

army[0] EC: creation → execution { outer: makeArmy, arguments: {length: 0} }	
while loop EC: creation → execution LE: { shooter: fn, outer: makeArmy }	TDZ shooter
makeArmy EC: creation → execution LE: { shooters: [], i: 0, outer: global, arguments: {length: 0} }	TDZ shooters i
global EC: creation → execution LE: { makeArmy: fn, army: [¹⁰ functions] } outer: null	TDZ army