

seaQuest

"About-Face"

Treatment by Lee Goldberg & William Rabkin

Hudson wakes up in his cabin with a blasting headache. He staggers out and sees an Alliance soldier walking down the corridor. Hudson overpowers the soldier, and tries to call security on his PAL. When he can't reach anyone, he marches to the bridge, and discovers it's manned by Alliance officers, all of whom turn and salute him...

Hudson wants to know what's happened to his crew and his ship. An Alliance officer, Commander Thane, steps forward, very concerned. Apparently, he says, the drugs Hudson is being given are too strong. He's gaining Hudson's identity but losing his own. Hudson doesn't know what they are talking about.

Thane tells him he's Alliance Commander Ian Drake, who has spent the last seven months being indoctrinated to replace Capt. Hudson on SeaQuest, right down to massive plastic surgery. Obviously, the last indoctrination session was far too hard on him. Worried, Thane has him taken to see the doctor immediately. On the way, Hudson overpowers his guards, rushes to the launch bay, opens a door and...

...finds himself in an Alliance base. SeaQuest is a set.

Thane comes up behind him, puts a comforting hand on his shoulder. "We've been too hard on you, fan, we've done too good a job. Go home, see your wife, come back tomorrow when you are yourself again." And as Hudson is taken "home," we cut to:

McGath on the vidscreen with Ford -- Captain Hudson never arrived at New Cape Quest for the regional security conference. SeaQuest immediately begins to search for Hudson's shuttle.

SeaQuest finds some wreckage on the ocean floor. Piccolo and Darwin sent down to investigate, where they find some evidence of a battle. Torpedo shells, nothing that can be identified as the shuttle. But on the way back to SeaQuest, Piccolo can't breathe. In fact, he's drowning. Darwin drags him back, and we soon learn that a degenerative disease is eating away Piccolo's gills. It's not life-threatening, but it's tormenting Piccolo all the same. Because without the gills, he's not special anymore. He's just a helmsman who can't read. And as Piccolo struggles with his identity crisis, Hudson is going through his own.

At first Hudson fights against this fake life, but no matter how many faults he tries to find in it, it still rings true. There's a rational explanation for each of his suspicions. And soon, he is seduced by the life he's been given. The Alliance has furnished "fan Drake" with the perfect balance Hudson couldn't achieve but always longed for - a beautiful, loving, intelligent wife; a son who adores and respects him; and at the same time, a position of importance in the military. His suspicions begin to dim even as the "indoctrination's" become more complex. The Alliance is mounting a major offensive on the UEO in 48 hours, and they need "Drake" at the helm of SeaQuest. He runs through several practices sessions on SeaQuest covering what he is to do during the attack.

Thane tells Hudson the Alliance has captured Hudson's shuttle, killed Hudson and are ready for "Drake: to take Hudson's place. After viewing Hudson's body, and a tearful goodbye from his wife and child, Hudson is taken to the shuttle to await his "rescue" by SeaQuest. Hudson can communicate with the Alliance with a special device hidden under his skin.

SeaQuest discovers the shuttle. Hudson is rescued and he finds himself once more in command...as an Alliance spy.

Hudson is torn, even as he orders SeaQuest to do things that will aid Alliance in their modern-day Pearl Harbor-esque sneak attack. Is he Hudson or an undercover agent?

Only at the last moment does some small detail (something Piccolo says about the Red Badge of Courage) jolts him into the realization that he is, indeed, Hudson.

Capt. Hudson is able to use his inside knowledge against the Alliance and foil their attack. In the end, Capt. Hudson confides to Ford that the one torture the service never prepares you for is not pain...but happiness.