

Claymore

Wednesday, 20 February 2008

CLAYMORE. The code name used by U.S. Army Captain John Zullo. Claymore was born in Vermont to an immigrant father who came to America to work in the marble quarries of Vermont. He majored in Eastern Philosophy at New Hampshire's Dartmouth College and graduated at the top of his class. He fluently speaks Japanese, Chinese, Vietnamese and Portuguese. He is also proficient at a number of martial arts. After enlisting in the Army, Claymore attended Airborne and Ranger school and spent three tours in Southeast Asia. His missions there remain classified to this day. Hawk enlisted Claymore for the G.I. Joe team, though he was only to be called in on special assignments. Very few Joes have seen or even heard of Claymore, though he occasionally led top secret missions for the team over the years prior to the team's shutdown in 1994. On one such mission, he joined Dial-tone, Leatherneck, Mainframe and Wet Suit against the drug kingpin Headman in Brazil. Though they stopped his operation, Headman escaped. Years later, Claymore joined the reinstated G.I. Joe team in its fight against the forces of The Coil in Eastern Europe. During that fight, Claymore and a team of Joes were captured by Cobra, but were eventually rescued. Claymore began serving as director of overseas operations for the Joe team. After the Joe team stopped a plot by Cobra to unleash the weapon known as the Tempest, and defeated a new threat, the Red Shadows, the military again disbanded the team. One year later, the Joe team was reformed with a smaller roster of active members. Claymore, like most former Joes, is a reserve member of the new team. He again worked with the Joes on an unofficial mission to finally capture Headman in Brazil. Most of the original team was joined by Firewall, who filled in for her late mentor Mainframe. Claymore's team was successful, finally bringing Headman to justice. Later, Claymore fought in Kazakhstan during the conflict known as World War III.

One of many Joes listed on the World War III member assignment map first seen in AE #28.

(Glv2 26, 31, 32, 34-36, 38; SM:B; AE 32; Figure: 1)