

# The Horse File



PARTNERS

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An  
Expansion by  
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*Partners – The Horse File*

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*The name's Fetlock McGee.*

*Private Hoof.*

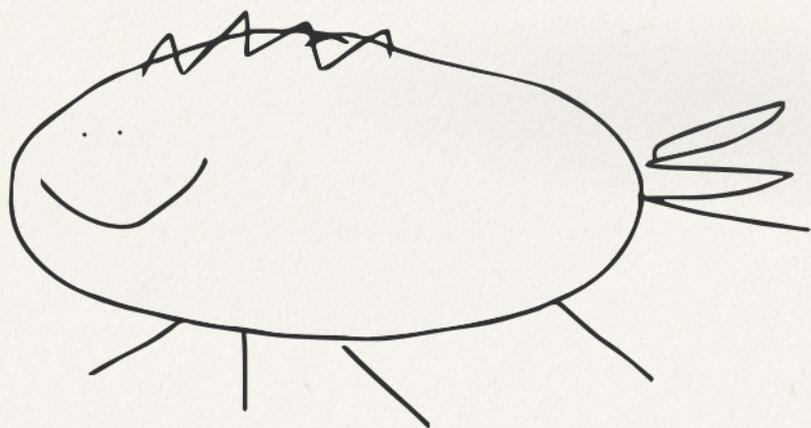
*They say this is a one-horse town but truth is there's two kinds of horses really: everyday Joe Saddles just trying to get through the weekly hurdles and get a bag of oats at the end of it.*

*Then there's the wild horses. Brumbies. Nightmares. Horses who deal more in sugar daddies than sugar cubes, who would gladly give you a quartet of cement shoes as brush your mane.*

*When good horses run into bad horses down a dark, barnyard alley, inevitably they end up coming to me  
– either as clients or horseflesh.*

*Honestly I prefer the latter – less small talk.*

HOSIRE



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## **THE LOWDOWN:**

*“No sir, I don’t like it.”*

*– Mr Horse, Ren & Stimpy*

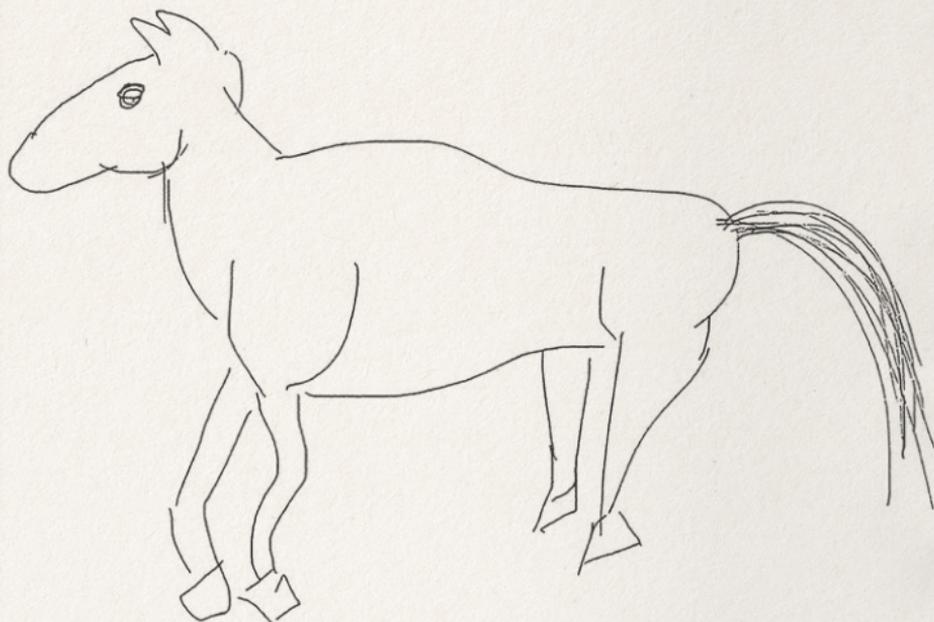
Horse crime stories are much like any other crime stories, only with horses. Horses are inherently funny, and doubly so when doing human things. The more you play it straight, the funnier it gets. Once you start leaning in on human tropes, you swiftly end up with hard-bitten noir-style detectives, so you may want to see *Partners: The Noir File* for more on that. Otherwise, we just have to make a few small changes to the tables so that everything is horse-related.

One final note: take off your blinders and don’t lean too much on horse-puns. Eventually you’ll have your fill-y and it will just be a drag, and your fellow player may want to fix your wagon.

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## **THE CAST:**

No changes here. A horse straight shooter always looks the gift horse in the mouth, while the wild card is out there sowing his oats, or possibly eating them. But the fun of horse crime is in the fact that nothing much changes, so we don’t change any of this. The Superior will still call the horse-partners into his stable to chew them out, and so forth.



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## **THE BIBLE:**

In the tales of horse crime, the horse Superior typically Assigns Cases and horse justice is often Rough Justice. But horse crimes are easily exposed: horses are easily spooked and driven to confess when their race is run. Horse crime is a violent world but never on screen. Nobody likes to see a horse suffer. Horse mysteries are rated M because they talk about the seedy side of horse life: drugs, sex, violence, and a world full of bad horses doing bad things.

Horses are very good at Seeing The Smallest Details and Deducing Intimate Truths because they see things even humans themselves try to hide – just ask Clever Hans. He was a German horse who saw through everybody. Horses are bad at gathering and recording physical and financial evidence, because they can't pick things up with their hooves, and they can't file things either. In fact they often eat the files by mistake. This department is a mess.

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## THE DOCKET:

Horse crime as we say is just like human crime, only horsier. Surprisingly, horses can do lots of things we might not expect. Go with it. Sometimes there is a horse loose in a hospital. We just make the following table adjustments, and everything else plays the same.

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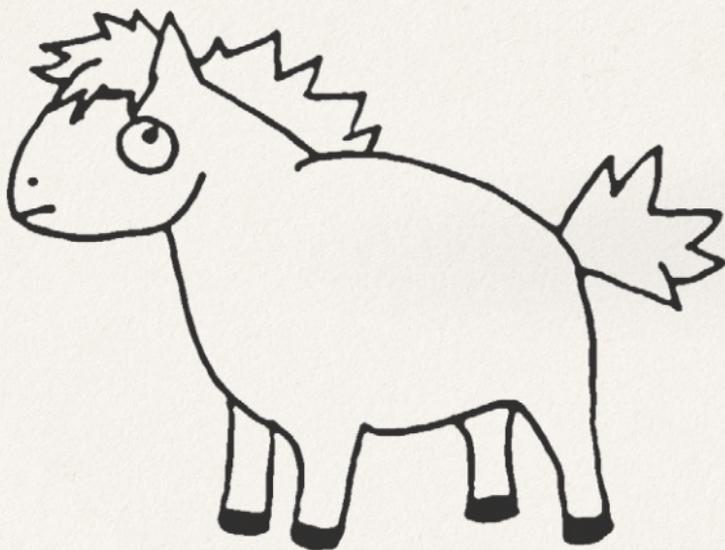
### The Scene

For the scene of the crime, we must first determine The Victim of the crime. The Victim is alive and mostly well, but we will use another table to determine what happened to them. Use this table to generate the episode's Victim:

Use the following table instead of the one on p46 of the Partners manual for your victim's Profession. Mode of death is always either Shot (red card) or Kicked Really Hard (black).

Profession	
A	<i>Riding Horse</i>
2	<i>Racing Horse</i>
3	<i>Stud or Breeding Mare</i>
4	<i>Pack Horse</i>
5	<i>Carriage Horse</i>

6	<i>Cart Horse</i>
7	<i>Dressage or Dancing Horse</i>
8	<i>Jumping Horse or Steeple Chaser</i>
9	<i>Farm Horse</i>
10	<i>Round Up or Cattle Drive Horse</i>
J	<i>War Horse</i>
Q	<i>Movie Horse or Circus Horse</i>
K	<i>Does a Human Job eg. Aerobics Instructor</i>



### **The Suspects**

Use the following table instead of the one on p49 of the Partners manual for Suspects. Motive remains the same, of course. Unless it says otherwise, these are all horses.

<b>Suspect</b>	
<i>A</i>	<i>Sire / Dame</i>
<i>2</i>	<i>Foal</i>
<i>3</i>	<i>Descendant</i>
<i>4</i>	<i>Come from Same Bloodline</i>
<i>5</i>	<i>Rival</i>
<i>6</i>	<i>Friend</i>
<i>7</i>	<i>Co-Worker</i>
<i>8</i>	<i>Share the same field or paddock</i>
<i>9</i>	<i>Human (owner)</i>
<i>10</i>	<i>Human (non owner)</i>
<i>J</i>	<i>Other farm or domestic animal</i>
<i>Q</i>	<i>Other wild animal</i>
<i>K</i>	<i>Sworn arch enemy (probably a horse)</i>

### **The Clues**

Use the following table for clue types instead of the one on p58 of the Partners manual.

<b>Clue Type</b>	
<i>A</i>	<i>Hoofprints in the ground</i>
<i>2</i>	<i>Hoofmarks on an object</i>
<i>3</i>	<i>Some other kind of tracks</i>

4	<i>Horse hair</i>
5	<i>Horse dung</i>
6	<i>A horsey smell</i>
7	<i>A revealing whinny</i>
8	<i>A dark horse</i>
9	<i>Alibi fails</i>
10	<i>Stories Don't Match</i>
J	<i>Another Body*</i>
Q	<i>Accusation*</i>
K	<i>Confession*</i>

### Archives

There are no really good horse detective shows or movies alas. Some good ones we wish there were are things like In the Heat of the Nightmare, Mane on Fire, The Black Dhallion, Devil in a Blue Harness, (Hitching) Rope, Fetlock Holmes, Stall and Order and of course Neigh-bours.





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