

The Power Rangers arrive in New York City to find their missing teammate Tommy Oliver, AKA The Mighty Morphin Green Ranger, but soon discover he's joined forces with the villainous Shredder and the Foot Clan! But the Rangers must also deal with another unexpected (fr)enemy—the Teenage Mutant Ninja Turtles! Can these heroes find a way to work together to defeat the bad guys and save the world from total destruction?! Written by Ryan Parrott (Power Rangers: Necessary Evil) and illustrated by Simone di Meo (Power Rangers: Beyond The Grid), the Mighty Morphin Power Rangers fight—and maybe team up with—the Teenage Mutant Ninja Turtles for the first time ever. Collects the complete 5-issue series

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.

In a future, battle-ravaged New York City, a lone surviving Turtle embarks on a seemingly hopeless mission seeking justice for the family he lost. From legendary TMNT co-creators Kevin Eastman and Peter Laird. Get ready for the final story of the Teenage Mutant Ninja Turtles! TMNT co-creators Kevin Eastman and Peter Laird reunite for the first time in years to bring you the

Turtles story three decades in the making! Who is the Last Ronin? What terrible events destroyed his family and left New York a crumbling, post-apocalyptic nightmare? All will be revealed in this climactic Turtle tale that sees longtime friends becoming enemies and new allies emerging in the most unexpected places. Can the surviving Turtle triumph? Eastman and Laird are joined by writer Tom Waltz, who penned the first 100 issues of IDW's ongoing TMNT series, and artists Esau & Isaac Escorza (Heavy Metal) and Ben Bishop (The Far Side of the Moon). Collects the complete five-issue miniseries in a new graphic novel, an adventure as fulfilling for longtime Turtles fans as it is accessible for readers just discovering the heroes in a half shell.

It's all-out war on the streets of NYC! The road to 100 ends here! It's the shocking culmination of nearly a decade of storytelling as the Teenage Mutant Ninja Turtles and Splinter face their darkest hour against a multitude of enemies bent on their total destruction. Karai, Agent Bishop, Old Hob and the Mutanimals, Metalhead, Leatherhead, the Pantheon, Hun--they're all here, as well as twists, turns, tragedy, and heart-stopping surprises at every turn. Find out how a City at War will change the world forever! Collects issues #96-100 of the Teenage Mutant Ninja Turtles series.

The Turtles face one of their mightiest enemies in General Krang, the witty warlord and squishy pink brain who has a plan to outwit the heroes.

The turtles and their friends go to the rescue when their beloved mentor, Splinter, is taken captive by Hob the cat, only to be carried off by ninjas working for Shredder.

It's all been leading up to this! A massive showdown on the streets of NYC! Everything comes together in this explosive story that sees New York City torn apart by different factions, mutant and human alike! Karai returns to New York and the future of the TMNT, and all of NYC, comes down to a final negotiation between Splinter and Karai. Can they reach an agreement before Bishop's new plan begins? Leonardo, Raphael, Donatello, and Michelangelo face a gauntlet of danger unlike anything they have experienced before! Collects issues #90-95 of the ongoing series.

Collects the continuing adventures of the mutant turtles in which they encounter Shredder and gain a new group member.

This is it, fans! You demanded it--the entire Image Comics TMNT run (a.k.a. TMNT Volume 3) reproduced for the first time ever in full, four-color glory! Join creators Gary Carlson and Frank Fosco as they take the Heroes in a Half-Shell on some of their most amazing, dangerous, and bizarre adventures ever... culminating in three brand-new issues by Carlson and Fosco to properly close out this long-beloved storyline at last! Long out of print and incomplete, Teenage Mutant Ninja Turtles Volume 3 is one of comics' lost treasures, now uncovered at last and completed by the original creators. Collects issues #1-13 of the 26-issue series.

Stranded in the far future, the members of the Justice League of America are hunted as dangerous renegades, while their counterparts in the Justice Legion A must find a cure for a deadly virus and deal with a traitor in their midst.

The newest member of the TMNT team embarks on her own adventure in this stand-alone tale! Trying to acclimate to life as a mutant, the newest Turtle, Jennika, will be forced to come to terms with both her troubled past and conflicted present. In search of a dangerous procedure to reverse mutation, will Jennika be tempted by the call of her old life? And how far will she go to save those who gave up on her long ago? Brahm Revel returns from his acclaimed TMNT Universe tale "What is Ninja?" to reveal more of Jennika's backstory!

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. Collects Batman/Teenage Mutant Ninja Turtles II #1-7.

IDW's relaunch of the Teenage Mutant Ninja Turtles has been a hit with fans and critics alike. Now, collect the series in all-new oversized hardcovers that present the stories in recommended reading order.

Collects the first 12 issues of the new ongoing series, plus the Raphael, Michelangelo, Donatello, Leonardo, and Splinter Micro-Series one-shots spliced in-between.

Welcome to the new world of TMNT! After the cataclysmic events of "City At War," the Turtles find New York City drastically changed—new factions and enemies are on the rise, and allies are in short supply. The Turtles discover that in order to survive, they will need to work together like never before, but when they find themselves separated, Old Hob decides to fill the power vacuum with some very unusual mutants: Zanna, Mushroom, and Zink! Collects issues #101–105 of the TEENAGE MUTANT NINJA TURTLES series.

Go back to the very beginning, with the Turtles' first encounter with the Foot Clan and their mysterious leader, the Shredder. With over 300 pages of mutated martial-arts action, this volume is perfect for fans to relive the glorious days of the Turtles' origins, as well as an excellent place for new readers to see where the TMNT phenomenon began. Collects the first seven issues of the series, plus the Raphael and Michelangelo Micro-Series one-shots, all in brilliant color.

The heroes in a half shell are back in a brand-new comic series. The world's most fearsome fighting teens and take on the Krang, Shredder and their monstrous minions, Bebop, Rocksteady and the deadly Foot ninja, as well as saving the world from a host of deadly foes! Join Leonardo, Raphael, Michaelangelo, Donatello and their mentor Splinter in some of their wildest adventures ever! Collecting Teenage Mutant Ninja Turtles #1-12.

Spinning straight out of the nit Nickelodeon cartoon, New Animated Adventures provides all-ages excitement perfect for fans old and new! Follow along as Mikey, Donnie, Raph, Leo, April, and Casey battle villains such as Baxter Stockman, Fishface, The Kraang, Tiger Claw, and more in 21 action-packed tales! Collects issues #13-24."

The Turtles are back in an all-new animated series from Nickelodeon: new characters, new attitude, and a new age of mutant madness begins here. Join Leo, the self-proclaimed "coolest" brother; Donnie, the "genius"; Mikey, the "prankster"; and Raph, the leader of the group, as they uncover the secrets of New York City and untap their mystic ninja powers while learning to work together as a team. Will the TMNT be able to master their new world, or will their new world master them?! Collects issues #0–2.

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