1. assertionKill applies to a single attempt since a time is given in the call, not many attempts.
2. "vpiAssertionSysKill considers all attempts in progress as unterminated and disables any further assertions from being started." The terminology "considers ... unterminated" is misleading (particularly with recent additions) and should be changed to "discards ..." like the others.

In 38.5.2 Assertion control Replace:

For the following operators, the second argument shall be a valid assertion handle, and the third argument shall be an attempt start time (as a pointer to a correctly initialized s_vpi_time structure):

— Usage example:
  vpi_control(vpiAssertionKill, assertionHandle, attemptStartTime)
  vpiAssertionKill discards the given attempts, but leaves the assertion enabled and does not reset any state used by this assertion (e.g., past() sampling).

With:

For the following operators, the second argument shall be a valid assertion handle, and the third argument shall be an attempt start time (as a pointer to a correctly initialized s_vpi_time structure):

— Usage example:
  vpi_control(vpiAssertionKill, assertionHandle, attemptStartTime)
  vpiAssertionKill discards the given attempt attempts, but leaves the assertion enabled and does not reset any state used by this assertion (e.g., past() sampling).

In 38.5 Replace:

— Usage example: vpi_control(vpiAssertionSysOff, handle)
  vpiAssertionSysOff disables any further assertions from being started. Assertions already executing are not affected. This control has no effect on pre-existing assertion callbacks.
  vpiAssertionSysKill considers all attempts in progress as unterminated and disables any further assertions from being started. This control has no effect on pre-existing assertion callbacks.

With:

— Usage example: vpi_control(vpiAssertionSysOff, handle)
  vpiAssertionSysOff disables any further assertions from being started. Assertions already executing are not affected. This control has no effect on pre-existing assertion callbacks.
  vpiAssertionSysKill considers all attempts in progress as discarded unterminated and disables any further assertions from being started. This control has no effect on pre-existing assertion callbacks.