Ladder_Bottom and Ladder_Top MUST BOTH be selected in leveledit
ie: hold control and select both of the ladder objects.
This is the ONLY way you can move or rotate ladders..

Rotating or moving either Ladder_Top or Ladder_Bottom individually
will fuxxup on the map and the ladders cant be used.

The only thing you can adjust freely is the z-axis up/down, every
other movement of the ladder objects MUST be done while BOTH ladder
objects are selected in the level.

Also rotating along the Y or X axis is not possible with ladders.